



Pro Scouting Report



PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
67	LG or RG	Spain, Quinton	8-7/91 (27)	Hawkins, Brian

COLLEGE
West Virginia (WVUN)

YEAR - RD - TEAM
15 - UDFA - TEN

TEAM
Tennessee Titans

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
52	50	25	48%	LG	No
INJURIES	2018: Shoulder (Missed Week 7); 2017: Turf Toe (Missed Weeks 9, 10); 2016: Hyperextended right knee and bone bruise (Missed Weeks 8, 9); 2015: No Reported Injuries				
KEY STATS	Trending upward in Snap Counts. Played under 400 snaps as an UDFA in 2015. Has logged over 800 snaps last 3 seasons (2016 - 2018)				

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6041	330	5.08	1.78	35"	N/A	29"	7.88	4.75	103"	28
TAPES VIEWED	2018: vs HOU 9/16, vs PHI 9/30, vs BAL 10/14, vs JAX 12/6, at NYG 12/16									
BEST	Drive Blocker, Play Strength, Processing Stunt Game, Competitive Toughness									
WORST	Lateral Quickness, Blocking at 2nd Level and Overall Range, Executing Cutoff and Reach Blocks									
PROJECTION	Starter you can win with in an Inside Zone and Gap running scheme that will also be reliable in Pass Pro, consistently showing he can process various stunt games. He is most valuable in Pass Pro and within a running scheme where he can move vertically. He lacks the lateral speed to effectively execute in an Outside Zone scheme.									
SCHEME FIT	Inside Zone or Gap (Power) running scheme.									

SUMMARY

4th year OG who has started 50 of 52 career games, including 15 starts in 2018. Played 87% of offensive snaps in 2018 in his 1st year playing under OL coach Terrell Carter and within OC Matt Lefleur's Zone running scheme and Play-action passing game. Good height, weight and very good arm length with a thick trunk and thighs, displaying solid athletic ability with solid COD, short area burst, balance and adequate lateral quickness. Solid (Gap) Power and Inside Zone Blocker when executing Down blocks as the Drive man on Combo blocks at the 1st level and 1 on 1 Base blocks, showing solid initial quickness from a 3 pt stance and solid footwork on his approach with solid hip and knee bend on contact and solid hand placement and grip strength to stalemate larger 1 - Gap type DTs and NTs at the POA. Solid in pass pro, showing solid initial quickness from both a 2 pt and 3 pt stance, taking solid angles to maintain a half-man relationship, consistently dropping his hips to establish a solid base with low pad level against 3-tech rushers attacking the B-Gap, using his hands to push rushers upfield. When Solid DTs and LBs Bull rush him, shows solid ability to anchor using his strong core and lower half. When uncovered, shows solid awareness to help C/OT by scanning and processing Zone Dog blitzes and looping DEs on designed stunts. Shows good mental and competitive toughness against very good and elite level DTs, quickly flashing the ability to win after losing multiple 1 on 1 battles. When climbing to the 2nd level off of a Combo block struggles to remain square, balanced and under control on his approach, allowing LBs and Safeties to avoid contact. On Cutoff blocks at both the 1st and 2nd Level and Reach blocks, struggles to gain positional leverage due to adequate lateral agility, foot speed and poor angles when approaching LB/S. Adequate ability to anchor in Pass Pro vs good or better DT that Bull rush him due to adequate UOH, showing a lack of quickness getting hands inside on defender's breastplate resulting in hand placement on the outside of defenders shoulder pads. When executing screen blocks, takes adequate angles to get in a position to cover Secondary defenders. Overall, he is a starter you can win with in an Inside Zone and Gap running scheme that will also be reliable in Pass Pro, consistently showing he can process various stunt games. He is most valuable in Pass Pro and within a running scheme where he can move vertically and leverage his Play Strength. He lacks the lateral speed to effectively execute blocks in an Outside Zone scheme.