



Pro Scouting Report



PLAYER INFO

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|----------------|------------------------------|------------------------------------------------|-----------------------------------|--------------------------------------------------|
| # 61 | Pro Position(s) OL | Prospect (Last, First) Long, Spencer | DOB (Age) 11-08-90 (26) | Scout Name (Last, First) Solis, Javier |
|----------------|------------------------------|------------------------------------------------|-----------------------------------|--------------------------------------------------|

| COLLEGE Nebraska (NEUN) | YEAR - RD - TM 14-3rd-WAS | TEAM Washington Redskins |
|-----------------------------------|-------------------------------------|------------------------------------|
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CAREER INFORMATION

| Games Played | Games Started | Games Won | Winning % | Positions Started | Captain |
|--------------|---------------|-----------|------------|-------------------|-----------|
| 34 | 26 | 17 | 50% | C/OG | No |

INJURIES **2016**-Missed Week 17(concussion); Questionable 4x with chest and 2 separate ankle injuries , **2015**- No missed time; Probable 3x with ankle, knee, and hip injuries, **2014**- No significant injuries. **2013**- Tore right MCL half way through senior season

KEY STATS **2016:** 1.0 sack allowed on 495 snaps in pass protection, 1 False Start w/ no other penalties, **2014-2015:** Committed zero penalties during his first 18 games in the NFL

MEASURABLES

| Height | Weight | 40 YD | 10 YD | Arm | Hand | Vert | 3 Cone | SS | Broad | Bench |
|-------------|------------|------------|------------|---------------|---------------|------------|------------|------------|------------|-----------|
| 6045 | 324 | n/a | n/a | 33 1/8 | 10 3/4 | n/a | n/a | n/a | n/a | 28 |

Tapes Viewed **2016:** at BAL 10/09, vs PHI 10/16, at DET 10/23, vs MIN 11/13, vs GB 11/20

BEST Pass Pro, Angling his Blocks, Play Speed

WORST Play Strength, Anchor, Short Reach

PROJECTION Starting C you can win with who is scheme dependent relying heavily on effort and blocking angles rather than functional strength. Has the versatility and experience to play OG but is best suited as a C where he looks more natural in pass protection having to engage in less long-armed DL. Quick, athletic C who can get the job done with a solid showing to help you win but can always be upgraded as a starter.

SCHEME FIT A pass heavy offense with a Zone Blocking Scheme

SUMMARY

3rd year OL who has started 26 of his 34 games played since being drafted by the Redskins, starting 12 games at C in 2016. Played 2016 as his 3rd season under HC Jay Gruden and OC Sean McVay in a Zone run blocking scheme. Very good height with short arms and a stocky build with very good weight distributed evenly throughout his limbs and torso. Possesses good athletic ability displaying good lateral agility and quickness with very good flexibility in his knees and hips. Plays with quick hands that help him get inside his opponent's pads after snapping the ball. On Zone run blocks, has a very good understanding of body angles exhibiting the ability to roll his hips when engaged with the defender to wall off and seal him out of the play. On Combo blocks, quickly comes off the line defender as he redirects and climbs to the second level, then takes the proper angle to cut off his targeted defender and cover him up to create a crease for the RB. On DBLs, looks to turn and seal the DL showing solid hand and core strength. Displays solid mental processing overall understanding where he needs to go in pass pro displaying quick diagnosing skills by recognizing Twists fast enough to point his hips in the direction of the oncoming defender, lower his pad level, reset his stance and use a well-timed strike to engage the looper/pick-player. Good pass protector overall who smoothly gets to his set point to stay at the same depth as the OGs exhibiting spatial awareness and having a good feeling of his surroundings with the hip mobility to be able to open up to either side of him to help cover both OG's inside shoulders. When facing a head-on defender, displays solid UOH with a well-timed straight punch to engage the rushing NT with solid hand strength, ride and mirror him while showing a savviness to use body angles to ride his defender past the QB to maintain a passing lane. Plays with adequate competitive toughness, competes hard to stay in between his defender and the ball carrier but looks overmatched when engaged physically with DL with good functional strength. Isn't aggressive at the POA, doesn't translate his gym strength into functional power due to him raising his pad level the longer he stays engaged, allows his defender to get inside of his pads resulting in adequate overall play strength. Plays on the offensive side of the LOS in the run game, allowing his defender to get backfield penetration to redirect the RB. Adequate Zone run blocker whose adequate arm length causes him problems on Zone Reach blocks vs DL who possess good length allowing them to get into his chest and press him out at the POA causing him to get flattened out. Doesn't finish sealing off the DL on Combo blocks before climbing to the 2nd level and struggles to lock on to his defender in open space relying on body angles to wall off rather than having control of the block. Marginal Power run blocker, displaying adequate play strength not creating any push on Base blocks against interior DL, getting stood up in short yardage situations, and allowing the OG to create the majority of the push on DBLs. Marginal anchoring ability, struggles heavily vs bigger bodied, more powerful defenders. Shows a weak back when engaged in a bull rush, consistently gets walked to the QB on power rushes due to him being late at dropping his hips and being unable to reset his anchor when he starts losing pocket depth. Starting C you can win with who is scheme dependent relying heavily on effort and blocking angles rather than functional strength. Has the versatility and experience to play OG but is best suited as a C where he looks more natural in pass protection having to engage in less long-armed DL. Quick, athletic C who can get the job done with a solid showing to help you win but can always be upgraded as a starter.