




# Beachside High School College Recruiting Night

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# Welcome!

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# NCAA Academic Requirements and Mapping your plan

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## NCAA Eligibility Center

- If you want to play NCAA sports at a Division I or II school, you need to register for a Certification Account with the NCAA Eligibility Center. Plan to register during your freshman year of high school.
- College-bound student-athletes in Division III can also create a Profile Page to receive important updates about being a student-athlete and preparing for college. Students who are not sure which division they want to compete in can create a Profile Page and transition to a Certification Account if they decide to play Division I or II sports.
- The NCAA Eligibility Center works with you and your high school to help you prepare for life as a student-athlete. If you have questions about your eligibility or the registration process, please review our resources and [frequently asked questions](#) or call us toll free at 1-877-262-1492

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## What you need before you register

- Below is a list of items that we recommend you have prepared prior to beginning your registration with the NCAA Eligibility Center.
- A Valid email address the student checks frequently and will have access to after high school.
- Basic education history, including a list of all high schools or secondary schools you have attended and the dates during which you attended them.
- Sports participation history (Certification Accounts only), including details about any teams with which you have practiced or played or events in which you participated, as well as information about any individuals that have advised you or marketed your skills.
- Payment (Certification Accounts only). The registration fee is \$90 for students from the United States and its territories, and Canada. You must pay online by debit, credit card or e-check. Some students may be eligible for a fee waiver. You are eligible for a registration fee waiver if you have received a waiver of the SAT or ACT fee.

Visit [eligibilitycenter.org](http://eligibilitycenter.org) for more info.

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## NCAA Division I Academic Requirements

**Core-Course Requirement**  
Complete 16 core courses in the following areas:

<b>ENGLISH</b>	<b>MATH</b> (Algebra I or higher)	<b>NATURAL/ PHYSICAL SCIENCE</b> (Including one year of lab, if offered)	<b>ADDITIONAL</b> (English, math, or natural/physical science)	<b>SOCIAL SCIENCE</b>	<b>ADDITIONAL COURSES</b> (Any area listed to the left, foreign language or comparative religion/philosophy)
4 years	3 years	2 years	1 year	2 years	4 years

These are the **CORE CLASSES** that all college athletic programs use to determine if a student will be a qualifier. 10 of these classes are locked in before the start of their seventh semester (senior year). Any grade forgiveness must be done prior to the start of their senior year, or the class grade will stay. The NCAA compliance office selects these classes that are locked in, not the individual university. Student-athletes should check to see if their high school has a list of NCAA-approved core courses. No core-course list means courses taken from that high school will NOT count toward NCAA eligibility. Nontraditional courses are classes taught online or through distance learning, hybrid/ blended, independent study, individualized instruction, correspondence or similar means. These types of courses MAY be acceptable for use in the NCAA initial-eligibility certification process; however, it is important to make sure the nontraditional program has been approved and appears on the high school's list. ***It is the student's responsibility to tell their assigned guidance counselor if they are an athlete to make sure they get registered for the correct NCAA approved core classes.***

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# What is a Qualifier?

## Full Qualifier

- Complete 16 core courses.
  - Ten of the 16 core courses must be completed before the seventh semester (senior year) of high school.
  - Seven of the 10 core courses must be in English, math or natural/physical science.
- Earn a core-course GPA of at least 2.300.
- Earn the ACT/SAT score matching your core-course GPA on the Division I sliding scale (see back page).
- Graduate high school.

## Academic Redshirt

- Complete 16 core courses.
- Earn a core-course GPA of at least 2.000.
- Earn the ACT/SAT score matching your core-course GPA on the Division I sliding scale (see back page).
- Graduate high school.

## Full Qualifier:

College-bound student-athletes may practice, compete and receive athletics scholarships during their first year of enrollment at an NCAA Division I school.

## Academic Redshirt:

College-bound student-athletes may receive athletics scholarships during their first year of enrollment and may practice during their first regular academic term, but may NOT compete during their first year of enrollment.

## Nonqualifier:

College-bound student-athletes cannot practice, receive athletics scholarships or compete during their first year of enrollment at an NCAA Division I school.

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# What Test Score is Needed?

When a student registers for the SAT or ACT, he or she can use the NCAA Eligibility Center code of 9999 so his or her scores are sent directly to the NCAA Eligibility Center from the testing agency. Test scores on transcripts will NOT be used in his or her academic certification. A combined SAT score is calculated by adding reading and math sub scores. An ACT sum score is calculated by adding English, math, reading and science sub scores.

A student may take the SAT or ACT an unlimited number of times before he or she enrolls full time in college. If a student takes either test more than once, the best sub scores from each test are used for the academic certification process. This is called super scored. A sub score is the individual score for each unit of measure, i.e. English 20, math 20, reading 20, and science 20 = an 80. It is NOT what the combined score that the ACT testing center sends out. All Colleges, Universities and NCAA will Super score ACT and or SAT scores.

