



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>13</b>	<b>WR</b>	<b>Jones, T.J.</b>	<b>07-19-92 (28)</b>	<b>Hawkins, Brian</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>Notre Dame (INND)</b>	<b>14 - 6th - DET</b>	<b>Detroit Lions</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>28</b>	<b>16</b>	<b>17</b>	<b>61%</b>	<b>Z, X and Slot</b>	<b>YES</b>

INJURIES	<b>2017:</b> Shoulder (Placed on IR Week 17); <b>2016:</b> (No reported injuries); <b>2015:</b> (No reported injuries)
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KEY STATS	Trending up in targets and receptions. Doubled reception total (30) from combined receptions in 2015 and 2016 (15). Started 6 games.
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>5115</b>	<b>188</b>	<b>4.46</b>	<b>1.54</b>	<b>30 4/7</b>	<b>10</b>	<b>33</b>	<b>6.82</b>	<b>4.27</b>	<b>119</b>	<b>N/A</b>

Tapes Viewed	<b>2017:</b> @MIN 10/1, vs CAR 10/8, @NO 10/15, vs PIT 10/29, @GB 11/6
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BEST	Processing Zone Coverages, Finding Voids in Zone Coverage, Competitive Toughness
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WORST	Long Speed, YAC, Play Strength as a runner, Separating vs Man Press
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PROJECTION	Z or Slot receiver you can win with in a system that gives receivers option routes in the Quick and Intermediate passing game that can leverage his ability to process and locate voids in Zone coverages and his competitive toughness to take hits and block aggressively.
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SCHEME FIT	Any system utilizing Z and Slot receivers in the Quick and Intermediate passing game.
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## SUMMARY

Fourth-year WR who has started 6 of 28 career games. Started 6 games in 2017, mainly used as an X/Z receiver with some snaps from the Slot. Played 38 percent of offensive snaps in 2017 in Jim "Bob" Cooter's offensive system. Adequate height and weight with a slender, lean build, displaying solid AA showing solid quickness, agility, COD, balance and marginal leaping ability. Solid release vs Press alignment, showing solid quickness and good recognition of CB and safety alignment to determine an inside or outside release, head and shoulder moves and solid strength when clubbing and swiping away DBs hand when they attempt to off-hand jam. Solid release vs Off Man, showing solid burst off the LOS and solid acceleration to closeDB cushion. Shows good mental processing in his route, quickly identifies Cloud coverage by taking an outside release using solid quickness up the sideline, providing additional space between the safety and sideline. Shows good awareness of spacing of defenders in the hook/curl zone by sitting in open areas. When pocket break down in scramble situations, shows good ability to move with the QB while locating a void between defenders for a throwing lane. Exhibits solid separation quickness at the top of routes (Hitches, Quick Outs, Comebacks), using solid quickness, hand swipes, and solid play strength when DBs attempt to collision and jam from an Off alignment using a two-hand shove and quick swim move. Shows solid ability to adjust to balls, exhibiting ability to open hip and shoulder to catch balls thrown behind him, ability to slide and catch balls thrown low. On Comeback routes and fades toward the sideline, displays good body control to get both feet in-bounds after securing catch. Exhibits solid hands, consistently catching balls within his catch radius, and showing good concentration on balls thrown to the sideline in Cover 2 when Safety is closing, exhibiting good competitive toughness to secure catch and take big hit. On Slot fades, shows good concentration to secure catch on back-shoulder throws. Solid blocker in the run game, showing good competitive toughness and solid strength by consistently engaging with CBs with a wide base, extended arms and hand placement to sustain leverage on defenders. Adequate ability to separate from on vertical routes due to adequate long speed. Adequate YAC, exhibiting adequate strength to elude initial defender and break tackles. When engaged with tackler lacks power to gain additional yards. On short routes, often falls to ground after catch, limiting ability to turn and gain yards. Z or Slot receiver you can win with in a system that gives receivers option routes in the Quick and Intermediate passing game that can leverage his ability to process and locate voids in Zone coverages and his competitive toughness to take hits and block aggressively.