



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>79</b>	<b>OT</b>	<b>Nsekhe, Ty</b>	<b>10-25-85(31)</b>	<b>Rossler, Bryce</b>

COLLEGE	YEAR – RD – TM	TEAM
<b>Texas State (TXSW)</b>	<b>09 -UDFA- AFL</b>	<b>Washington Redskins</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>37</b>	<b>6</b>	<b>20</b>	<b>54%</b>	<b>LT</b>	<b>No</b>

INJURIES	<b>2017:</b> core muscle (Wk 4, missed 1 game) <b>2016:</b> foot (Wk 3, missed no games), ankle (Wks 12-16, missed no games) <b>2015:</b> foot (Wk 7, missed no games) <b>2014</b> undisclosed (preseason, IR) <b>2013:</b> undisclosed (preseason, IR)
----------	---

KEY STATS	2016: 1 sack allowed (8 yards), 389 offensive snaps 2015: 1 sack allowed (8 yards), 194 offensive snaps
-----------	---

## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6080</b>	<b>338</b>	<b>n/a</b>								

Tapes Viewed	<b>2016:</b> @NYG 9/25, vs MIN 11/13, vs GB 11/20, vs DAL 11/24, @ARZ 12/4
--------------	--

BEST	AA, Punch, Play Speed, Pass Protection, Mental Processing, Competitive Toughness
------	--

WORST	Leverage/Pad Level, Hand Placement, Zone Blocking, Anchor
-------	---

PROJECTION	Starting OT you can win with that has the AA/MP to win in pass protection and in space. Struggles with hand placement in the run and pass game and fails to anchor quickly due to height/leverage
------------	---

SCHEME FIT	Best suited to play in an IZ/gap run blocking scheme that uses 45 pass sets.
------------	--

## SUMMARY

5th year OT who has started 6 of 37 career games, including 4 in 2016, which was his third year in HC Jay Gruden/OC Sean McVay's vertical offense that utilized Zone blocking schemes. Played 2009-2011 in the Arena Football League after going undrafted out of Texas State and missed 2013 and 2014 seasons in NFL due to injury. Has a well-proportioned frame with elite height, good weight, and very good arm length, and displays good athletic ability with good lateral quickness/acceleration/balance. Solid Drive blocker who's explosive off the ball out of 2pt/3pt stance and plays with solid leverage and good power to stalemate at the LOS and reposition targets, snapping his hips into contact. Fluid mover that takes very good angles in space and uses good play speed to reach targets in space/on the second level. Has the lateral quickness to be effective on Zone blocks and gets out of a 2pt/3pt stance quickly. Demonstrates good mental processing and is an active communicator pre-snap, helping to identify potential blitzers and extra box defenders. Good pass protector that gets out of a 2pt/3pt stance and into all sets quickly with good balance/lateral quickness on an island, firing his hands with very good jolt, displaying a good understanding of how pass rushers are attacking him, and has the COD to handle loopers/inside counters. Plays with good eye discipline in pass protection and identifies stunts and twists and has good COD to handle loopers and inside counters. Good competitive toughness; can recover and wash targets down after losing position initially, performs through pain/injury, plays with a mean streak, and loves to finish blocks. Play strength is solid. Tends to lunge at his assignments. Plays with high pad level on Drive/Zone/Pass blocks due to height. Comes off Down/Combo blocks slightly early to get a jump on second level targets. Zone blocking is just adequate because he mauls with his hands and doesn't work his feet to get himself into base blocking position against odd techniques. Doesn't trust his feet and will prematurely vacate vertical sets against 7T/9Ts with good quickness to give chase. UOH is just adequate and often places his hands high and wide initially on Drive/Zone/Pass blocks, gets himself into trouble by punching with two hands on an island in pass protection, often shoots his hands before he reaches the junction point, and is more of a puncher than a snatcher. Will lose the leverage battle in pass pro due to his height and anchor is just adequate as a result; fails to get hands underneath a defender and get himself into condensed body position quickly. This is a good, tough starting T you can win with that has the AA/MP to win in pass protection and in space, but struggles with hand placement in the run and pass game and fails to anchor quickly due to height/leverage. Best suited to play in an IZ/gap run blocking scheme that uses 45 pass sets. Will be 32 in October 2017 and has an injury history, but is a good starting option moving forward