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# NCAA Sliding Scale

Core GPA	SAT*	ACT Sum*	Core GPA	SAT*	ACT Sum*
3.550	400	37	2.750	810	59
3.525	410	38	2.725	820	60
3.500	430	39	2.700	830	61
3.475	440	40	2.675	840	61
3.450	460	41	2.650	850	62
3.425	470	41	2.625	860	63
3.400	490	42	2.600	860	64
3.375	500	42	2.575	870	65
3.350	520	43	2.550	880	66
3.325	530	44	2.525	890	67
3.300	550	44	2.500	900	68
3.275	560	45	2.475	910	69
3.250	580	46	2.450	920	70
3.225	590	46	2.425	930	70
3.200	600	47	2.400	940	71
3.175	620	47	2.375	950	72
3.150	630	48	2.350	960	73
3.125	650	49	2.325	970	74
3.100	660	49	2.300	980	75
3.075	680	50	2.299	990	76
3.050	690	50	2.275	990	76
3.025	710	51	2.250	1000	77
3.000	720	52	2.225	1010	78
2.975	730	52	2.200	1020	79
2.950	740	53	2.175	1030	80
2.925	750	53	2.150	1040	81
2.900	750	54	2.125	1050	82
2.875	760	55	2.100	1060	83
2.850	770	56	2.075	1070	84
2.825	780	56	2.050	1080	85
2.800	790	57	2.025	1090	86
2.775	800	58	2.000	1100	86

\*Full sliding scale research between the new SAT and ACT is ongoing.

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# NCAA Division II Academic Requirements

## Core-Course Requirement

Complete 16 core courses in the following areas:

<b>ENGLISH</b>	<b>MATH</b> (Algebra I or higher)	<b>NATURAL/PHYSICAL SCIENCE</b> (Including one year of lab, if offered)	<b>ADDITIONAL</b> (English, math, or natural/physical science)	<b>SOCIAL SCIENCE</b>	<b>ADDITIONAL COURSES</b> (Any area listed to the left, foreign language or comparative religion/philosophy)
3 years	2 years	2 years	3 years	2 years	4 years

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# What is a Qualifier?

## Full Qualifier

- Complete 16 core courses.
- Earn a core-course GPA of at least 2.200.
- Earn the ACT/SAT score matching your core-course GPA on the Division II full qualifier sliding scale (see back page).
- Graduate high school.

## Partial Qualifier

- Complete 16 core courses.
- Earn a core-course GPA of at least 2.000.
- Earn the ACT/SAT score matching your core-course GPA on the Division II partial qualifier sliding scale (see back page).
- Graduate high school.

## Full Qualifier:

College-bound student-athletes may practice, compete and receive athletics scholarships during their first year of enrollment at an NCAA Division II school.

## Partial Qualifier:

College-bound student-athletes may receive athletics scholarships during their first year of enrollment and may practice during their first regular academic term, but may NOT compete during their first year of enrollment.

## Nonqualifier:

College-bound student-athletes may not practice, compete or receive athletics scholarships during their first year of enrollment at an NCAA Division II school.

NCAA Sliding Scale

DIVISION II FULL QUALIFIER SLIDING SCALE			
USE FOR DIVISION II BEGINNING AUGUST 2018			
Core GPA	New SAT <sup>®</sup>	Old SAT <sup>®</sup> (Pre-10/2016)	ACT Sum
3.300 & above	400	400	37
3.275	410	410	38
3.250	420	420	39
3.225	430	430	40
3.200	440	440	41
3.175	450	450	41
3.150	460	460	42
3.125	470	470	42
3.100	480	480	43
3.075	490	490	44
3.050	500	500	44
3.025	510	510	45
3.000	520	520	45
2.975	530	530	46
2.950	540	540	47
2.925	550	550	47
2.900	560	560	48
2.875	570	570	48
2.850	580	580	49
2.825	590	590	50
2.800	600	600	50
2.775	710	610	51
2.750	720	620	52
2.725	730	630	52
2.700	740	640	53
2.675	750	650	53
2.650	760	660	54
2.625	770	670	55
2.600	770	680	56
2.575	780	690	56
2.550	790	700	57
2.525	800	710	58
2.500	810	720	58
2.475	820	730	59
2.450	830	740	61
2.425	840	750	61
2.400	850	760	62
2.375	860	770	63
2.350	860	780	64
2.325	870	790	65
2.300	880	800	66
2.275	890	810	67
2.250	900	820	68
2.225	910	830	69
2.200	920	840 & above	70 & above


