
 Pro Scouting Report 										
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)	Scout Name (Last, First)					
29	DB	Fuller, Kendall		2-13-95 (25)	Jones, Ronald					
COLLEGE			YEAR - RD - TM			TEAM				
VIRGINIA TECH (VAPI)			16-3RD-WAS			Kansas City Chiefs				
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
59	35	38	64%	SCB,CB,FS	No					
INJURIES	2016-knee injury preventing most combine and pro day tests, 2017-No injuries, 2018-Right wrist injury Out WK 16), 2019- Right thumb injury (Out WK 7-11)									
KEY STATS	Trending up in yards allowed. Allowed 76 catches for 854 in 2018, but 27 for 309 yards in 2019. Trending up in QB pressures, 7 in 2019, up from 1 in 2018									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
5114	187	N/A	N/A	31.5	10	N/A	N/A	N/A	N/A	15
EXPOSURES	2019: at MIN 9/8, vs BLT 9/22, at DET 9/29, vs IND 10/6, at CHI 12/22									
STRENGTHS	Transitional Quickness, Man to Man Coverage, Competitive Toughness									
WEAKNESSES	Ball Tracking, Range as Safety in Deep Half or Middle Third									
SCHEME FIT	Slot CB in a system that heavily utilized man to man coverage while mixing in zone blitzes									
PROJECTION	A rotational DB you can win with due to his ability to play solid underneath man defense, tackle open field runners and competitive toughness to handle his run responsibilities. Lacks the ball skills to make impact plays and the range to play deep half or single high.									
BACKGROUND	4th year CB who has started 35 of 59 games in his career including 6 of 14 games in 2019. 2nd year under HC Andy Reid while 1st year under DC Steve Spagnuolo and DB coach Dave Merritt Dave. Under Spagnuolo and Merritt, he was primarily used as a slot CB (62% of his snaps) while also lining up at FS. Kansas City's coverage relied on Cover 2/3/6 (43% of passing snaps). Fuller's primary role was defending the curl/flat in Cover 3 and hook/curl in Cover 2 while also seeing snaps as a deep half safety. Kansas City also sprinkled in a single high MOFC look (16%) where Fuller primarily played man out of the slot.									
BODY TYPE / AA	Solid height/weight distribution with solid arm length, good hand size, lean upper/lower body with good muscle definition. Displays good AA with good combination of balance, foot quickness,with solid COD/hip fluidity but adequate acceleration.									
POSITIVES IN PASS GAME										
Before the snap, displays good pre snap recognition identifying assignments, tracking motioning WR/TE and communicating with teammates. After the snap good in press man coverage, has good center of gravity at LOS keeping a balanced core with patient footwork against smaller quicker WR and bigger body WR. Good jam because of good play strength with good timing/force getting an accurate strike to solid receiver's chest, using good footwork in back pedal out of press man to match angles with good pattern recognition and ability to mirror routes because of solid hip fluidity/COD. Off Man coverage is good against bigger WR because of good pattern recognition, and lateral quickness closing on underneath route combinations (Dig, Comeback) with good play speed to disrupt WR at the catch point. Displays solid mental processing when playing underneath Zone, quickly identifying different route combinations (Drags, In, Over) and solidly passing off to teammates. When ball comes into his zone uses good read and reacting with solid play speed to break on the ball and good play strength disrupting catches playing through the WR to force incomplection. Good at slipping blocks on bubble/tunnel screens keying ball and using good agility/lateral quickness to evade blocking WR/TE/OL, therefore making open field tackles against solid pass catchers										
POSITIVES IN RUN GAME										
Good at open field tackles as safety in the box on primary run support duty. Is able to K&D run concept, get down hill with pads low and chopping feet launching into good ball carrier, wrapping up and bringing down to the ground due to good play strength. Displays good mental processing diagnosing runs as slot CB/single high safety diagnosing concept and attacking LOS. Very good competitive toughness taking on OLBs on outside zone/counter runs, first using good K&D to identify outside concept, then using good play strength with good pad level and UOH to disengage from block to make tackles on solid ball carrier, as well as getting leverage on slot receivers maintaining good balance when crack blocked at the EOB to constrict lane and make tackles against solid ball carriers on Inside Zone/Mid Zone and Gap runs. Displays solid underneath range as single high Cover 1 safety tracking Crossers and Drags when teammate gets beat with good open field tackling skills. Solid range as a Cover 4 Safety/wide CB able to defend hash to number or number to sideline. Solid blitzler with solid play speed to accelerate through B/C gap, avoid solid blocking HB due to good lateral agility and good play speed to close on the QB and sack/force throw aways.										
NEGATIVES IN PASS GAME										
Adequate ball skills both in man/zone defense because of adequate skills at tracking ball once back is to QB, often fails to get head turned around to disrupt catch point and when he does get his head around on time, due to adequate instincts/mental processing, allows WR to stack and use body to shield him away from the ball. Adequate at causing fumbles due to adequate punch when attempting to knock ball out. Adequate range when playing the deep half or 1/3 alignment due to lack of mental processing when playing safety which limits his capability to defend deep routes along the sideline and also losing receivers on different route combinations by keeping eyes on QB too long due to unfamiliarity playing the position and doesn't have recovery speed to make plays on the ball. Adequate in Off man coverage against smaller quicker WR due to adequate acceleration out of backpedal and adequate recovery speed to make play on the ball. Adequate mental toughness due to susceptibility to head fakes, double moves, and gives too much cushion to WR late during end game situations.										
NEGATIVES IN RUN GAME										
None										