



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
98	DT	Lotulelei, Star	1-20-89 (27)	Jacobs, Drew
COLLEGE		YEAR - RD - TM	TEAM	
University of Utah (UTUN)		13-1st-CAR	Carolina Panthers	

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
65	63	40	62%	RDT, LDT	No

INJURIES	College- Cardiac Issues, 2014- Low Right Ankle Sprain (Missed Weeks 11, 13, 14), Broken Right Foot (Missed Divisional Round-Offseason Surgery), 2015- Right Foot (Missed Preseason-Week 3), Ankle (Missed Week 13), Illness (Missed Week 17)
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KEY STATS	2013- 3 Sacks, 48 Tackles, 2014- 2 Sacks, 29 Tackles, 1 Pass Deflection, 2015- 1 Sack, 22 Tackles, 2 Pass Deflections, 1 Forced Fumble, 1 Fumble Recovery, 2016- 4 Sacks, 26 Tackles, 1 Forced Fumble, 1 Pass Deflection
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6024	311	5.41	3.12	33 3/5	9 3/4	30	7.79	4.63	105"	38

Tapes Viewed	2015: at ATL 10/2, vs ARI 10/30, at STL 11/6, vs NO 11/17, at OAK 11/27
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BEST	Lateral Agility, Effort in Pursuit
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WORST	AA, Mental Processing, Competitive Toughness, Play Speed, Play Strength, Vs Run, Burst, UOH, Pass Rush
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PROJECTION	Backup DT who can align as a 1 or 3 tech. Solid leg strength and good lateral agility allow him to compete against Zone runs, and he can generate a solid bull rush, when lined up against adequate OL. Would struggle as a 2 Gap DL due to marginal UOH and inability to shock and shed blocks, while he struggles in Pass Rush due to lack of a plan, lack of moves, and poor pad level.
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SCHEME FIT	4-3 scheme where he can play as 1 or 3 Tech in both Under and Over Fronts
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SUMMARY

2013 1st Rd pick and a 4-year starter who has started in 63 of 65 games. 3-down player who aligns both as a 1 and 3 technique in DC Sean McDermott's 4-3 scheme. No impactful 2016 injuries, 4th year in scheme, with 2017 final year in rookie contract. Good height and weight, solid arm length, and a thick, muscular build supporting adequate overall AA with good lateral agility and solid quickness in space. Vs Reach blocks, shows solid leg strength to stalemate, good lateral agility and good effort to chase down ball, with good ability to tackle ball in hole, when disengaged from block. Displays solid overall ability in pursuit, with good effort, good lateral agility, good angles, and solid quickness in space both on the backside of runs and in screen game. In Pass Rush, shows solid upfield burst, solid leg and upper body strength to bull rush adequate competition, and solid ability to finish on QB, with solid mental processing to get hands up to deflect ball. Adequate overall ability vs Run, against Base blocks shows adequate overall burst, ability to ID run, and marginal overall UOH, with adequate overall play strength and pad level, as he is driven back by and unable to disengage base blocks. Vs Reach blocks, exhibits adequate burst and ID, marginal aggressiveness at POA, adequate pad level, adequate hand timing, marginal outside placement, and marginal hand strength preventing him from shocking or shedding OL, resulting in his lacking leverage, being turned sideways, and overrunning gap and ball carrier. Displays marginal overall competitive toughness, due to his not engaging blocks aggressively, lacking stamina and effort on long drives and at end of games, struggling vs top competition, and losing at POA in Red Zone, 4th Q, and 3rd Down. Adequate overall ability in Pass Rush, due to adequate get off with 1st movement up, adequate pad level, lack of pass rush plan, and adequate hand timing, marginal placement, and marginal strength resulting in adequate play strength for bull rush and a lack of explosiveness and a general inability to win with speed. Overall, a backup DT who can align as a 1 or 3 tech. Solid leg strength and good lateral agility allow him to compete against Zone runs, and he can generate a solid bull rush, when lined up against adequate OL. Would struggle as a 2 Gap DL due to marginal UOH and inability to shock and shed blocks, while he struggles in Pass Rush due to lack of a plan, lack of moves, and poor pad level.