# NCAA Sliding Scale

DIVISION II PARTIAL QUALIFIER SLIDING SCALE			
USE FOR DIVISION II BEGINNING AUGUST 2018			
Core GPA	New SAT <sup>®</sup>	OH SAT (OHIO SCORE)	ACT Sum
3.050 & above	400	400	37
3.025	410	410	38
3.000	420	420	39
2.975	430	430	40
2.950	440	440	41
2.925	470	450	41
2.900	490	460	42
2.875	500	470	42
2.850	520	480	43
2.825	530	490	44
2.800	550	500	44
2.775	560	510	45
2.750	580	520	46
2.725	590	530	46
2.700	600	540	47
2.675	620	550	47
2.650	630	560	48
2.625	650	570	49
2.600	660	580	49
2.575	680	590	50
2.550	690	600	50
2.525	710	610	51
2.500	720	620	52
2.475	730	630	52
2.450	740	640	53
2.425	750	650	53
2.400	750	660	54
2.375	760	670	55
2.350	770	680	56
2.325	780	690	56
2.300	790	700	57
2.275	800	710	58
2.250	810	720	59
2.225	820	730	60
2.200	830	740	61
2.175	840	750	61
2.150	850	760	62
2.125	860	770	63
2.100	860	780	64
2.075	870	790	65
2.050	880	800	66
2.025	890	810	67
2.000	900	820 & above	68 & above

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<b>Prospect:</b>		CALVIN RIDLEY				<b>RC:</b> MB	
<b>HT:</b> 6'2	<b>WT:</b> 180	<b>40:</b> 4,4	<b>Jer #</b> 8	<b>Jer Color:</b>			
<b>HS:</b> MONARCH			<b>HFC:</b>				
<b>City:</b> COCONUT CREEK			<b>State:</b> FL				
<b>Program:</b> 4	5	4	3	2	1		
WIDE RECEIVER:							
<b>Evaluator:</b>	SB		MB		GOL		
Ht:	5		5				
Wt:	4		4				
Speed:	5		5				
Quick Feet:	4		4				
Hands:	4		4				
Blocking:	3		3				
Body Control:	4		4				
Run Ability:	4		4				
Tough Catch:	4		4				
Toughness:	4		4				
Grade:		HT:	WT:	SP:	SC:		
SB	14	=	41	6'2"	190	4.4	5
	27	=	41	6'1"	180	4.5	4
MB	14	=	41	6'0"	175	4.6	3
	27	=	41	5'11"	170	4.7	2
O	0	=	0	5'10"	160	4.8	1
	0	=	0				
GOL	0	=	0	<b>COMPREHENSIVE GRADE = 41</b>			
	0	=	0				
<b>Notes:</b>							
GREAT PLAYER - OFFER!!							

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# Navigating your recruiting process

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## The Bare Minimum

- Consistent School Attendance and a consistent maximum effort academically and athletically are baseline prerequisites to becoming a college athlete.
- Your Physical talent sets the floor. Your grades and character then build the walls.
- Once this is established, how do I find out where I can play, and best help myself???

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## The Recruiting Process and Twitter

- Outside of the top recruits in the country, recruiting is an entirely relationship-based process.
- Players must actively market themselves and utilize twitter for communication.
  - Have a quality Twitter profile
  - Follow coaches on twitter
  - Dm coaches
  - Be consistent
  - kNow when to move on

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**Professional Twitter Handle.** Easy to Remember, Easy to find. NOT, @handslikefeet3, @SWAGoMama or aF0rW4t3R14204

**your real current location**

**Most Recent HURL link.** (Incoming Freshman / Pee Wee, can use Youtube)

**\*\*\*BE CAREFUL\*\***  
When you hit the "LIKE" button, it is telling the WORLD that you endorse this tweet. Which is a reflection on your character.

**WHO you follow is IMPORTANT.** Follow FOOTBALL accounts, trainers, coaches, team accounts, recruiters etc...

**Recommend using a Camp / Combine Photo. (Helmet OFF) Helps recognize you at other events.**

**Use your REAL NAME.**

**BIO at a minimum should have the following:**

- GPA
- C/n (Class of): 2022, 2023 etc
- Position: DB/QB/PR List Both your OFF & DEF position.
- High School: Spelled Out. There are thousands of SHS.
- Any Other Team Affiliations: Ten? Team, Other Sports
- Optional:
  - IB: 5/4/4
  - ACT/SAT
  - \*\*\*STATS\*\*
  - Top 500
  - ESPN247 Scout Rank

## The Recruiting Process and Twitter

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## The Recruiting Process and Twitter

- Be very prudent in deciding who you follow, what you like, and what you retweet! These things have cost many student athletes scholarship opportunities.
- Parents - Do NOT tweet as your child. It is a red flag.

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## When a coach walks in...

- Treat every college coach like Nick Saban.
- Introduce yourself, shake hands, thank the coach for visiting.
- Ask the coach for a card so that you have his info.

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## After the coach leaves...

