



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)						
93	DE (5, 9), OLB	Murphy, Trent	12-20-90 (26)	Gold, Zach						
COLLEGE				YEAR - RD - TM			TEAM			
Stanford (CAST)				14-2nd-WAS			Washington Redskins			
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
47	23	21	45%	OLB	No					
INJURIES	2016-Elbow/Shoulder (Week 4, no games missed), Ankle (Week 13, no games missed), Foot (Week 17, no games missed), 2015-Hip (Week 5, no games missed), 2014-Knee (Weeks 9 and 12, no games missed), Hand (Week 17, 1 game missed)									
KEY STATS	4 game suspension to begin 2017 for violation of league's PED policy, 2016-2nd on WAS in sacks (9.0), led WAS in forced fumbles (3)									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6053	290	4.86	1.68	33.88	11.13	35.5	6.78	4.2	118"	19
Tapes Viewed	2016: vs CLE 10/2, at CIN 10/30, at PHI 12/11, at CHI 12/24, vs NYG 1/1									
BEST	Athletic Ability, Upfield Burst and Play Speed									
WORST	Play Strength, Competitive Toughness and Pass Rush Plan									
PROJECTION	A rotational DE/OLB who can play both standing up and with his hand in the dirt. Best used as a situational pass rusher where his upfield burst and athletic ability can be leveraged on blitzes and twists. Must improve his competitive toughness and physicality, especially vs. run.									
SCHEME FIT	Situational pass rusher at DE in a 4-3 or OLB in a 3-4									
SUMMARY										
<p>Third year DE/OLB who has started 23 of 47 career games. Second season in DC Joe Barry's attacking 3-4 defense that shifted to an Even front in Nickel. First season playing DE after exclusively playing OLB in 2014 and 2015. Played from a three-point stance as a 5- and 9-technique in Even fronts, aligned as an on-ball OLB when in Odd. Started zero games in 2016 but played 61.4% of all defensive snaps as part of a three-man rotation with Ryan Kerrigan and Preston Smith. Tall, slender frame with very good height, good weight and good arm length, good athletic ability displaying good short-area explosiveness and agility. Shows a good overall upfield burst, vs. run he drives powerfully off his front foot out of a three-point stance, long strider who quickly enters the backfield. Solid mental processing, immediately diagnoses Outside Zone from the backside by recognizing Reach blocks, times up his penetration through the gap and closes on the ball parallel to LOS. Displays solid UOH, slaps away TE's hands to avoid losing inside position, good hand quickness and is often the first to strike, shows a quick swim move to avoid being blocked while continuing his flow to the ball. Solid pursuit driven primarily by his AA displaying solid foot speed, makes his body narrow to slip through tight spaces. Solid pass rusher, uses his good upfield burst from two- and three-point stances to force the OT to commit to stopping his speed rush. Displays good hip mobility, body lean and bend while cornering, gets low by dipping the inside shoulder and shows good bend in the knees and ankles while running the arc. Good in the Twist game, builds up speed while moving laterally on T-E stunts, attacks the inside lane forcefully at top speed. Wins frequently on Twists, either getting a getting a good opportunity to hit the QB or being held by a late-responding lineman. Solid pursuit, closes on the QB with speed, maintains solid effort continuing to play until the ball is out on scramble situations or after getting knocked down. When lined up at OLB, displayed good ability to defend the flat in Zone coverages, good drop depth keeps all routes in front of him. Adequate vs. the run, especially at POA where he displays adequate strength and competitiveness, attempts to slip blockers rather than stack and shed because of frame disadvantage vs. OL, takes himself out of the play by pursuing too far into the backfield, misidentifies OT seal blocks for Pass Pro sets. Does not leverage the gap with his hat, remaining head-on with the blocker while engaged on Base blocks, also prevents him from squeezing inside gaps while securing his assigned gap. Often freelances away from his C-gap and outside responsibilities, losing contain by chasing the play too far inside. Creates minimal leverage vs. OL, once engaged he is unable to control the POA with his hands. Stops his feet going into fits and gets knocked off balance vs. all levels of competition. If he cannot win with speed and athleticism alone, concedes the play upon engagement with the blocker allowing himself to be moved and turned. Marginal motor pursuing the play, only shows his highest effort when he has a clear opportunity for a tackle nearby. Most of his tackles vs. the Run were chasedowns from behind after the play had already gained at least four yards. Lacks a developed pass rush plan beyond his primary wide speed rush. All OTs can anticipate this move coming and win without much stress by taking a wide set, which forces him too far above the QB. Struggles to identify RB screens, taking himself too far upfield and not turning to pursue until the ball is thrown. Does not have a secondary/counter move he can use at the top of the pocket, momentarily hesitates mid-play thinking about what he should do next after his speed rush fails. Struggles against RPO concepts where the offense comes at him blocking downhill, cannot use a speed rush and gets tied up. Avoids hand engagement, rarely converts to power and wants to run around the blocker. Despite flashing good physical attributes while cornering did not have much production with his speed rush, though this could change with a more diversified pass rush plan. A rotational DE/OLB who can play both standing up and with his hand in the dirt. Best used as a situational pass rusher where his Upfield Burst and athletic ability can be leveraged on blitz packages and twists. Must improve his Competitive Toughness and physicality, especially against the run.</p>										