



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>79</b>	<b>OT</b>	<b>Havenstein, Rob</b>	<b>5-13-92 (26)</b>	<b>Glumicic, Slavko</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>WISCONSIN (WIUN)</b>	<b>15-2nd-LAR</b>	<b>Los Angeles Rams</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>43</b>	<b>43</b>	<b>22</b>	<b>5120%</b>	<b>OT</b>	<b>No</b>

INJURIES	<b>2015-</b> Ankle - 1 Game (Wk 9) - Calf - 2 Games (Wks 11-12) <b>2016:</b> Ankle - 1 Game (Wk 17)
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KEY STATS	<b>2015:</b> NFL All-Rookie Team, <b>Career:</b> 6.5 Sacks Allowed (2015: 0, 2016: 2.5, 2017: 4.0) - <b>2017:</b> 2nd Most Snaps (LAR)
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6070</b>	<b>321</b>	<b>5.46</b>	<b>1.88</b>	<b>33 3/4</b>	<b>9 7/8</b>	<b>28.5</b>	<b>8.28</b>	<b>4.87</b>	<b>96"</b>	<b>20</b>

Tapes Viewed	<b>2017:</b> vs WAS 9/17, @DAL 10/01, @JAX 10/15, @NYG 11/05, vs PHI 12/10
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BEST	Initial Quickness, Zone Blocking, Footwork, Mental Processing
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WORST	Finish, Competitive Toughness, Anchor, Play Strength
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PROJECTION	A starting OT you can win with, best used in a quick pass Zone blocking scheme that uses his footwork and ability to quickly fire off the snap (with jump/45 degree sets) to get to his spot. Reads the field well, effective against stunts and blitzes. Limited in his competitive toughness, play strength, doesn't look to finish, struggles to anchor.
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SCHEME FIT	A quick pass, Zone blocking scheme, that lets him use 45 degree and vertical ets in pass pro.
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## SUMMARY

A 3rd year pro who has started 43 out of 43 games played, 15 games being in 2017. Missed only 4 games due to injury and playing the 2nd most snaps on the team in 2017. Has played with three different offensive coordinators in 3 years, Frank Cignetti (2015), Rob Boras (2016). In 2017, Matt Lafleur and HC Sean McVay joined the team, incorporating a mix of Zone and Gap blocking, Good tall height, athletic, muscular frame, solid arm length and hand size, displays good AA, quickness, foot speed, acceleration, flexibility, explosiveness, balance, fluidity in hips. Good initial quickness in both Gap and Zone plays, puts himself in a position to gain leverage. Solid technique on Gap blocks, DBL blocks, uses good, quick footwork to engage, keeps frame square to defender, solid torque in arms/hands, delivers solid strike, and latches on with solid grip strength, sustaining the block, bringing the defender's centre of mass close for balance, solid job of keeping head up through contact and chopping/adjusting feet. Solid on Pull blocks, displays speed and good processing to find target and quickly attack. Good on Zone blocks, gets to the spot first due to speed, feet, short area quickness, gets helmet on defenders play-side shoulder, uses balance, solid two hand strike and leverage to create angle and sustain for ballcarrier on Reach blocks, launches shoulder into players chest on Scoop blocks. Good on Combo blocks, seals initial double team efficiently with quickness, solid UOH, then climbs to 2nd level fluently and displays good hips to engage with LB's/DB's. Solid in Pass Pro, good quickness off the snap, efficient footwork, does good job of intercepting rushers using the Jump set and 45-degree set, uses hands to force rush out wide, mirroring with feet and hips throughout, doesn't get fooled by spins. Solid at adjusting to twists, stunts, counters, quickly moves on to new matchup and communicates to line mates. Adequate play strength, struggles to move players backwards, on Drive blocks, once he delivers hands, can only hope for a stalemate. Uses bear hug when chest battle is lost. Adequate competitive toughness, rarely looks to dominate opponent, lets go of blocks early, stands up high, adequate finish on run blocks, won't get pancakes or wipe a player off the field, passive, play gets worse in the clutch. In pass pro, adequate at replacing when a player knocks down one of his arms, turns to bear hug, will get called for holding. Adequate Anchor, gets pushed back consistently when defender explodes toward him, struggles to sink feet into the ground and counter strength. Overall, a starting OT you can win with, best suited for a quick pass Zone blocking scheme that uses his footwork and ability to quickly fire off the snap (with Jump/45-degree sets) to get to his spot. Reads the field well, effective against stunts/blitzes, finding targets in 2nd level. Limited in his competitive toughness, play strength, doesn't look to finish, struggles to anchor.