

The Gut Check's QB Scouting Analysis

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

Overall Score:

77

Accuracy Score:

12

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

No

Deep accuracy [2pts]:

No

Intermediate accuracy [5pts]:

Yes

Short accuracy [5pts]:

Yes

Accuracy rolling right [2pts]:

No

Accuracy rolling left [2pts]:

N/A

Arm Strength Score:

6

Velocity on deep routes [2pts]:

No

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

Yes

Velocity on intermediate routes [5pts]:

Yes

Delivery Score:

13

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

No

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

Yes

Quick Release [4pts]:

Yes

Compact delivery [4pts]:

Yes

Decisions Score:

9

Avoids double coverage [5pts]:

No

Looks off defenders [3pts]:

Yes

Effective use of pump fakes [2pts]:

Yes

Distributes ball to multiple receivers [2pts]:

Yes

Makes effective adjustments at the line [2pts]:

Yes

BHandling Score:

11

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]:

No

Pocket Presence Score:

12

Buys time effectively within pocket [7pts]:

Yes

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

No

Senses pass rush [3pts]:

Yes

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

Yes

Scrambling Ability Score:

4

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

Yes

Effectively gains yardage when pocket collapses [1pts]:

No

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

Yes

Durability Score:

10

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

Yes

Productive performer when injured [1 pt]:

N/A

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: Charlie Whitehurst

Date: 9/17/2005

Opponent: Miami

Overall Strengths:

Whitehurst did a good job executing a successful gameplan to limit the Miami blitz. The Clemson quarterback has a strong arm and good mobility within the pocket. When he breaks the pocket he has enough speed to gain extra yardage, although this is not a regular part of his game. Whitehurst makes solid reads and is successful in the two minute drill. He is a poised quarterback when his team is down, and his team looks to him for leadership in pressure situations. While, I don't see him as a special talent he has the tools to develop into a successful starting quarterback at the NFL level.

Overall Weaknesses:

Whitehurst does not follow through with his throws when under pressure. Many of this throws tend to sail high on him, which is mostly likely a flaw in his release or footwork that can be corrected with additional coaching. Whitehurst tends to throw off his back foot, which can create a naturally high throw.

Accuracy:

Tends to deliver the ball a little high, but so far his targets have a height advantage and 2 out of his 6 incompletions were dropped. The other 5 were off target, but 4 looked as if he and the receiver weren't on the same page. Including in the waning seconds of the 4th QTR when Whitehurst threw a quick out and the receiver (Kelley) was running to the back of the end zone. He and Kelley had multiple issues like this throughout the game. Throws a variety of short routes accurately to both receivers, backs, and ends on the outside and middle of the field. Every single pass he missed was thrown too high. In the 4th quarter, Whitehurst was too high on a pass to Curtis Baham where Baham was wide open in the softspot of the zone 20 yards down field. Whitehurst has the potential to be a good rollout passer. He moves well, but his throws are just a bit off--generally not thrown to the correct shoulder and allows defensive backs to make a play on the ball. On the very next play, Whitehurst rolled right under pressure and tried to throw into a zone as he was getting hit and the pass was intercepted to end the ballgame.

Arm Strength:

Whitehurst throws a pretty deep ball. On the first play of the game he just missed on a 45-yard play action bomb that was less than a hand length overthrown. Can throw the ball 50 yards standing still. Actually overthrew a long pattern as he was getting hit in the motion of throwing, and the ball traveled 50 yards in the air.

Delivery:

Whitehurst tends to throw off his back foot, especially when he senses even a hint of pressure. In the 3rd quarter, inside the opponent's 30-yard line, Whitehursts overthrew a wide open receiver end the endzone running a route down the middle of the field. He missed the receiver by 5-7 yards because his follow through wasn't complete.

Decisions:

On first third down situation, Whitehurst stared down his receiver on a sideline route which almost resulted in an interception. On his third attempt in the first quarter, Whitehurst sensed the blitz and knew he had one on one coverage down the sideline. He threw a nice ball, but the receiver didn't run the correct route. If he did, it could have been a long gain, if not a touchdown. Clemson ran a lot of WR screens in the first quarter as an attempt to slow Miami's pass rush. Whitehurst tends to stare down his receivers, but is executing a very conservative gameplan of short, quick passes to start the contest. Tends to make quick decisions and will throw the ball away if necessary. Threw to 9 different receivers in the first half. As Whitehurst got more comfortable in the pace of the game, he did a better job of looking off defenders before his throws. In the 4th QTR with less than a minute left, Whitehurst used a pumpfake to make the safety pause justt before drilling it to the receiver 20 yards down the field, inside the 5-yardline and the eventual tying score.Missed a possible game-winner to Stuckey--Whitehurst threw a fade under a safety blitz inside the 5-yard line. He was about to get hit so he had to rush the throw and didn't see Stuckey was uncovered. Otherwise it would have been a easy score. It was actually a good play, because he didn't take the sack or risk throwing it in a bad spot for an INT. Threw into double coverage on 4 attempts during this game.

Ball Handling:

Whitehurst performed two very effective play fakes. One resulted in a 65-yard run. The second, was an incomplete pass, which he overthrew an open TE.

Pocket Presence:

Whitehurst looks jittery in the pocket to start the game. He does have a decent sense of the pass rush and will deliver the ball to a spot on the field that will allow the receiver to make a play, but not the defender. On a 3rd and 7 in the second quarter Whitehurst stepped up into the pocket and while moving, hit the receiver up the middle of the field for a 38-yard gain. It was a perfect throw that only the receiver could catch although he was in double coverage. Does a nice job moving around within the pocket. Two of his biggest plays were a result of stepping up into the pocket and throwing to a receiver.

Scrambling Ability:

Had a 65-yard run to open the second quarter. Whitehurst playfaked to the RB up the middle and went off tackle. The playfake was key, but he had enough speed to beat LBs and some of the secondary.

Durability:

Character:

Has 7 come from behind wins in his career. Brought Clemson back against Miami when down by 10 and drove the length of the field twice to tie the game.