



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>76</b>	<b>C</b>	<b>Johnson, Wesley</b>	<b>1-9-91 (26)</b>	<b>Seibert, Austin</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>Vanderbilt (TNVA)</b>	<b>14 - 5th - PIT</b>	<b>New York Jets</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>28</b>	<b>9</b>	<b>12</b>	<b>43%</b>	<b>C</b>	<b>No</b>

**INJURIES** 2014-No Injuries 2015-No Injuries 2016-No Injuries

**KEY STATS** Career-Allowed 1.5 sacks in 28 games 2014-2 games, no sacks allowed, no penalties 2015-10 games (1 start), 0.5 sacks allowed, 1 penalty for 10 yards 2016-16 games (8 starts), 1 sack allowed, 1 penalty for 5 yards

## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6053</b>	<b>297</b>	<b>5.11</b>	<b>1.73</b>	<b>33 1/8</b>	<b>10 1/4</b>	<b>29</b>	<b>7.4</b>	<b>4.64</b>	<b>111</b>	<b>26</b>

**Tapes Viewed** 2016: @MIA 11/06, vs LAR 11/13, vs NE 11/27, @SF 12/11, vs BUF 01/01

**BEST** Athletic Ability, Gap Blocking, Pass Pro, Anchor, Mental Processing, and Competitive Toughness

**WORST** Zone Blocking and 2nd Level Blocks

**PROJECTION** A starting C you can win with in a heavy Gap scheme system and will be consistent in Pass Pro due to AA, competitive toughness, technique, and mental processing. He limits a Zone system and will become a starter you win in spite of due to marginal lateral ability, technique, and footwork.

**SCHEME FIT** Heavy Gap scheme that opens up for PA Pass.

## SUMMARY

A 3rd year player that has played in 26 games while starting 9 for the New York Jets the past two seasons. Under offensive coordinator Chan Gailey, he had troubles in a primarily Zone based system, but did well in the spread offense on passing situations. In 2016, he only allowed 1 sack, only had 1 penalty, and played in 16 games (8 starts). Has very good size and solid athletic ability due to solid quickness and balance. Solid Gap blocker due to solid initial quickness, solid footwork/technique to create movement at the POA due to hip explosion/power, solid execution and creating push at the LOS due to maintaining a good base, and solid finish on Base, Down, DBL, Backside Cutoffs, and Wham blocks. He is able to take good angles, get his helmet on the correct side on DBL and Backside Cutoffs and generates movement at the POA on Base, Down, and Wham blocks. Solid UOH vs Run in Gap scheme as he is able to get solid hand placement, lock outs, and control due to his ability to get in position and solid footwork. Solid in Pass Pro due to solid initial quickness out of both a 2pt and 3pt stance, solid quickness to intercept rusher, solid set points, solid processing to adjust to stunts/twists and to help out other OL, and solid anchor due to lower body strength, pad level, and UOH to lock out the rusher. Solid UOH vs Pass as he is able to get in position and have solid punch timing/placement inside the rusher's pads, solid lock outs, and good control over the rusher. Displays solid mental processing vs Pass and in Gap blocking as he is able to diagnose the situation, make adjustments, play with awareness, and make plays after understanding what is going on in front of him. Solid competitive toughness vs Pass and in Gap blocking due to competing at a high level consistently, playing physical and rising to the occasion every play, and being mentally tough to limit sacks/penalties every play and especially in critical moments. Solid play strength vs Pass and in Gap blocking as he displays the ability to win 1 v 1, wins at the POA, and consistently puts himself in the right position for his team to succeed every play. Adequate Zone blocker due to adequate initial quickness as he lack the lateral agility to succeed from the snap, adequate footwork/technique to get himself in position, adequate execution as he does not create angles/leverage to give options to the runner, and adequate finish as he does not get his body in position to create movement at the POA. He struggles with Reach blocks on OZ due to poor angles, footwork, and UOH and struggles with IZ and Combo blocks due to not securing the 1st level before climbing, poor initial steps, poor hand placement, and adequate footwork. Marginal UOH vs Zone due to poor hand placement, marginal lock out, and poor control. Marginal mental processing vs Zone as he is not aware of the situation, does not make adjustments, and doesn't diagnose the situation before and during each play. Adequate competitive toughness vs Zone due to not competing at a high level consistently, not being physically tough at the POA due to a lack of agility/footwork/technique, and not being mentally tough in critical situations. Marginal play strength vs Zone as he does not win the 1 v 1 battles, does not win when engaged, and is a liability on Zone plays. Overall, a starting C you can win with in a heavy Gap scheme system and will be consistent in Pass Pro due to AA, competitive toughness, technique, and mental processing. He limits a Zone system and will become a starter you win in spite of due to marginal lateral ability, technique, and footwork.