



Pro Scouting Report



PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
10	QB	Griffin III, Robert	9-5-86 (30)	Junor, Patrick

COLLEGE	YEAR - RD - TM	TEAM
BAYLOR (TXBA)	12- 1st - WAS	Cleveland Browns

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
42	40	12	29%	QB	YES

INJURIES	2012 -No Injuries, 2013 -Knee (Weeks 9-11, 3 Games Missed), 2014 -- Ankle (Weeks 2-8, 7 Games Missed), 2015 -Concussion (Preseason), 2016 -Fractured Left Coracoid Bone (Weeks 1-11, 11 Games Missed)
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KEY STATS	2012 -22nd in NFL in Yds (3,200), Tds (20), Comp % (65.6), NFL rookie of the year.
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6023	223	4.41	1.53	32 1/2	9 1/2	39	N/A	N/A	120	N/A

Tapes Viewed	2016: at PHI 9/11, vs CIN 12/11, at BUF 12/18, vs SD 12/24, at PIT 1/1
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BEST	Mental Processing, Toughness, Athletic Ability, Strength, Arm Strength, Play Speed, Extend Plays
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WORST	Accuracy, Poise, Decision Making, Touch
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PROJECTION	Back up QB that you can win with that has very good athletic ability, solid mental processing, toughness, and arm strength. Despite marginal accuracy, adequate poise, and decision making. Will fit into a spread offensive system similar to a college system with the ability to run Option Plays and RPOs.
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SCHEME FIT	Any spread offensive system where Option Plays, RPOs, and QB draws can be executed.
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SUMMARY

5th year QB that has started 40 out of 42 games played. Played 4 seasons for the Washington Redskins under offensive coordinator's Kyle Shanahan multiple offensive scheme before losing the starting QB job to Kirk Cousins in the 2015 season. Picked up by the Cleveland Browns in the 2016 season and started the 1st game of the season before fracturing the left coracoid bone and missing the next 11 games of the 2016 season. Played in the last 4 games of the season under Head Coach Hue Jackson and asked to make plays in the pocket from the shotgun formation. Has a combination of very good agility, quickness, and explosiveness for very good athletic ability at the QB position with a solid body frame. Solid mental processing pre-snap allows for reading fronts and coverages and calling out the middle linebacker. Can process shown blitzes pre-snap while keeping an eye on the play clock to allow for solid time management and control of the offense. Solid mental processing post-snap allows for reading half the field and knowing the receiver route combinations in the passing game to the play side of the play. Solid play speed in 3 step drops when needing to deliver the ball within 2 seconds after the snap to a receiver running a comeback route from 5-10 yards. Solid play strength helps avoid sacks when grabbed or hit by a pass rusher inside the pocket and staying up before scrambling for yards. Good extending plays with good foot speed and athletic ability. Solid arm strength when setting up in 3 to 5 step drops and delivering the ball on a line 5-20 yards on hitches, slants, digs, and post routes. Good extending plays with good foot speed and very good athletic ability. Extends plays inside the pocket with very good athletic ability by spinning off, stiff arming, or swiping the hands of an edge rusher to maintain pocket presence and put the pressure on the secondary to maintain coverage for more than 4 seconds. Uses good foot speed when pressured inside the pocket to run outside the pocket toward the sidelines while pressing the LOS and keeping eyes down field with the option to pass before going beyond the LOS. Post-snap, tends to play too fast not trusting his instincts and accuracy to make the correct throw after making reads due to adequate poise and decision making in the pocket. Adequate decision making when trying to consistently make throws and get 1st downs to extend drives in the passing game. Adequate decision is also shown late in the game when trailing and put into need to pass situations where pressure causes quick throws on 5 to 7 step drops before the play develops. Adequate poise leads to quick scrambling for yards and taking big hits from defenders in the 2nd half of games after repeatedly being hit, hurried and knocked down in the 1st half. Struggles against very good defenses that disguise their defense pre-snap and changes the coverage after the snap, which causes panic and scrambling. Adequate ball handler when handing off the ball to the running back from under center. Also, adequate run directional reads pre-snap when having to audible off the defensive front and counting front and backside players. Marginal accuracy and touch allows for missed opportunities when throwing on the run for sprint outs and roll out passes. When throwing on the run moving from left to right or right to left, can be inaccurate with throws behind the intended receiver and causes missed throws on outs, ins, slants, and seam routes. Poor deep ball thrower in the middle of the field or along the hatches and sideline, because of lofting the ball up each time for a jump ball with no velocity on the throw. Adequate mechanics that lacks follow through which causes a dart like throw with a quick flick of the wrist release that often makes the ball float or not catchable with adequate touch on short passes. Adequate touch on the ball when throwing to the running back out the back field and shallow crossing routes. Overall, back up QB that you can win with that has very good athletic ability, solid mental processing, toughness, and arm strength. Despite marginal accuracy, adequate poise, and decision making. Will fit into a spread offensive system similar to a college system with the ability to run Option Plays and RPOs.