- Text the coach and thank him for visiting.
- Follow the coach on Twitter. DM the coach.
- Go look at the roster. Are you like those guys???
- Down the road... Has the coach followed you?

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## Camp Advice

- In 9<sup>th</sup> / 10<sup>th</sup> grade, camp wherever you like!
  - Wear a School Team shirt. Add something that helps you stick out (bright gloves, socks, etc.)
- In 11<sup>th</sup> grade, camp where you can be recruited!
  - Build the relationship
  - Meet coaches
  - Receive Feedback

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- Football Scholarships

- FBS - 85 full scholarships
- FCS - 63 equivalency scholarships
- D2 - 36 equivalency scholarships
- D3 - n/a
- JUCO - 85
- If you play at any level other than FBS, you will Not be fully paid for via an athletic scholarship. This is where academic and need-based money have an impact.



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- Ways to receive financial assistance

- FASFA
- Athletic scholarship
- Academic Merit
- Private scholarships (see guidance)

## Should I pay a recruiting service?

- No, unless a local service that you have a personal connection to.
- Our football program works with Elite Sports Prospects and Coach Chad Parker.

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## What is an Official Visit?

- The educational institution is allowed to take on the expenses.
- For a potential student-athlete (PSA) to take an official visit, they must be registered with the NCAA Eligibility Center (DI/DII Schools), have taken the SAT/ACT, and submitted unofficial transcripts to the school.
- A PSA is allowed a maximum of 5 Official Visits for DI and DII Schools, and an unlimited number of officials to DIII schools.

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## What is an Un-Official Visit?

- Unofficial visits are visits that prospects finance themselves. They will be responsible for all expenses that accompany the unofficial visit.
- The school can provide up to three complimentary admissions to prospects on an unofficial visit. Prospects from nontraditional families may receive two additional complimentary admissions so both sets of parents may attend.

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## Athletic Ability and the evaluation process

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## Recruiting Process for a Coach

- 1. Area coach gets any additional names in their recruiting area to Director of Recruiting for him to upload film into the system. Director of Recruiting and personnel staff should have most recruits who are getting a lot of interest already uploaded!
- 2. Recruiting coach will evaluate all the kids in his area.
- 3. Once recruiting coach has evaluated those kids, he is responsible for getting the eval sheet to the position coach!
- 4. Once recruiting coach/ position coach have evaluated, get the sheet back to Director of Recruiting and he will rank the kids by position accordingly.
- 5. OFF staff and DEF staff watch all the kids by position, re-rank if needed, and present to the Head Coach.

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## Grading Prospects

- We must be thorough and consistent in this area, as this formulates our board, pecking order, and plan of attack! The more players that pass our evaluation system, the better off we will be!
- **Top # HT/WT/SPEED** (HT/WT is usually always off 1 inch and 10-15 lbs on the internet). This is out of a top score of 15. Prospects need to always be above a 10 in this area or they are too small to play the position. Speed can be accurately assessed at times on film by looking at stride length (2 every 5 yds.) and burst/separation from defenders.
- **Bottom #** Critical Factors based on playing the position
- **VIP:** Make your own copy before it gets to Director of Recruiting. It will be filed in the Personnel Office in 1 of 2 different binders: - Evaluation Binder (1HC/1/ or 34 and higher) - The Vault (Score a 33 or lower)

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## ***ON THE ROAD LOGISTICS***

### ***QUESTIONS FOR THE COACH?***

1. Can he be an All-Conference Player?
2. Will he make a great hit?
3. Will he work extra to improve?
4. How does he accept harsh criticism?
5. Reaction to radical change in position?
6. Is he a leader?
7. Is he a good citizen?
8. Does he have a burning desire to excel?
9. Pain tolerance?
9. Learn skills easily?
11. What other sports does he excel in?

### ***COLLECT THE FOLLOWING:***

1. Transcripts / 488 forms (Up to Date)
2. Test Scores
3. Current Class Schedule
4. Address, Phone Number (Prospect and Parent), Facebook, Twitter etc.

### ***QUESTIONS FOR THE ATHLETE***

1. What position do you see yourself?
2. What do you need to work on and improve?
3. What are your goals and aspirations as a college football player?

### ***CHARACTER EVALUATION***

1. Ask everyone involved with the prospect (coaches, teachers, lunch lady, janitor, administrators)
2. Is he a good communicator? Does he look you in the eye when speaking? Does he have "manners"?
3. What is his family background?

### ***AREAS OF IMPORTANCE:***

1. We must be accurate on height!
2. Be as accurate as possible on speed. The smaller the prospect, the faster he needs to be!
3. Even if you are not going by a school, call and check in with them to touch base. Every school in your area should be contacted during the spring evaluation period!
4. MEET KEY PEOPLE INVOLVED WITH THE PROSPECT AND GET CONTACT INFO!

