



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>82</b>	<b>Y, U</b>	<b>Rudolph, Kyle</b>	<b>11-9-89 (27)</b>	<b>Uy, Allan</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>Notre Dame (INND)</b>	<b>11-2nd-MIN</b>	<b>Minnesota Vikings</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>82</b>	<b>74</b>	<b>37</b>	<b>45%</b>	<b>Y, U</b>	<b>Yes</b>

INJURIES	<b>2011</b> -Quad Bruise (1 Game-Week 12), <b>2012</b> -No significant injuries, <b>2013</b> -Fractured Left Foot (8 Games-Weeks 10-17, IR WK-14), <b>2014</b> -Sports Hernia (6 Games-Weeks 4-9), Ankle/Knee Strain (1 Game-Week 16), <b>2015</b> -No significant injuries, <b>2016</b> -No significant injuries.
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KEY STATS	<b>2011</b> -NFL All-Rookie Team. <b>2012</b> -NFL Pro Bowl. Led his team in receiving TD's in 2012 (9), 2015 (5), 2016 (7). <b>2016</b> -1st among NFL TE's in Targets (132), 2nd in receiving TD's (7), 3rd in catches (83), 4th in receiving yards (840).
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6061</b>	<b>265</b>	<b>4.83 (PD)</b>	<b>1.67 (PD)</b>	<b>34 (PD)</b>	<b>10.75 (PD)</b>	<b>34.5 (PD)</b>	<b>7.24 (PD)</b>	<b>4.37 (PD)</b>	<b>9'05" (PD)</b>	<b>19 (PD)</b>

Tapes Viewed	<b>2016:</b> 9/25 at CAR, 10/3 vs NYG, 10/9 vs HOU, 11/20 vs ARZ, 12/14 at GB
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BEST	Hands, Pass Pro, Competitive Toughness, AA
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WORST	Mental Processing on cut-off blocks, Lowers head when blocking
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PROJECTION	A starting TE you win because of, good AA and hands to get open and haul in difficult passes all over the field, including the red zone, and is an asset in pass protection. Slow to recognize his assignment as a cut-off blocker on split zone runs and tends to lower his head when blocking.
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SCHEME FIT	Fits in any scheme as a Y or U.
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## SUMMARY

6th year TE in his 2nd season in Norv Turner's system, who resigned after Week 8. The team promoted TE Coach Pat Shurmur to Interim Offensive Coordinator on November 2, 2016. Rudolph started all 16 games in 2016, playing 92% of offensive snaps, utilized as a Y and U on vertical and horizontal routes, often asked to pass protect or chip pass rushers before releasing, worked as a blocker in the run game and on screen passes. Very good height, weight, arm length, and hand size on an athletic frame with good overall AA, speed, foot quickness, and solid COD and explosiveness. Solid mental processing to adjust his Drive block into a Hinge block and use the defender's upfield burst against him. Sees the voids between zones on vertical and crossing routes and settles inside them to get open, works his way back from downfield when the QB scrambles, quickly blocks his defender when the QB crosses the LOS. In pass pro, sees LB stunts and will break off from a Double Team to engage a delayed or stunting blitz. Solid play speed, consistently moves into position at both the POA and 2nd level before the defender can penetrate, displays the speed needed to get behind LB's in Zone coverage and maintain leverage on crossing routes. Solid as a Zone and Gap blocker, gets one hand inside and the other under the shoulder pad of 6/9-techs and LB's on Angle blocks, displays solid overall play strength to initially stalemate solid DE's, will get his helmet across the face of the 6/9-tech on Reach blocks, has nimble feet to keep his body on bigger defenders. Keeps a low pad level on Drive and Down blocks, latches his hands under the 6-tech's shoulder pads, has active feet to prevent from losing ground vs bigger defenders, shows lower body power by driving his legs through contact to push DB's and LB's on the LOS off course. Quick into position on Hinge and Seal blocks vs 9-techs, extends his arms to keep defenders at bay, maintains a solid base with wide feet and bent knees, slides his feet to stay in front of the defender. Creates movement on Double Teams vs 6/7-techs, maintains a firm grip to hold defenders in place and allow the OT to push the defender off balance, uses a low pad level and drives his legs to push back 5-techs. Shows quickness and lateral agility to reach the 2nd level or to get to the perimeter on Screen plays, uses his feet to square himself when contacting defenders, utilizes his arm length to contact LB's and DB's inside and keep his body in front of them, able to stalemate very good LB's or push DB's out of the way. Good in pass pro, quick feet to keep his body balanced and centered, slides with the 9-tech to ride them around the QB, extends his arms into their chest to absorb contact and can hold his ground vs solid Bull Rushes when he keeps a low pad level. Solid separation quickness, has a good hand swipe and swim move to defeat jams at the LOS and break free of grasping DB's and LB's at the top of his route, leans in one direction to widen the defender, then uses his speed and COD to cut the opposite way and win the route, uses his body to shield the ball from defenders. Good hands to catch passes away from his body and all around his frame as well as track the ball over his shoulder, can win jump balls and catch the ball through contact. Solid YAC, speed to turn upfield, lowers his shoulder and uses a stiff arm to break tackles of oncoming defenders. Good competitive toughness, executes well in the red zone, 6 of his 7 TD's were inside the red zone, the 7th was at the 22-yard-line, converted 40% (19 of 47) of 3rd & 4th downs into 1st downs, three of them for TD's, and doesn't shy away from bigger defenders in the run game. Doesn't show the play strength to hold his run block for the entire play vs good competition, will struggle to secure Reach and Angle blocks vs longer defenders when he keeps his arms low and allows them to contact him in the chest first, slow to recognize his target on Cut-Off blocks when executing Split Zone runs. Often lowers his head when blocking, making him susceptible to losing his balance when he mistimes his contact. Lacks acceleration and explosiveness to consistently run away from or get behind good DB's on vertical routes. Overall, a starting TE you win because of, good AA and hands to get open and haul in difficult passes all over the field, including the red zone, and is an asset in pass protection. Slow to recognize his assignment as a cut-off blocker on split zone runs and tends to lower his head when blocking.