



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
68	C	Britt, Justin	5-29-91 (26)	Hatzipanagiotis, Joseph

COLLEGE	YEAR - RD - TM	TEAM
MISSOURI (MOUN)	14 - 2ND - SEA	Seattle Seahawks

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
47	47	32	68%	C/LG/RT	No

INJURIES 2016: Ankle (Missed 1 Game - Week 12) 2015: Hip (Missed 0 Games)

KEY STATS 2016: 0 Sacks Allowed, 4 Penalties (2 False Start, 1 Holding) 2015: 2.5 Sacks Allowed, 7 Penalties (3 False Start, 4 Holding) playing left guard 2014: 7.5 Sacks Allowed, 8 Penalties playing right tackle

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6057	325	5.19	1.81	33.5	10.3	27.5	8.14	4.69	100	23

Tapes Viewed 2016: at STL 9/18, at NYJ 10/2, vs BUF 11/7, vs PHI 11/20, vs CAR 12/4

BEST Hand Placement, Pad Level, Hand Timing and Footwork in Pass Pro, Size, Length

WORST First-Level Reach Blocks, Punch in Pass Pro, Lower Body Strength on Drive Blocks

PROJECTION Starter you can win with due to his ability in pass protection with very good hand placement and timing, ability to coordinate his feet and hands, as well as to reinforce the middle of the protection scheme by proactively helping teammates. Would be best utilized in a scheme that allows him to primarily climb to the second level and execute Combo and DBL's in the run game due to his inability to individually dominate at the POA at the first level.

SCHEME FIT Pass-first offense with a running game that utilizes their OL in space and doesn't emphasize individual Drive block running plays.

SUMMARY

Third year OL who has started 47 of 47 games, including 15 of 15 in 2016. Missed week 12 with an ankle injury. Did not miss a snap over his 15 starts, playing the third most snaps on the offense overall. Performed well in only his first year playing center despite the fact that Seattle's offensive line sustained several injuries and were forced to mix and match at different positions around him. Has played all three seasons under OC Darrell Bevell in a system that utilizes both Gap and Zone concepts. Has a lean, high-cut build with elite height, weight, length, and hand size, along with good overall AA with good quickness and lateral agility, and solid balance. Good initial quickness out of his stance on both Gap and Zone runs. Solid overall ability on Gap runs with solid play strength to execute and get push at the POA on Drive blocks and DBL's. Able to shield opponents from the direction of the play with proper leverage, spacing and angles both on individual Drives, and also DBL's, working effectively in tandem with his left and right guards. Shows good physical toughness, aggressively attacking opponents who expose their chest or side when his guard makes initial contact on DBL's. Keeps his feet chopping once engaged, showing good physical and competitive toughness to play through the whistle. Solid overall ability blocking in space, at the second level, on the Zone run series, and downfield with good play speed. Shows good short area quickness and lateral agility to climb and position himself at the second level. Effectively makes contact and maintains blocks vs. LB's and DB's with solid play strength and UOH, and is especially adept at executing Chop blocks at the second level due to his athleticism. Good ability on Combo blocks with good play strength to work in tandem on Scoops at the first level, and good timing, agility, and quickness climbing to attack the second level. Plays with solid hand placement, timing, and strength on both Gap and Zone runs. Very good ability in pass protection, keeps his hands inside the opponent's frame with very good hand placement, along with very good timing and pad level. Sinks his hips well to maintain his pad level despite his height. Plays with active feet, shuffling them to intersect the opponent at proper angles, and continues working his feet through contact to mirror. Shows coordination and good balance to keep his feet and hands aligned once engaged. Displays good play strength and UOH to extend his arms, lock out, and control opponents who rely on both power and quickness. Good mental processing to keep his head on a swivel and set the midline of the protection, proactively working to help teammates with aggressiveness. Shows good ability to work in tandem with his guards to identify and pass off stunts and twists. Good anchor with solid core/upper body strength, plays with good pad level and hand use to hold his ground and maintain the integrity of the pocket, displaying the ability to regain balance and re-engage with the opponent when initially knocked off balance. Good overall competitive toughness, exhibiting the ability to compete against all levels of competition, shows the ability to rise to the occasion at critical junctures in the 4th quarter and 3rd down, and continues to fight in both pass protection and the run game when poorly positioned or initially beat. Adequate balance moving to the second level when a 0-T DT lines up across from him, will stumble and lose his balance when trying to work past the 0-T to the second level. Adequate play strength and pad level on first level on Reach blocks, allowing opponents to shed the block and impact the play even when he initially establishes good position due to his foot quickness and lateral agility. Adequate lower body strength to get upfield push on individual Drive blocks, primarily hooking or shielding opponents from the direction of the play horizontally. Adequate initial punch strength in pass protection. Starter you can win with due to his ability in pass protection with very good hand placement and timing, ability to coordinate his feet and hands, as well as to reinforce the middle of the protection scheme by proactively helping teammates. Would be best utilized in a scheme that allows him to primarily climb to the second level and execute Combo and DBL's in the run game due to his inability to individually dominate at the POA at the first level.