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## 3 Parts to Grading a Prospect

- **Critical Factors:** Academics, Athletic Ability, Character, Competitiveness and Work Ethic (All positions)
- **STI:** Contact SPEED, TOUGHNESS, and INSTINCTS (All Positions)
- **Specific Factors:** Based on what we look for at each position. (Position Specific)

TM

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## STI INDEX

- In 1996, the Baltimore Ravens conducted a study of their draft pick comparing “hit picks” vs. “bust picks”. It was determined that the most important football characteristics that predict a good football player were: - Playing (CONTACT) speed - Toughness - Instincts

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## Contact Speed

- Defined as playing or contact speed, not timed speed. We are interested in football players who play fast on tape. We want players whose football speed separate them from the pack and allow them to compete at a high level. Keep in mind that a prospect can be a legit 4.5 guy in timed speed....**the question is will he hit somebody at 4.5?** We want the guys that will bring their back leg through on contact and strike someone with great contact speed!

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## Toughness

- Toughness is seen by the way that a player plays, regardless of position. Toughness is playing to the whistle, pursuit, and running to the football on defense. Toughness is also seen by players who play through injuries and never come off the field. How do they respond to adversity? This aspect serves both on the mental AND physical levels. Truly tough players show this characteristic on a consistent basis.

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## Sport Instincts

- There are common parts of having sport instincts that apply to all positions, but some are position specific.
- Example: Defensive players who are always around the ball to make a play usually display instincts. WR's who recognize the coverage and adjust on the fly display instincts. A great SAF must be instinctive in his game by reading and recognizing pass vs. run and making breaks on the ball.

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## PRODUCTION VS POTENTIAL

- Occasionally you will come across a player that is extremely productive at the high school level. This does not necessarily make them a good player. Look at the competition they face and determine what type of athletes they compete against.
- For example, a defensive lineman with average size and ability, but who has a high motor, can often dominate his competition in high school. It is important to not let the highlights have too much effect on your evaluation . It is far more paramount to figure out what type of athletic ability this player has and if his game translates to the next level in addition to how they grade out according to our system.

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## PRODUCTION VS POTENTIAL

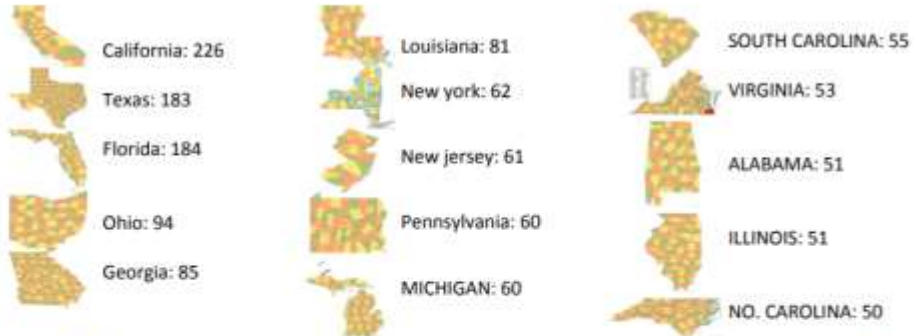
- On the flip side, you may evaluate a kid who is not very productive in high school but has the size and the tools to be a player at the next level. Try to determine why they are not productive. Sometimes players in rural areas are less likely to have good coaching, therefore their technique and/or strength and conditioning may not be that of a prospect at a larger school. There can also be negative reasons why a player is unproductive in high school such as: bad attitude, inconsistent motor, injury prone, weak, scared or lacks awareness and basic football instincts. You can only tell so much of this on film, but look to see if they take plays off, avoids contact, displays bad body language, yells at teammates, or seems lost / out of position on a consistent basis. Never ignore character flaws , especially with an under achiever. Ultimately, grade the player for what they are. Stick to the system!

