



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
99	DL	Jernigan, Tim	9/24/92 (24)	Maccarone, Nick
COLLEGE		YEAR - RD - TM	TEAM	
Florida St (FLST)		14-2nd-BAL	Baltimore Ravens	

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
43	26	18	44%	NT/DT	No
INJURIES	2014- Knee (Weeks 3-7, Missed Weeks 3-6) Foot/Ankle (WC-DC, missed WC) 2015- Right Knee Sprain (Weeks 1-2, Missed Week 1) 2016- Knee Sprain (Week 4, No Game Missed) Shoulder (Weeks 11-12, No Game Missed)				
KEY STATS	2016- 8th most sacks by a DT with 5.0; 29% of tackles (9) were TFL 2016 Offseason- Traded from Baltimore to Philadelphia				

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6015	300	5.06	1.76	31 5/8	9 5/8	29.5	7.65 PD	4.83	102	27

Tapes Viewed	2016- vs BUF 9/11, vs OAK 10/2, vs WAS 10/9, @ NYG 10/16, vs PIT 11/6
BEST	Athletic Ability, Burst, Explosion, Play Speed, Mental Processing, Lateral Agility, Ability vs Run
WORST	Size, Conditioning, Execution of UOH
PROJECTION	Starting 3 Tech that you can win with in a 1 gap penetration based, read and react defense that allows him to use his very good burst and play speed to blow by OL vs Run or Pass. Lacks the height to effectively 2 gap and take on DBLS and needs to work with execution consistency of UOH in pass rush.
SCHEME FIT	1 gap, penetration based attack and react defense

SUMMARY

3rd year DT who has started 26 of 43 career games and first full year of starter in 2016. Played all 3 years in Dean Pees 3-4 Defensive scheme 2 gap scheme, where he aligned at NT as well as 3 Tech in 4-3 on all 3 downs. Displays adequate height and solid weight with very good athletic ability and shows very good burst, lateral agility, good explosion and quickness. Shows very good ability vs the run as both a NT and 3 Tech where he diagnoses the play very quickly due to very good mental processing. Demonstrates very good decisiveness, burst, and good explosion to shoot through gap on Outside Zone and Gap runs to blow by OG and disrupt play. Shows very good ability to stack, locate, and shed OG on Inside Zone and Gap runs, with good overall play strength and UOH to throw away block and finish play. Shows solid ability to stalemate DBLS due to good ankle flex that helps him stay low and maintain leverage. Demonstrates good competitive toughness and pursuit on both playside and backside Outside Zone and Gap runs to track ball carrier down and make the play. Displays good ability rushing the passer due to very good burst and good explosion off the ball that allows him to eat up ground against OC/OG. Shows very good play speed and good lean and ankle flex to bend around OG and get into backfield. Shows solid UOH utilization to swim, rip, or club through OG/OC and disrupt backfield. Displays good synchronization of hands and feet on Stunts, with very good lateral agility and body movement to get around LOS and very good burst to beat the OL to the spot. Shows very good mental processing on screen passes to diagnose play and track down RB. Demonstrates good competitive and mental toughness in both run and pass rush, with a fiery disposition that grows as the game goes on. Displays adequate ability to disengage from OL in run game due to adequate height where he finds himself engulfed by OL. Shows adequate execution of UOH in pass rush, where he does not have proper hand placement or struggles to get OL off balance before making move. Shows marginal bull rush ability due to adequate height at POA to leverage and drive back OL. Conditioning could improve on longer drives where he looks gassed and cannot put full effort into his pass rush plan. Overall, a starting 3 Tech that you can win with in a 1 gap penetration based, read and react defense that allows him to use his very good mental processing to diagnose the run and very good burst and play speed to blow by OL and disrupt play in backfield and good ability rushing the passer by utilizing his first step quickness, burst, and play speed to get in the backfield. Lacks the height to effectively 2 gap and take on DBLS and needs to work with execution consistency of UOH in pass rush.