Pro Scouting Report

PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
39	**RB**	**Davis, Mike**	**2-19-93 (25)**	**Myrick, Jalen**

COLLEGE	YEAR – RD – TM	TEAM
South Carolina (SCUN)	**15-4th-SF**	**Seattle Seahawks**

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
20	**7**	**5**	**25%**	**RB**	**No**

INJURIES	**2014-** right hamstring strain (no games missed) **2015-** broken hand (missed weeks 8-16, returned for season finale) **2016-** No reported injuries **2017-** Ribs (no games missed), Groin (missed week 12)
KEY STATS	**2017-** Despite only playing in the team's last 6 games he was still 3rd amongst Seattle RB's in offensive snaps played in 2017 with 16.5%. Has not averaged more than 3.5 YPC in career, or played in more than 8 games in a season. Posted 8.7 yards per reception on the season.

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
5090	**217**	**4.54**	**1.62**	**30.25**	**9 3/8**	**34**	**7**	**4.18**	**116"**	**17**

Tapes Viewed	**2017:** vs ATL 11/20, vs PHI 12/3, at JAX 12/10, vs LAR 12/17, at DAL 12/24
BEST	Hands to receive the ball, Elusiveness in Space, Balance
WORST	Finish/ YAC through arm tackle attempts, Burst, Vision to Create in the run game
PROJECTION	3rd down RB you can win with due to combination of natural recieving ability and stoutness in pass protection. Lacks Vision, Burst, and Finish ability to be relied upon as a consistent 1st and 2nd down threat in the run game. Lacks tape of running traditional routes split out wide which would increase 3DB value.
SCHEME FIT	West coast system as a 3rd down back utilized mainly on screen passes and option routes out of the backfield. Can be counted on in 6-man protection due to pre snap vision to find blitzers willingness to pass protect.

SUMMARY

3rd year RB who has started 7 of 20 career games including 6 of the final 7 in 2017 upon activation to the active roster after week 9 and missing week 12 with a groin injury. 1st year under HC Pete Carroll playing in OC Darrell Bevell's west coast offense that featured 4 contributing ball carriers. Despite only playing in the team's last 6 games, he was still 3rd amongst Seattle RBs in offensive snaps played in 2017 at 16.5%. Was asked to carry the ball in I/S Zone and Gap Runs on 1st down, but main focus was on winning with pass catching ability on screens and option routes out of the backfield. Solid height and weight with a compact build, short muscular arms, a solid tight torso, and short muscular legs, while displaying good athletic ability with a good combination of balance, COD, agility, acceleration, and quickness. Shows good Mental Processing to scan the formation pre-snap to locate potential blitzers; solid Mental Processing while receiving the handoff on Zone Run plays as he keys unblocked LBs through combo blocks where he does a solid job pressing LOS and scanning for new running lanes; Solid job using lateral agility on Zone runs to stop and start quickly when scanning on the fly. Good job executing Power Run plays due to patience to follow his blockers and does a good job timing his cut at the POA of the block point; solid Burst when hole presents itself due to patience to let play side gap develop. Solid play strength due to ability to carry a pile for an extra couple yards when running in between the tackles. Shows good balance and COD due to solid hip flexibility to jump cut away quickly from unblocked DL of solid size to create space to bounce the ball outside. Solid burst on Power runs due to ability to commit to a hole and using good agility to plant foot in the ground and accelerate off the block point of OL. Shows good elusiveness after the catch to use COD and quickness to make secondary tacklers miss in space. Good ability to contribute in the passing game on screens and option routes from the backfield; good job using hands to catch the ball and transition quickly from the catch to generating positive yardage. Generates separation on option routes by using Mental Processing to stem routes to attack LBs leverage with good COD/quickness at top of the route. Shows an overall good catch radius, does a good job catching above and below the waist and a solid job adjusting to passes behind him. Displays good ability when blocking due to low center of gravity to anchor in pass protection and the combination of good Functional Strength/ Physical Toughness to stick his nose in against unblocked blitzing LBs of good size; shows upper body strength to stalemate them at POA with combination of helmet and good hand usage with solid posture throughout the block. Overall, adequate Competitive Toughness due to inability to break arm tackles from DB/LBs of solid size in space and shows habit of not fighting for extra yardage when OL misses an assignment on a run play. Does not show competitiveness to create secondary separation when initial route is covered on passing plays and does not look to block in space when the QB is scrambling. Shows adequate Vision To Create due to inability to improvise on Gap runs when the DL generates penetration which is caused by bad decision making at block point; tries to bounce things outside when OL miss blocks, while not possessing the breakaway speed to outrun flowing LBs. Displays overall adequate Burst; on Zone runs his indecisiveness limit ability to showcase good acceleration he shows on screen plays; Cannot generate any more yardage than what OL blocks for on run plays due to tardiness getting through the hole. Adequate finish ability due to lack of determination to run through arm tackles of DBs/LBs of solid size and very minimal YAC between the tackles and in space due to lack of leg drive on contact; anticipates tackle attempts at the end of runs and does not run in a punishing way when approached by tacklers. Overall, a 3rd down RB you can win with due to combination of pass receiving ability out of the backfield and anchor/willingness in pass protection. Lacks Vision, Burst, and Finish ability to be relied upon as a consistent 1st and 2nd down threat in the run game. Lacks tape of running traditional routes split out wide which would increase 3DB value.