



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
23	RB, 3DB	Jennings, Rashad	3-26-85 (32)	Gold, Zach
COLLEGE		YEAR - RD - TM	TEAM	
Liberty (VALB)		09-7th-JAX	New York Giants	

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
93	54	40	43%	RB	No
INJURIES	2016 -Left thumb (Weeks 3-6, 3 games missed), 2015 -No injuries, 2014 -Sprained MCL (Weeks 5-11, 4 games missed), Ankle (Weeks 14, 16-17, 1 game missed), 2013 -Hamstring (Week 6, no games missed), Concussion (Weeks 14-15, 1 game missed), 2012 -No injuries, 2011 -Knee (missed entire season)				
KEY STATS	NYG leader in attempts, rushing yards and rushing touchdowns in 2015 and 2016				

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6010	231	4.66	1.61	32	10.38	34	6.86	4.2	120"	29

Tapes Viewed	2016: at DAL 9/11, vs CHI 11/20, at CLE 11/27, vs DET 12/18, at WAS 1/1
BEST	Competitive Toughness, Play Strength, Finish/YAC, and Ball Security
WORST	Hesitation on Zone Concepts and Long Speed
PROJECTION	A rotational three-down RB you can win with. Best in a Gap scheme as part of 10 or 11 personnel groupings where the defense is forced to play a six-man front, can play on 3rd down because of receiving and blocking abilities. Lacks the outside speed and decisiveness required to succeed in Zone concepts and is a complementary player rather than the focal point of an offense.
SCHEME FIT	Gap run scheme primarily utilizing 10 and 11 personnel packages.

SUMMARY

Eighth year RB who has started 54 of 93 career games. Third season in HC Ben McAdoo's up-tempo, no-huddle offense heavily reliant on 11 personnel packages, missed Weeks 3-5 (3 games) with a left thumb injury. Finished the season in a rotational role with Paul Perkins, exclusively running Gap concepts after beginning 2016 as a starter in the Giants' Zone-based scheme. Played predominantly on 1st and 2nd downs with Perkins, Shane Vereen and Bobby Rainey handling 3rd down and 2-minute duties. Lanky torso and thick lower body with good AA, showing good agility and balance plus solid short-area quickness. Displays solid mental processing, on Gap runs allows his blocking to set up before acting quickly and decisively to get himself square and through the hole. Shows solid vision making decisions based on the hat of his lead blocker at the 1st level, solid burst through LOS when given a simple picture. Active with his off arm in the open field, using a heavy stiff arm to ward off defenders. Displays very good finish, uses pad level to break tackles and force the defense into awkward tackling positions, consistently gains yards after contact. Very good ball security, covers the ball with two hands when anticipating contact, only 4 fumbles on 637 offensive touches (0.6% fumble rate) in his three seasons with the Giants. Displays very good competitive toughness and play strength, is not afraid of contact and requires multiple defenders to bring him down. Solid receiving back primarily asked to run Screens and Wide routes, understands hot receiver responsibilities and turns his head to present a target to the QB on out-breaking routes, shows the ability to adjust to the ball and catch away from his body. Good blocker, recognizes his assignments and uses functional strength plus active footwork to hold off pass rushers. Struggles in Zone concepts, particularly Outside Zone where he slows his feet and moves laterally while reading the picture instead of planting his foot in the ground and attacking the defense. Hesitation causes him to run out of time to hit the hole and get forced into traffic, high pad level while in the backfield prevents him from accelerating and getting into good finishing position. Transitions slowly after the catch, taking multiple steps before picking up his head and becoming a runner. Frequent outside hand placement as a blocker runs the risk of being called for holding penalties. Overall, A rotational three-down RB you can win with. Best in a Gap scheme as part of 10 or 11 personnel groupings where the defense is forced to play a six-man front, can play on 3rd down because of receiving and blocking abilities. Lacks the outside speed and decisiveness required to succeed in Zone concepts and is a complementary player rather than the focal point of an offense.