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UCF POSITION SPECIFICS and CRITICAL FACTORS-OFFENSE					
Offensive Line	Running Back	H-Back (Tight end)	Tight End	Wide Receiver	Quarterback
Specific Skills	Specific Skills	Specific Skills	Specific Skills	Specific Skills	Specific Skills
1) Body Quickness 2) Foot Quickness 3) Ankle & Knee Bend 4) Balance/ Body Control 5) Hip Unlock(Explosion) 6) Pass Pro. Set. Hands 7) Pass Pro-Lateral Movement 8) Pass Pro-Anchor. Sand 9) C.O.D-2nd Level. In Space 10) Athletic Ability (AA) 11) FBI	1) Initial Quickness 2) Balance/ Body Control 3) Inside Runner 4) Power/ Break Tackle 5) Avoidability/ Elusiveness 6) Outside Runner 7) Acceleration/ Burst 8) Hands 9) Pass Block vs. Blitz 10) Run Blocking. ISO. Lead 11) One Cut Runner?	1) Initial Quickness 2) Balance/ Body Control 3) Deep Threat 4) Route Precision 5) Run after catch 6) Pass Block vs. Blitz 7) Run Block 8) Hands 9) Instincts 10) Playmaking Ability	1) Instincts/ Awareness 2) Block vs. Run 3) Deep Threat 4) Sustain/Finish 5) Release/Initial quickness 6) Route Running 7) Adjust to Ball 8) Receive long 9) Receive Short 10) Run after catch	1) Toughness 2) Hands 3) Ability to adjust 4) C.O.D/ Body Control 5) Acceleration/Burst 6) Ability to drop weight/ sink hips 7) Play strength 8) Run after catch 9) Blocking 10) Instincts 11) Versatility/ Run Game	1) Read/React to defense 2) Anticipation/ Instincts/ FBI 3) Delivery Mechanics 4) Arm Strength 5) Touch 6) Accuracy Short 7) Accuracy Long 8) Quick Setup/ Foot Quickness 9) Avoid/Escape 10) Scramble Ability 10) Ball Handling
OB Critical Factors	RB Critical Factors	H Critical Factors	TE Critical Factors	WR Critical Factors	QB Critical Factors
1) Mental Instincts 2) Toughness/ Compete 3) Size 4) DAB- Body Control 5) Playing Strength 6) Pass Protection 7) Mean Streak	1) Instincts/ Vision 2) Durability/ Stamina 3) Toughness 4) Playing Strength 5) Ball Security 6) Play Speed <b>FB Critical Factors</b> 1) Toughness 2) Mental Awareness 3) Blocking Run/Pass 4) Hands	1) Production 2) FBI 3) Catching Skills 4) Ability to Separate 5) Special Teams Value 6) Run and Pass Block 7) Tenacity	1) Size 2) FBI 3) Playing Strength 4) Blocking Ability 5) Hands 6) Receiving Ability/ Separata 7) Versatility	1) Hands/Catch 2) Play Speed/Tempo 3) Toughness/Competes 4) Ability to Separate 5) Dependability 6) Playmaker	1) Overall Accuracy 2) Tough/ Courage 3) Mobility 4) Decision Making/ Process 5) Leadership 6) Clutch Production

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### NFL BREAKDOWN BY STATE



HOMETOWN	# NFL PLAYERS
Miami, FL	27
Houston, TX	24
Los Angeles, CA	18
Detroit, MI	15
New Orleans, LA	15
Dallas, TX	12
Jacksonville, FL	12

HOMETOWN	# NFL PLAYERS
Cincinnati, OH	11
Cleveland, OH	11
Tampa, FL	10
Pittsburgh, PA	10
Atlanta, GA	9
Chicago, IL	9
Sacramento, CA	9









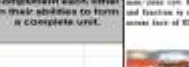




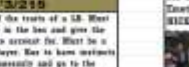
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No.	5 Exceptional Start Fresh	4 Very Good Start Soph	3 Good Start Jr/Sr	2 Average Walk-On	1 Poor Rejected
<b>QUARTERBACK</b>					
Evaluator:					
Ht:					
Wt:					
Speed:					
Ck. Feet:					
Release:					
Arm Strength:					
Touch:					
Judgement:					
Ball Hand:					
Run Ability:					
	HT:	WT:	SP:	SC:	
	6'3"	210	4.6	5	
	6'2"	200	4.7	4	
	6'1"	190	4.8	3	
	6'0"	180	4.9	2	
	5'11"	170	5.0	1	
<b>WIDE RECEIVER</b>					
Evaluator:					
Ht:					
Wt:					
Speed:					
Ck. Feet:					
Hands:					
Blocking:					
Body Control:					
Run Ability:					
Tough Catch:					
Toughness:					
	HT:	WT:	SP:	SC:	
	6'2"	190	4.4	5	
	6'1"	180	4.5	4	
	6'0"	170	4.6	3	
	5'11"	160	4.7	2	
	5'10"	150	4.8	1	
<b>RUNNING BACK</b>					
Evaluator:					
Ht:					
Wt:					
Speed:					
Ck. Feet:					
Run Ability:					
Balance:					
Acceleration:					
Toughness:					
Hands:					
Blocking:					
	HT:	WT:	SP:	SC:	
	6'2"	215	4.4	5	
	6'1"	205	4.5	4	
	6'0"	195	4.6	3	
	5'11"	185	4.7	2	
	5'10"	175	4.8	1	
<b>TECH END</b>					
Evaluator:					
Ht:					
Wt:					
Speed:					
Ck. Feet:					
Hands:					
Blocking:					
Body Control:					
Run Ability:					
Ck. Off Ball:					
Toughness:					
	HT:	WT:	SP:	SC:	
	6'6"	235	4.6	5	
	6'5"	230	4.7	4	
	6'4"	225	4.8	3	
	6'3"	220	4.9	2	
	6'2"	215	5.0	1	
<b>FULLBACK/H-BACK</b>					
Evaluator:					
Ht:					
Wt:					
Speed:					
Ck. Feet:					
Run Ability:					
Balance:					
Acceleration:					
Toughness:					
Hands:					
Blocking:					
	HT:	WT:	SP:	SC:	
	6'2"	240	4.5	5	
	6'1"	230	4.6	4	
	6'0"	220	4.7	3	
	5'11"	210	4.8	2	
	5'10"	200	4.9	1	
<b>OFFENSIVE LINE</b>					
Evaluator:					
Ht:					
Wt:					
Speed:					
Ck. Off Ball:					
Hit a Blow:					
Body Control:					
Sustain Block:					
Run Block:					
Pass Block:					
	HT:	WT:	SP:	SC:	
	6'5"	230	4.9	5	
	6'4"	220	5.0	4	
	6'3"	210	5.1	3	
	6'2"	200	5.2	2	
	6'1"	190	5.3	1	

