

The Gut Check's QB Scouting Analysis

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

Overall Score:

81

Accuracy Score:

18

High completion percentage (>60%) [4pts]:

Yes

Deep accuracy [2pts]:

No

Intermediate accuracy [5pts]:

Yes

Short accuracy [5pts]:

Yes

Accuracy rolling right [2pts]:

Yes

Accuracy rolling left [2pts]:

Yes

Arm Strength Score:

8

Velocity on deep routes [2pts]:

N/A

Distance on deep routes (>40 yards) [1pt]:

Yes

Velocity on intermediate routes [5pts]:

Yes

Delivery Score:

15

Delivers ball effectively from a variety of platforms [2pts]:

Yes

Throws a catchable ball (touch, tight spirals, etc.) [5pts]:

Yes

Quick Release [4pts]:

Yes

Compact delivery [4pts]:

Yes

Decisions Score:

2

Avoids double coverage [5pts]:

No

Looks off defenders [3pts]:

No

Effective use of pump fakes [2pts]:

No

Distributes ball to multiple receivers [2pts]:

Yes

Makes effective adjustments at the line [2pts]:

No

BHandling Score:

14

Effective use of play fakes [2pts]:

Yes

Handles center exchange consistently [4pts]:

Yes

Consistently effective with hand offs [1pt]:

Yes

Demonstrates ball security while running [1pt]:

Yes

Maintains control of ball when hit [4pts]:

Yes

Maintains control of ball in adverse weather conditions [4pts]:

N/A

Pocket Presence Score:

14

Buys time effectively within pocket [7pts]:

Yes

Willing to take hit to deliver ball [2pts]:

Yes

Senses pass rush [3pts]:

Yes

Willing to throw ball away to avoid sacks [2pts]:

N/A

Scrambling Ability Score:

0

Effectively gains yardage when breaking the pocket [2pts]:

No

Effectively gains yardage when pocket collapses [1pts]:

No

Capable of breaking big gains as a runner [2pts]:

No

Durability Score:

10

Missed fewer than 10% of games [1 pt]:

Yes

Productive performer when injured [1 pt]:

Yes

No chronic injuries [1pt]:

Yes

No injuries requiring extensive rehabilitation [5 pts]:

Yes

Game Stats

PAtt:

Comp:

Pyds:

PTds:

Ints:

Dropped

Sacked

Deflections

Fumbles

RAtt:

RYds:

RTds:

The Gut Check's QB Scouting Recap

Name: Matt Moore **Date:** 12/29/2006 **Opponent:** Missouri

Overall Strengths: I'm very impressed with his pocket presence in this game. He does a fine job of stepping up in the pocket and throwing on the run. He senses pressure very well and has a good internal clock to either move or get rid of the football. He is a fluid athlete in the pocket and can throw the ball with good arm strength rolling to either side of the field. He generally makes quick decisions and remains poised in the pocket. One can see why he was drafted by MLB as a 3rd baseman--good footwork, mobility, and arm strength that he can utilize while throwing from a variety of platforms. He improvises very well and sees the field extremely well under pressure. His play fakes are strong for the college level and he should continue to develop into an excellent ball handler in the play action game. Although he made some mistakes on his last drive, he made the big throws when needed and some tough throws under pressure. I believe Moore could become an effective starter in the NFL, but he needs a few years of work to develop a more cerebral approach to the game. Once he does, he could be a productive player and a bargain.

Overall Weaknesses: Moore needs to do a better job of disguising where he intends to throw the football. He tips off his throws both by patting the ball on timing routes and staring down receivers on intermediate range attempts. He will never be a great runner and can be a bit reckless when breaking the pocket. He tries too hard to make plays and will force the ball.

Accuracy: Moore delivered an accurate pass to the RB in the flat after side-stepping a blitzing LB on his second pass of the day. He hit the RB on the back shoulder and in stride. He threw an accurate curl route with excellent timing to Strougther on 2nd and 10 with 8:24 left in the 1st QTR. He throws a very accurate football in the short to intermediate game, especially on timing routes. Moore is consistently effective rolling to the right. He delivered a well-thrown pass in the flat off a roll to the right with 10:53 in the 2nd QTR. Moore's first inaccurate pass came with 10:23 left in the half. He attempted a 15-yard, out pattern to Strougther but the ball slipped a bit from his hand and he threw the ball too high. His mechanics still looked strong on the play. On 3rd and 12 with 6:27 left, Moore sensed the pressure up the middle and to his backside. He rolled left, quickly set up and fired a 14-yard completion to his receiver coming free in the left flat. Excellent accuracy rolling to the left and under pressure. A very accurate on a square-in that was thrown 15 yards in the air for a 30-yard gain after the run. Although thrown accurate enough to catch, a short hitch on 4th down that was dropped was thrown a bit high for the WR to protect himself in coverage. The game-tying TD was a perfectly thrown post pattern to his TE over the DB in shallow coverage, but hard enough to lead his TE ahead of the tight coverage.

