



SCOUTING ACADEMY

## Pro Scouting Report



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## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
77	RT	Brown, Trent	4-13-93 (25)	Myrick, Jalen

COLLEGE	YEAR - RD - TM	TEAM
Florida (FLUN)	15 - 7th - SF	San Francisco 49ers

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
32	28	7	22%	RT/LT	No

**INJURIES** College: No reported injuries. 2015: No reported injuries. 2016: No reported injuries. 2017: Right Labrum injury (6 games)

**KEY STATS** Played just 435 of offensive snaps during Senior season (2014) due to conditioning issues. Allowed one sack, six hits, and nine hurries on 415 pass-blocking snaps in 2017. His pass-blocking efficiency rating (97.0) ranked eighth among 80 tackles with 145 snaps in pass protection (PPF)

## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6084	355	5.29	1.89	36	10 7/8	28	8.23	4.78	106	20

**Tapes Viewed** 2017: vs CAR 9/10, @ARZ 10/1, @WAS 10/15, vs DAL 10/22, vs NYG 11/12

**BEST** Mirror ability in Pass Pro, Anchor Ability in Pass Pro, Ability to force Edge Rushers wide around QB, Generating movement in Gap runs

**WORST** Footwork to secure 2ndlevel/Perimeter blocks, Competitive Toughness, Ability to finish run blocks, Conditioning

**PROJECTION** Starting OT you can win with due to very good overall ability to quickly fire off the snap combined with the Mental Processing, AA, and Anchor ability to eliminate edge pressure in Pass Pro. Possesses good ability to generate interior movement in 1/S Gap Schemes due to Functional Strength. His inability to engage and sustain blocks at the 2nd level and on the perimeter in the screen game limit his success in the run game to 1st level Gap blocking plays

**SCHEME FIT** West Coast system that allows him to use Pass Protection skills to eliminate edge pressure; Does not rely on OT sustaining perimeter blocks.

## SUMMARY

3rd year OL on his drafted team San Francisco 49ers who has started 28 of 32 career games, including 10 in 2017 before a right shoulder injury kept him out for the remaining 6 games. 1st year in Kyle Shanahan's West Coast scheme where he primarily aligned at Right Tackle. Elite height and weight, with a long, bulky build and long arms, displaying solid athletic ability with solid combination of quickness, lateral agility, and acceleration. Displays good Mental Processing by adjusting his landmarks in pass protection based on vs stunts/twists and coming off DT in pass pro when he sees delayed blitzers in his peripheral. Displays good functional play strength by being able to generate movement vs DL after delivering hands without the need of a double team and can move players backwards easily on Drive blocks. Shows solid ability in Gap blocking by controlling the LOS and stalemating DL on 1/S Gap runs; Can neutralize DL on double team due to pure size and being able to wall off defenders from his gap when engaged. Good Initial Quickness from 3pt stance on Gap blocks; Solid Technique to engage on Gap blocks due to ability to play behind his pads and drive his legs on contact to generate movement at LOS; Solid Execution on Gap blocks due to use of heavy hands at POA which makes him hard to disengage from. Displays very good ability in Pass Protection; Keys the cadence very well which leads to good Initial Quickness from 2 pt. stance, winning him the leverage battle off the snap. Displays good UOH in Pass Protection by quickly swatting away hand fighting attempts from edge rushers; shows strong hands when fighting off bull rushers by giving up little movement when hands are engaged. Good Processing to adjust vs counters, stunts, twists by scanning his eyes for threats to his area and helps his OG out by double teaming interior rushers if there is no immediate edge threat. Very Good Set Quickness to intersect rushers due to ability to time the QB's cadence and kick quickly. Shows good set points to maintain half-man relationship vs rushers due to ability to mirror edge rushers and force them to rush from wide angles. Shows good ability to Anchor in Pass Pro due to ability to hold his ground vs all power rushes; He does not get pushed back due to good hand strength and having the size advantage vs every edge rusher. Displays marginal Competitive Toughness due to consistently drawing false start penalties; Does not show fight to continue to attempt to block defenders when he gets beat early in the down; does not sprint down the field to look for additional blocks when a big run is broken; Becomes noticeably tired on film and both technique and effort drop off. Marginal UOH in Gap blocking due to late hand fire which causes them to land around the DL shoulders, and he holds onto their shoulder pads; first instinct is to hold defender when he gets beat across his face. Shows marginal Technique to locate and engage on Pull blocks due to inability to stay low when moving laterally and high pad level on contact. Shows adequate ability in Zone blocking and blocking on the perimeter due to adequate lateral agility which makes it difficult for him to engage with players in space; takes marginal angles to engage with perimeter defenders in the screen game. Marginal ability in Reach and Scoop blocks due to marginal lateral agility/first step which makes it difficult for him to cut DL off and get his head in front of them. Poor Footwork to engage on Zone blocks due to poor initial quickness which allows a wide window for front side DL to fit through. Marginal technique to locate and engage at 2nd level due to wide feet and poor angles to cut off the defender. Poor ability to Sustain Zone blocks do to not locking onto the defender; when he makes contact, he tries to run the defender over rather than engaging him with his hands. Marginal Finish on all run blocks due to inability to continue to fight when he doesn't secure blocks with defenders early in the down. Overall, Starting OT you can win with due to very good overall ability to quickly fire off the snap combined with the Mental Processing, AA, and Anchor ability to eliminate edge pressure in Pass Pro. Possesses good ability to generate interior movement in 1/S Gap Schemes due to Functional Strength. His inability to engage and sustain blocks at the 2nd level and on the perimeter in the screen game limit his success in the run game to 1st level Gap blocking plays.