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# Bill Walsh Evaluation Process

<p><b>DE (5 Tech)</b> 6'5/275</p> <p>The solution of the defense vital to pressure and change rhythm of the QB. Must have strength to sack QB into backfield. Force QB to move out of the way of his own men. You can have a good pass rush (penetration/pressure) w/o resulting in a sack.</p> 	<p><b>DT/NT (3 Gap)</b> 6'2 / 290+</p> <p>Each/Strength to hold ground all. QB strong/ violent hands to grab and pull. Internal movement down LOS. Blows in a short area. Upper body strength/ work through people. Best DT knock OG into people.</p> 	<p><b>DT (3 Tech)</b> 6'2 / 275+</p> <p>Each/Strength to hold ground all. QB strong/ violent hands to grab and pull. Internal movement down LOS. Blows in a short area. Upper body strength/ work through people.</p> 	<p><b>RUSH END / OLB</b> 6'3/245+</p> <p>All the intangibles of a pass rush specialist. Explosive movement. Ability to cut QB to 1-2 yds of space. The ability to get shoulder past QB. Values/ EK hands to be able to cut your techniques to get past blocker. S/R to be a near deep defender.</p> 
<p><b>CB</b> 6'2 / 195</p> <p>Oh/ Explosive/ Anticipation. Toughness/ Ability to play man-press. Hands/ create WR an release. Ball Skills. Go up and get it. Run support. Take BC one-on-one after WR have committed themselves. Continuously position. Short memory.</p> 	<p><b>ILB</b> 6'2 / 230</p> <p>Must block and take down on line a history of people. Not a jump on blockers and best link to the rest. Instincts that a way to get in the ball. Best annual passer/ short tackle/ range. Powerful blocker/ Run Block/ Toughness. Movement constant that trigger what making the play. Strong QB: Must operate of TE, safety WRB in a 3-3-5. Must have hands and steps to hold up TE, RB and get to the ball. Has to hold the edge of the RB. Defensive blitzer in RB to some pro. Has to have enough of RB to pull RB. Not a lay over guy.</p> 	<p><b>OLB</b> 6'3/245 - 6'4/260</p> <p>3 Downback Types. Pass Rush Type: Explosive Tackle 11-4 Right side. Low Arm technique. Must be able to swim. Must have strong upper/ wrists to holding with hands. QB is only guy at it. Must have low to the ground, low to get underneath the QB path and be strong enough to batter of Steve Walsh. OLB is a middle lineal player's guy in, the one and only one up. Must need to ground and pass eye and reaction to again. Must have strength to get across face of QB to get to the ball.</p> 	<p><b>NICKEL</b> 6'2/195</p> <p>Oh/ Explosive/ Anticipation. Toughness/ Ability to play man-press. Hands/ create WR an release. Ball Skills. Go up and get it. Run support. Take BC one-on-one after WR have committed themselves. Continuously position. Short memory. NICKEL's main job is to do QB/ RB.</p> 
<p><b>FS</b> 6'2/200</p> <p>Excellent speed and Range. Must like a ball in back. Excellent hands and must be a single force. QB to QB. Must cover ground in ball tracks. Must be naturally instinctive. Punt/kick blocks.</p> 	<p><b>SS</b> 6'3/215</p> <p>Must have some of the traits of a LB. Must be able to play up in the box and give the QB another man to account for. Must be a natural backfield player. Has to have instincts and respond spontaneously and go to the ball. In the secondary, your players must complement each other in their abilities to form a complete unit.</p> 	<p><b>SS</b> 6'3/215</p> <p>Must have some of the traits of a LB. Must be able to play up in the box and give the QB another man to account for. Must be a natural backfield player. Has to have instincts and respond spontaneously and go to the ball. In the secondary, your players must complement each other in their abilities to form a complete unit.</p> 	<p><b>SS</b> 6'3/215</p> <p>Must have some of the traits of a LB. Must be able to play up in the box and give the QB another man to account for. Must be a natural backfield player. Has to have instincts and respond spontaneously and go to the ball. In the secondary, your players must complement each other in their abilities to form a complete unit.</p> 