Arm Strength: Moore shows good arm strength in the intermediate passing game. His first scoring pass was a quick set up with a hard throw. Moore's 14-yard completion on the roll left for a first down with 6:24 left in the half was an example of excellent arm strength to quickly set and deliver the ball 27-yards in the air rolling to the opposite side of his throwing arm. Good job gunning the ball into his TE on a seam route to the goal line for the score. It was a good example of placing the ball with velocity and accuracy in tight coverage. Moore threw a 50-yard pass that fell incomplete to Strougther with 11:30 in the 4th QTR. He put a lot of air under the ball, but it was the type of route that was more of a jump ball than a pass he could throw on a line. He demonstrated adequate deep arm strength on the play. Nice 27-yard skinny post to his WR in the 4th QTR. He put enough velocity on the throw to get it over the top of the zone coverage.

Delivery: Moore tipped off his delivery on the 13-yard out route to Strougther in the 1st QTR by patting the ball before his throw. He did the same thing on an 11-yard curl. He pats the ball on timing patterns before making the throw. Moore demonstrated the ability to throw the ball from a variety of platforms on the second drive of the game. He was repeatedly flushed out of the pocket or pressured to the point where he had to throw the ball without his feet set, setting his feet quickly, or in an mechanically awkward position. When he was inaccurate, he wasn't stepping into throws where pressure was near his feet. He missed a short pass to the flat because he under threw the football due to poor footwork/follow through. When Moore isn't accurate, he tends to throw the football behind his receivers. He did this three times in the first two and a half quarters. He shows good touch on short passes while on the run and can throw an accurate pass either side arm, over the top, or without much follow through.

Decisions: Moore's first pass was a short swing pass to Bernard, but he threw it in heavy traffic. Bernard tried the one-hand grab and dropped the ball. Heading into this game, Moore had 164 pass attempts without an interception which led the NCAA. He makes very quick decisions in the passing game. If no one is open when he plants out of his drop, he tends to look for a place to run. Moore stared down his receiver (TE Joe Newton) on the TE screen and this tipped off his delivery. The ball was batted down by the defender. Unless he has to find a different receiver, Moore consistently stared down his primary receiver in the first quarter and a half of the game. Moore's interception was the result of getting hit while trying to throw the ball deep. The hit altered the course of the throw and only the Missouri secondary was around the ball for an easy interception. Fortunately for OSU, they forced a fumble on the interception return and recovered the football. Because he stares down receivers, defensive backs begin to bait him later in the game. Moore had a 3rd down pass to his TE broken up with 10:22 left in the 3rd QTR because he stared down the TE, the DB waited, and broke to the football at the right time. Moore became more accurate in the 2nd half once OSU adjusted their game and went to short drops and timing routes. Moore nearly had a throw into the end zone intercepted when trying to deliver a pass on the run. He did not see the safety on the play. Towards the end of the game, he tried to force the ball in coverage a few times and was fortunate not to turn the ball over.

Ball Handling: The first play of OSU's first offensive series in the game was a draw play to the Bernard, but Moore did a good job making a quick pass-fake before handing the ball to the RB. This fake caused all three LBs to take false steps backwards into pass coverage. Moore executed a good play fake prior to his drop and throw of a short out route on 2nd down with 9:07 left in the 1st QTR. Excellent job quickly setting his feet after scrambling to the left and delivering the ball to the open WR in the end zone. Moore showed good ball protection on his drops and with 4:10 in the 1st QTR he needed it when the front side edge rusher swatted at the ball and hit Moore's throwing arm. Moore was able to shake off the swat because he had both hands protecting the ball. More sold his fake by placing the ball at arm's length toward the RB on a play-action roll to the right with 10:57 in the half. On the next play he made a nice two-handed fake on a straight drop.

Pocket Pocket: Moore did a very nice job sliding to the right on a LB blitz after completing his 3-step drop and delivering a pass to the flat on the run. He showed great movement in the pocket on his first touchdown pass. He took a five-step drop, slid to the right, ran around the LDE coming free, and then quickly set his feet and threw the football from the left

Presence: hash to a wide open Strougther for a 13-yard score. On 1st down with 4:10 left in the opening QTR, Moore had the RDE swat his throwing arm after coming out of his drop, but Moore maintained control of the ball, calmly stepped up in the pocket and delivered a pass in the flat to his open receiver--a quick decision and good poise. Moore sensed the bull rush from the DT on a 3rd down pass from the 11-yard line and rolled to the right. He then hit his WR with a short pass across his body for close to a first down. He was sacked late in the second quarter and the DT stripped the ball from his hands. Moore perfectly executed a 4th QTR screen pass on a blitz up the middle with 6:35 left in the game.

Scrambling Ability: Moore tried to step up in the pocket when his initial reads were covered. He was sacked on the attempt to break the pocket up the middle of the defense. Moore's touchdown was off a 1-yard keeper on first down. He plowed behind his linemen and used his height to generate a good push. Moore has enough mobility to get outside the pocket and make a play. He believes in his athleticism enough to attempt to hurdle a DB. He's a wiry athlete for his height with decent initial quickness--just not enough speed to get downfield.

Durability: After Moore completed a pass in the first QTR where he maintained possession of the ball after the RDE swatted his throwing arm, Moore was blindsided after the play with a blow to the head by the RDE. No penalty was called, but Moore continued to play very well after a play that could have put him out of the game. Moore hit the ground hard on a scramble where he tried to hurdle a DB at the sideline. He popped right back up. Moore was stepped on after his scoring pass to the TE in the 3rd QTR. He had to have his ankle wrapped, but he didn't miss a play. He played most of the second half with a sore rib cage after taking a big hit from the safety in the 3rd quarter.

Character: No known issues.