



SCOUTING ACADEMY

# Pro Scouting Report



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## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>82</b>	<b>C, G</b>	<b>Morse, Mitch</b>	<b>4-21-92 (27)</b>	<b>Rodriguez, Rivers</b>

COLLEGE	YEAR – RD – TM	TEAM
<b>Missouri (MOUN)</b>	<b>15-2nd-KC</b>	<b>Buffalo Bills</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>52</b>	<b>52</b>	<b>34</b>	<b>65%</b>	<b>C</b>	<b>No</b>

INJURIES	<b>2011-2014 College:</b> No injuries <b>2015:</b> Concussion (Out Wk 13, Wild Card, Divisional round) <b>2016:</b> No injuries <b>2017:</b> Left Foot (Out Wk 3-7, 14-17, Wild Card round) <b>2018:</b> Concussion (Out Wk 7-11)
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KEY STATS	<b>Career:</b> Started every game played, 11 total penalties, No sack allowed since <b>2016</b> (2nd longest active streak, Pro Football Focus) <b>2018:</b> 678 Offensive snaps (64.9% of team's offensive snaps), 4 Pressures allowed <b>Awards:</b> 2015 All-Rookie Team
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6055</b>	<b>305</b>	<b>5.14</b>	<b>1.81</b>	<b>32 1/4</b>	<b>9 1/4</b>	<b>31</b>	<b>7.6</b>	<b>4.5</b>	<b>112"</b>	<b>36</b>

Tapes Viewed	<b>2018:</b> vs. SF, vs. JAX, vs. BAL, vs. LAC, at SEA
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BEST	Pass Pro, UOH, Mental Processing
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WORST	Play Strength, Gap Blocking, Range in Screen game/Reach blocks
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PROJECTION	Starting OC you can win with because of his Pass Pro, Mental Processing, and UOH skills. Fits best in vertical/play action based passing systems and inside Zone run scheme. Limited range to assist in screen game and reach blocks.
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SCHEME FIT	Fits best in vertical/play action based passing systems and inside Zone run scheme. Has skill-set to play OG.
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## SUMMARY

4th year C who has started 52 of 52 games, and 11 of 11 in 2018. 4th year in Kansas City under HC Andy Reid, and OL coach Andy Heck, but only his 1st year under OC Eric Bieniemy (1st time OC). Elite height and good weight, heavy lower body with a lean frame and thick limbs, with adequate arm and hand length, possess solid AA with good foot speed, explosion, solid agility and short area quickness, adequate balance and marginal long speed. Solid overall Gap blocker, with good initial quickness from stance, while getting a good push at POA on DBL blocks, due to good UOH with quick punch timing, good hand placement and low pad level. Has good ability to locate and engage assignment on Pull blocks due to good mental processing, and solid AA, while being solid sustaining Gap blocks on Base/Down/Pull, due to good UOH and constant leg driving. Good overall Zone/Space Blocker with good initial quickness from stance; good Scoop/Reach (1 tech) blocker, able to engage and sustain due to good UOH, footwork, and lower pad level. Able to locate/get to/stay engaged with second level, due to good mental processing and good foot speed/short area quickness against good LBs. Solid competitive toughness, solid finisher on runs by playing through the whistle. Very good overall in Pass Pro, good mental processing to communicate protection calls to the rest of the OL, while possessing good initial quickness from stance, very good set quickness to intersect rushers, and does a good job getting to his set points. Consistently looks for and finds extra work in 3/4 man rushes, due to good mental processing. UOH is very good with quick punch to the chest, active hands, and tight elbows that uncoil to throw defenders back. Able to react to counters, stunts, and twists due to good mental processing, footwork, and short area quickness. Good Anchor with the ability to stop good bull-rushers, using good footwork/lower body strength to control them and good UOH to steer defenders around the pocket. Displays solid competitive toughness with the ability to play snap to snap independently, showing high levels of effort, pushing piles, diving to make blocks, and playing to the whistle. Adequate push on Base/Down blocks at POA due to adequate play strength, while showing adequate drive ability against mid to larger sized DL often resulting in stalemate due to adequate play strength. Adequate Reach blocker on 3 tech due to him being slower off the snap/sloppy footwork adequate play strength and UOH(high and outside). Adequate Combo blocker on 2nd level blocks due to angles taken/limited range. Adequate on Screens against DBs due to limited range/marginal long speed. Overall starting OC you can win with because of his Pass Pro, Mental Processing, and UOH skills. Fits best in vertical/play action based passing systems, that uses an inside Zone run scheme, has skill-set to play OG. Limited range to assist in screen game and reach blocks.