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# Miami Dolphins Evaluation Process

EVALUATION NOTES FORM - ED MARYNOWITZ	
<b>Safety</b>	
<b>Specific Skills</b>	
Key & Diagrams / Awareness	
Plant & Drive	
Range	
Draw to Close / Catch Up Speed	
Man Off	
Man Tight / Press Man	
Zone Coverage	
Ball Reactions	
Hand	
Run Support	
Mental Toughness	
Tackling	
3rd Down Value	
Special Teams Value	
<b>Critical Factors</b>	
Instincts/FHL Process	
Toughness/Compete	
Tackling/Support	
Ball Skills	
Cover Ability	
OD Secondary	
<b>General Notes</b>	
PLAYING HISTORY	
IDEAL SIZE (DR - 310 - 190 - 4.5)	
ATE ABILITY (OKS, BURST, BODY CONTROL)	
CRITICAL FACTORS	
PRODUCTION	
PREDICTED RD - POTENTIAL TO STAY	
TAGS/ALERTS	
GRADE:	

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Patriots Evaluation Scale	
<b>3 Dimensions to a Player</b>	
1	Academics
2	Major Factors
3	Critical Factors / Position Skills
<b>Major Factors</b>	
1	Personal / Behavior
2	Athletic Ability
3	Strength & Explosion
4	Competitiveness
5	Toughness
6	Mental / Learning / Coachability
7	Injury / Durability
<b>Patriots Grade</b>	
<b>Starter</b>	<b>Stud. All the tools to be an immediate impact</b>
8.99-9.00 A+	Will instantly contribute. Meets Ht/Wt standards, speed, STI, Football Smart, Total package
8.99-8.00 A	
8.00-8.00 A	
	Has all the qualities as above, but has a Ht/Wt deficiency
<b>Circumstantial Starter</b>	<b>A First Yr Starter (Production may be limited by off-field issues)</b>
7.99-7.00	All the physical tools, BUT has off the field issues. (NCAA rules problem, bad family history etc.) Thorough background check must be done when scouting. (Coaches, Teacher, Family, Friends, Janitors)
<b>Make It (+)</b>	<b>Will not start Year 1. But will contribute and develop into a starter</b>
6.99-6.50	Not expected to start in 1st season but is expected to contribute (impact SP Teams player) and eventually develop into starter.
<b>Dirty Starter</b>	<b>Could Start, but something about player is restrictive (Ht/ Wt/ Speed/ A/A)</b>
6.49-6.00	Could be a player that is not very talented but makes up for it with pure effort. Pats manual says this is the category for over-achievers.
<b>Make It (-)</b>	<b>A back-up who will not lose a game for you.</b>
5.99-5.50	
<b>Free Agent</b>	<b>Not expected to contribute/make team. Could progress to the Make it (-) level</b>
5.49-5.00	
<b>Pats Reject</b>	<b>A reject by Patriots Standards</b>
4.99-4.00	
Each year the evaluation scale is dependent upon current trends in the NFL and putting more value on positions of need (3rd WR, TE, Nickelback etc)	

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UCF Football - initial eligibility report							
Cavin Ridley			5/18/2015	MB	NCAA INDEX		
Prospect's Name			Data	Recorder	GP	SAT	ACT
<b>ENGLISH (4 YEARS)</b>							
1	English 1/World Lit	0.5	B	F	1.5	###	1000 66
2	English 2	1	C	C	2.0	###	1010 66
3	English 3	0.5	C		1.0	###	1020 66
4					0.0	###	1030 66
<b>MATH (2 YEARS)</b>							
1	Algebra 1	1	B	D	2.0	###	1040 66
2					0.0	###	1050 66
3					0.0	###	1060 66
<b>SOCIAL SCIENCE (2 YEARS)</b>							
1	US History	1	B	B	3.0	###	1070 66
2	World Hist	1	C	B	2.5	###	1080 66
<b>NATURAL SCIENCE (2 YEARS)</b>							
1	Earth Space Sci	1	B	B	3.0	###	1090 66
2	Physical Science	1	B	B	3.0	###	1100 66
<b>ADDITIONAL 1 (1 ENG/MATH/SCI)</b>							
1	Biology 1	1	C	C	2.0	###	1110 66
2					0.0	###	1120 66
3					0.0	###	1130 66
4					0.0	###	1140 66
5					0.0	###	1150 66
<small>Highlight each core course completed before prospect's senior year.</small>							
<b>CORE COURSES</b>			8	SAT	M	V	
<b>GPA</b>			2.500	ACT	M	V	

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Thank you for attending!!!

TM

Use this QR code for access to all of tonight's information.

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