



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)		Scout Name (Last, First)				
68	OL	Zeitler, Kevin		3-8-90 (26)		Riordan, Patrick				
COLLEGE			YEAR - RD - TM			TEAM				
Wisconsin (WIUN)			12-1st-CIN			Cincinnati Bengals				
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %		Positions Started	Captain				
72	71	44	61%		RG	No				
INJURIES	2012: No injuries in 2012 2013: Right Foot Injury out Wks 11,13 Played on it rest of season 2014: Tore Right Calf out Wks 3,5,6 Played on it rest of season 2015: Played with Brace on Left Arm Wk 6									
KEY STATS	Has allowed 11.25 sacks in career, 2012: 4.5, 2013: 1.25, 2014: 2.50, 2015: 2.00, 2016 1.00 Has started a total of 60 games out of a possible 61 when he has been active 17 Penalties since 2012: 8 False Starts, 7 Holding, 1 Illegal Block Above The Waist, 1 Ineligible									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6037	314	5.39	1.81	32 3/4	10 1/4	29	7.77	4.61	101"	32
Tapes Viewed	2015: vs KC 10/4, at PIT 11/1, vs STL 11/29, at SF 12/20, at DEN 12/28									
BEST	Play Strength, Leverage/Pad Level Run Blocking and Pass Protection, Walk Back Technique, Anchor, Ace Blocks, Pass Protection Patience and Balance									
WORST	Flexibility, Blocking Second Level Defenders									
PROJECTION	Very good starting RG in a Gap blocking scheme and all Passing schemes, can win vs. all Body Types. Able to win due to his play strength, Patience, UOH and Anchor. Will struggle if used predominantly in a zone scheme as he does not have the foot speed or quickness necessary to execute blocks consistently.									
SCHEME FIT	Gap/Power Blocking run scheme, All Passing offenses whether longer developing routes or shorter ones (Air Coryell, West Coast, Erhardt Perkins)									
SUMMARY										
<p>4 year starter, playing in 61 games starting 60. Has spent entirety of career playing under HC Marvin Lewis, OCs Jay Gruden (2012-2013) and Hue Jackson (2014-2015) playing in a predominantly Gap blocking scheme. Very good size with broad shoulders, lean body type with good weight distribution and muscle build in forearms through upper arm as well as in calves, does not carry a big stomach. Shows solid athletic ability due to solid knee/ankle flexibility, foot quickness and balance with adequate foot speed and adequate hip flexibility. Shows very good ability as a Gap blocker in a Power run scheme. Displays solid initial quickness out of both 2 and 3 point stances with good feet and hand timing to execute Ace blocks or Drive blocks. Good hand placement allows him to display very good upper body strength and good ability to angle hips and wall off DL either inside when aligned at 2i to 1 Tech or outside when aligned at 4 to 5 Tech vs all DL body types. Generates solid movement at POA, pads will rise up even to the DL forcing him to utilize more play strength than leg drive with leverage, still able to steer DL out of rushing lane and not allow DL to disengage from his hands. Displays solid ability as a Pulling blocker into opposite B to D gaps, shows solid foot speed and solid processing ability to locate LBs and cover them up. Demonstrates very good ability in pass protection, shows very good patience and mental alertness to identify most dangerous rusher as well as delayed rushers where he may have to pass off his rusher. Shows good play speed as is quick in processing rushers and will consistently execute his blocking assignment in pass pro and in the run game. Shows good quickness out of stance to get back to Pass Pro set, maintaining a wide base and athletic stance patiently waiting for defender to engage. Shows good UOH in pass pro with patience and a powerful timed punch, remaining balanced with good leverage and lower body anchor, continuously fights to regain the advantage in the hand battle with no over extension and stalls the rush of the DL. Displays very strong and heavy hands, once locked on to defender it is very hard to dislodge him, able to swipe defenders arm off his chest and regain arm leverage. Does a good job utilizing the DL's movement against him, using his very good play strength and powerful hips to steer DL in an arc maintaining the depth of the pocket. Shows very good anchor ability vs all DT body types, maintains good leverage, and center of gravity by keeping shoulders over his knees playing with very good play strength and patience; does not allow quick pressures. Performed well versus top competition and rarely lost a battle outright in games viewed, showing consistent play throughout entire game and displaying very good competitive toughness throughout the season. Would perform marginally within a Zone system, possess adequate foot speed and fluid hips to beat DL to his spot and leverage rushing lanes for the RB as well as marginal ability to handle moving targets at the 2nd level. Shows adequate ability to move to second level LB when working combo block with RT, will get hung up displaying adequate ability to flip angle of hips to move on LB. Shows adequate ability as backside guard to seal off backside vs 3 Tech and quicker DT, does not take big enough step into gap and flip hips to seal off DT. Generates adequate movement as a pulling blocker will only cover up defender in gap instead of moving defender out of gap due to up right running and lack of flexibility to turn the corner entering the gap in these scenarios, can cause pile up if ball carrier is not patient. Could struggle vs quick twitch/athletically superior DL if able to utilize their flexibility and create angles due to Zeitler's upper body stiffness and adequate flexibility. Overall a very good G in a Gap blocking scheme as well as any passing scheme whether short or long developing routes in either an Air Coryell, Erhardt Perkins or West Coast. Shows very good ability both as a blocker and pass protector due to his play strength, patience, Leverage, Balance and UOH. Will struggle if utilized in a zone scheme as he does not possess the quickness/fluidity/foot speed to consistently reach block a 3 tech or block targets in space at the next level.</p>										