

The Gut Check's TE Scouting Analysis

Name: **School:** **Opponent:** **Surface:**
Height: **Year:** **Score:** **Climate:**
Weight: **Date:** **Location:** **Temperature:**

Overall Score:

93

- Can physically break jam [2pts]:
- Can use elusiveness to break jam [2pts]:
- Uses body to shield defender from the ball [3pts]:
- Creates separation with burst out of breaks [5pts]:
- Gains noticeable separation on intermediate/deep routes [2pts]:
- Runs precise routes [5pts]:
- Finds opening in zone coverage [5pts]:
- Adjusts to QB when play breaks down [3pts]:
- Awareness of sideline [2pts]:
- Catches ball with hands first [5pts]:
- Adjusts to the ball in the air [2pts]:
- Catches ball well with back to the line of scrimmage [2pts]:
- Catches ball in tight coverage [5pts]:
- Catches ball in high traffic areas [3pts]:
- Consistently holds onto the ball when hit [4pts]:
- Demonstrates ability to make difficult catch [1pt]:
- Makes receptions on catchable balls consistently [5pts]:
- Effective lower body jukes while on the run [1pt]:
- Effective upper body jukes while on the run [1pt]:
- Avoids direct shots [1pt]:
- Effective stop-start movements [1pt]:
- Effective lateral movements [1pt]:
- Demonstrates ability to carry ball with either hand [1pt]:
- Demonstrates ball security [3pts]:
- Maintains control of ball when hit [5pts]:
- Maintains control of ball in adverse weather conditions [1pt]:
- High performance in adverse conditions [1pt]:
- Maintains balance when hit head-on [1pt]:
- Maintains balance when hit from an indirect angle [2pts]:
- Demonstrates effort with assignments [2pts]:
- Demonstrates willingness to block in the open field and on broken plays [2pts]:
- Demonstrates ability to get lower than defender and drive forward [3pts]:
- Demonstrates ability to move laterally and shield defender from target [2pts]:
- Displays patience in traffic (sets up blocks) [1pt]:
- Takes good angles away from defenders in the open field [1pts]:
- Leg power and drives through arm tackles [1pt]:
- Effective stiff arm [1pt]:
- Good body lean/Finishes runs [1pts]:
- Gains yards after contact/second-third effort runner [2pts]:
- Missed fewer than 10% of games [1pt]:
- Performs at high level while playing with an injury [1pt]:
- No chronic injuries (Two or more injuries to same body part) [1pt]:
- No injuries requiring extensive rehabilitation during college career [5pts]:

Game Stats

Target:
Missed Target:
Drops:
Juggles:
Dropped After Contact:
Rec:
Rec After Contact:
Difficult Rec:
Rec Yards:
Yards After Catch:
Yards per Catch:
Rec Tds:
Yards per Td:
Rush Att:
Rush Yds:
Rush Tds:
Fumbles:

Category Scores

Separation Score:
Routes Score:
Receiving Score:
Elusiveness Score:
BHandling Score:
Balance Score:
Blocking Score:
Vision Score:
Power Score:
Durability Score:

The Gut Check's TE Scouting Analysis

Name: Aaron Hernandez

Date: 12/5/2009

Opponent: Alabama

Overall Strengths:

Hernandez just might be the best receiving tight end in this draft class. He catches the ball with his hands, adjusts well to the football, and has probably the best skills after the catch. He can string moves together in the open field and make defenders miss just as easily as he can gain yardage after contact and bull through a second level defender. He has a suddenness coming off the LOS, and making a stem at the top of a release. He is a mismatch for OLBs and some safeties. Hernandez seems equally comfortable catching the ball on a four-yard hook releasing from the LOS as he is on a 30-yard streak from the slot.

Overall Weaknesses:

Hernandez has some skills as a blocker, but he wasn't used as an in-line blocker frequently in this offense, which operates almost exclusively from the spread formation. The TE was most often lined up on the wing or the slot. If he was on the line, he wasn't there to block. He has the quickness to shield defenders and the strength to get a push, but he wasn't tested against defensive linemen in this game. At his height and weight, it is unlikely he will be relied upon as an every down blocker because he will likely get pushed around.

Separation

Good burst off the line from the three-point stance into a four-yard hook route on 2nd and 8 with 9:51 in the 1st QTR. He dipped his inside shoulder just enough during his release to avoid contact by the RDE, and quickly reached the flat before turning back to the QB. If the QB looked to Hernandez as his first option, he would have been wide open. He executed a good release to avoid the jam by the RDE on 2nd and 1 pass play with 4:45 in the 1st QTR. Hernandez took a jab-step to the outside as he fired from his three-point stance. He quickly slipped to the inside, using his outside arm to ward off the DE to get up the seam. Good speed to get even with the safety in single coverage on a 1st and 10, sideline streak with 13:22 in the half. Hernandez gain 38 yards on a streak down the right seam from the slot with the OLB giving the TE seven yards of cushion with 8:59 in the game. Hernandez ate that cushion, and had the OLB by a step by the time arrived 30 yards downfield.

