



SCOUTING ACADEMY

## Pro Scouting Report



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## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
13	WR	Dorsett, Phillip	01-05-93 (26)	Turchyn, Nick

COLLEGE	YEAR - RD - TM	TEAM
Miami (FLMI)	15 - 1st - IND	New England Patriots

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
57	11	36	63%	WR	NO

INJURIES	2018 Knee Week 2-3 missed practice after exiting game early 2017 Hamstring Preseason Game 1 missed game returned to practice next week missed part of spring practice due to hamstring 2016 Groin Week 15 missed practice time only Hamstring, Foot Week 6-7 exited game early Week 6, missed Week 7 2015 Fractured Left Ankle Week 7-14 Knee Preseason Week 3 NOTE: College 2013 MCL tear missed 5 games
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KEY STATS	2 SuperBowl appearances 5 Playoff Games LAC best game 4 recs 41 yards 1 TD KC AFC Champ 1 TD Key Trent of Yards/Gain of 12.9 and 18.1 down from 35.2 and 20.5 with the Colts (explosive plays are going down in recent years)
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
5010	192	4.33	n/a	30 1/4	9 3/8	37	6.7	4.11	122	13

Tapes Viewed	2018: vs HOU 9/9, @JAX 9/16, vs MIA 9/30, vs NYJ 12/30, vs LAC 1/13
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BEST	Athleticism, Body Control, Agility, COD, YAC
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WORST	Release vs Press Coverage, Explosive Play Drops, Footwork/False Steps, Stance
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PROJECTION	Role player whose athleticism could flash in gadget plays or deep routes that utilize his long stride speed, agility, and body control. Would not place in a system dependent on quick game and shorter route concepts where his depended on to win early in the down
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SCHEME FIT	Any vertical based passing system where deep route stems are the focus
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## SUMMARY

5 year veteran who finished his 2nd season in Josh McDaniels' offense as a 3rd/4th WR featured both in the slot and outside, and at times in the backfield and on sweeps. Role was reduced later in the season as health of WR group improved. A good athlete with marginal height, weight, and arm length and a firm compact build who possesses long stride quickness, agility and body control. In the passing game, able to get top speed on 3rd stride vs off coverage and threaten secondary early in stem. Flashes good body control mid stem leaning into defenders maintaining the Red Line via his AA. Footwork is best at the top of routes, able to sink hips and use Bam steps on both in and out cuts. Speed Cut is best, also flashes Square Cuts in Dig routes. Shows good ability to adjust to the ball both high in the air or thrown behind him on in breaking routes. Has solid hands at the catch point, often catching away from his body. Shows solid competitive toughness able to absorb collisions from larger sized defenders. A good YAC receiver, once the ball in his hands his athleticism shines again, can most times make the 1st defender miss and shows wiggle and COD to maximize yardage. Is very effective in scramble drill, showing solid play speed to adjust to QB and coverage and get open. In the run game, is a willing blocker able to mirror and match opposing defenders, and lock-up to provide RB a chance to maximize runs. In the pass game, struggles in his stance with 60-40 weight distribution resulting in his front foot knee rarely in front of his toe. This leads to consistent back foot false step during any release. His poor release gets worse against press coverage, rarely wins early and UoH is basically non-existent. Has adequate play strength does not help vs. press, as he often funneled to coverage or timing of route is disrupted. Even in his best single move releases, his false step keeps the DB at his hip. Shows adequate mental processing in his stem rarely attacking leverage and allowing most underneath zone defenders angles to collision. A raw route runner that does not reflect his 4 years of experience. Shows adequate separation quickness on fade routes vs. upper level CB talent, notable to stack. In the run game, play strength issues arise against most DB's and not an effective crack blocker, etc. Overall, a role player whose athleticism could flash in gadget plays or deep routes that utilize his long stride speed, agility, and body control. Would not place in a system dependent on quick game and shorter route concepts where his depended on to win early in the down