Routes

Hernandez made a nice route adjustment after breaking on a four-yard hook from the right side of the line on 2nd and 8 with 9:52 in the 1st QTR. When his QB looked to him as option No.2, and the LB had recovered sufficiently to force the QB elsewhere, Hernandez immediately slid to the outside the moment he saw his QB pass him over. This was good awareness of the TE to sense that he needed to find another opening if the QB passed him up. Although the eventual pass wasn't thrown to him, this is an invaluable skill that good TEs demonstrate, and it will serve him well as a target for an NFL QB. Good stem at the height of his release from slot right against the OLB who had given him seven yards of cushion on this streak route. Hernandez used his head, shoulders, and footwork to make a quick move to get outside of the OLB and ahead of him to make a 38-yard reception on the play.

Receiving

His first reception was a shovel pass two yards behind the LOS as he pulled across the formation on a triple-option play with 10:27 in the 1st QTR. He was immediately grabbed by the back of the jersey, but he managed to pull himself across the line of scrimmage for a gain of two yards on the play. Hernandez tripped on a 1st and 10 crossing route with 3:00 in the 1st QTR, and hit the ground as the pass arrived overhead, incomplete. Hernandez was even with the safety down the left sideline on a 35-yard streak with 13:23 in the half, but the pass was just a bit overthrown. He had to make a leaping attempt for the ball, and could only get one hand on the pass before the defender made contact and batted the ball away. Hernandez nearly made a leaping catch near the goal line on a deep cross to adjust to his QB's scramble to the left with 2:10 in the half. He got a hold of the ball by high-pointing it between three defenders at the one yard-line, but the safety came underneath and slapped the ball from the TE's hands like he was spiking a volleyball, incomplete. Although the pass should have been thrown low, Hernandez initially juggled the ball, which gave the DB enough time to slap it away. Hernandez waived to Tebow to get his attention on a break of a four-yard crossing route on 2nd and 10 with 13:35 in the game. He caught the pass with his hands, and turned inside for another four yards. Hernandez was open on a flat route in the end zone but the QB tried to throw the pass without arc, and the 5-8 CB leaped to intercept it in the shallow zone with 12:00 in the game to seal it. This should have been a TD with a good throw. Good catch of the ball thrown behind him over the middle with 9:27 in the game, gaining eight yards on the crossing route in zone. Hernandez caught a 30-yard streak down the right flat with his hands extended from his body and his back to the QB. The ball arrived over his outside shoulder and he caught the ball in stride, gaining another eight yards before he was brought down from behind with 8:52 in the game. He made a leaping catch with his hands over his head on a slot screen that was thrown high and the defense sniffed out, losing one yard on the play.

Easiness

Nice stutter and dip to the outside that he strung together to beat the OLB on a run after the catch of a crossing route on his way to a 22-yard gain with 12:26 in the game. He followed up that move with a spin to the inside of the safety in the flat about eight yards later. Good half-spin to shake loose of the OLB and get close to the LOS on a failed slot screen with 8:05 in the game.

Ball Handling

He carried the ball under his right arm on a run through the left flat with 12:27 in the game despite the fact most of the opposition he faced was coming from the inside.

Balance

Good pad level and leg drive to lower his shoulder into the MLB, and get another four yards after the catch on a four-yard crossing route with 13:32 in the game.

Blocking

He fought with the safety on a 2nd and 10 where the TE was trying to seal the right edge on an option pitch to the WR during an end around with 13:14 in the half. As they reached the flat, Hernandez dove for the cut block, but the safety dove over the attempt, wrapping the runner after a nine-yard gain. UF was penalized on the play for holding, nullifying the play. Good punch under the pads of the OLB off right end to seal the backside for his QB on a four-yard gain around left end to start the second half.

Vision

Hernandez could only fall forward on a TE screen where he was tripped up early on his run after the catch, gaining four yards with 2:05 in the half. Hernandez caught a crossing route over the middle at the LOS with 12:32 in the game, taking the ball up the left flat untouched for 10 yards before making a nice stutter move and dip to the outside of the OLB for another five yards, spinning outside of the safety for five more.

Power

Good lean through contact to get two yards on a shovel pass that he caught in traffic two yards behind the LOS on a triple option with 10:27 in the 1st QTR. Good stiff arm on the LB during a short crossing route, dragging two defenders for a four-yard gain with 8:20 in the game.

Durability

Character