

The Gut Check's RB Scouting Analysis

Name: Andre Hall **School:** South Florida **Opponent:** NC State **Surface:** Grass
Height: 5-8 **Year:** Senior **Score:** 0-14 **Climate:** Sunshine
Weight: 208 **Date:** 12/31/2005 **Location:** Charlotte **Temperature:** Temperate

Overall Score: **86**

Power Score : 13

- Leg power, drives through arm tackles [1pt]: Yes
- Effective stiff arm [1pt]: Yes
- Initiates contact, runs behind pads, and punishes defenders [1pt]: Yes
- Good body lean/Finishes runs [3pts]: Yes
- Gains yards after contact/second-third effort runner [7pts]: Yes

Balance Score : 2

- High performance in adverse conditions [1pt]: N/A
- Maintains balance when hit head-on [1pt]: Yes
- Maintains balance when it from an indirect angle [7pts]: No

BHandling Score : 15

- Carries ball with either hand [1pt]: Yes
- Consistently handles QB/RB exchanges [3pts]: Yes
- Demonstrates ball security [3pts]: Yes
- Maintains control of ball when hit [7pts]: Yes
- Maintains control of ball in adverse weather conditions [1pt]: N/A

Speed Score : 11

- Effective short area burst [7pts]: Yes
- Separates from 1st and 2nd wave of defenders [1pt]: Yes
- Effective outside runner [3pts]: Yes

Vision Score: 11

- Makes good decisions with where to run [7pts]: Yes
- Patience in traffic (sets up blocks) [3pts]: Yes
- Takes good angles away from defenders in the open field [1pt]: Yes

Elusiveness Score 11

- Effective lower body jukes while on the run [3pts]: No
- Effective upper body jukes while on the run [1pt]: Yes
- Avoids direct shots [7pts]: Yes
- Effective stop-start movements [2pts]: No
- Effective lateral movement [3pts]: Yes

Blocking Score : 4

- Correct diagnosis of blocking assignments [1pt]: Yes
- Effort with assignments [3pts]: Yes
- Willingness to block in the open field and on broken plays [1pt]: No

Receiving and Routes Score : 9

- Consistently makes receptions on catchable balls [3 pts]: Yes
- Makes difficult catch [1pt]: No
- Catches ball effectively with back to the quarterback [1pt]: Yes
- Consistently catches ball with hands and without juggling [1pt]: Yes
- Consistent target in the passing game [3pts]: Yes
- Runs precise routes [1pt]: Yes

Durability Score : 10

- Missed fewer than 10% of opportunities to play [1pt]: Yes
- Performs at high level while playing with an injury [1pt]: N/A
- No chronic injuries (Two or more injuries to same body part) [1pt]: Yes
- No injuries requiring extensive rehabilitation [7 pts]: Yes

Game Stats

Attempts: 19
Rush Yds: 118
1st Downs: 7
Rush Tds: 0
Target: 3
Rec: 2
Rec Yds: 49
Rec Tds: 0
Fumbles: 0
Broken Tackles: 3
BLKs Assigned: 3
BLKs Made: 3

Player: Andre Hall

Date: 12/31/2005

Opponent: NC State

Overall Strengths: Hall is a sneaky good runner. He has a downhill style, and he runs with vision and balance. Hall uses his size to his advantage and makes it difficult for defenses to find him behind an offensive line. His most translatable skill for the NFL is his receiving ability. Hall runs good routes and displays consistent hands. Hall should make a roster as at least a 3rd down back, and be effective in that role for a team. He does a great job protecting the ball and gives good effort as a pass blocker. Hall does not play on a team with great talent and he still excels because he is an instinctive player with good fundamentals. He should be a mid-to-late round bargain for a team. Hall's size and college experience will hurt his value but if he lands in the right situation, he could be a surprise. This is a back with multi-dimensional skills and is fundamentally a good inside runner.

Overall Weaknesses: Hall has good speed but his burst is not of upper echelon quality. Hall generally got outside on cut backs where the defense was stacked to one side or the offense was using an option play to help Hall get to the outside. Although Hall does a good job against college safeties and corners on the blitz, he'll most likely get run over by linebackers and ends in the pros. Hall should have have a chance to contribute for a team. Hall's acceleration and speed are question marks. He demonstrated he could get into the second and third level of a defense but it was unclear whether he wasn't fast enough to pull away, or didn't have the downfield blocking to assist him. If Hall shows a burst, he might have a better chance to be more than a role player.

Power: Hall is a smaller runner with a thick lower body. He has strong legs and can usually run out of attempted arm tackles. Although he is a back of smaller dimensions he gains yards after contact. In this game, Hall did a good job getting low pad level and dragging tacklers for extra yardage. He also used the stiff arm to ward off tacklers to the outside. I like how Hall uses his free hand in the open field to ward off pursuit. Because of Hall's physical dimensions, a good DE or DL will eat him alive in the hole if they get penetration.

Ball Handling: Hall has sound, ball-carrying fundamentals. Hall did a good job switching the ball to the appropriate hand when running to the outside. He demonstrated good ball protection on his 3rd QTR 25-yard run. The safety Hall took on tried punching the ball out from behind as Hall dragged two others for extra yardage. On Hall's big 4th QTR run with 9:40 left, he did a great job angling away from pursuit and switching the ball to his outside arm in anticipation of the safety about to shed a block in front of him.

Elusiveness: Hall has nice moves for a downhill runner. He was able to spread his legs and leapfrog a shooting tackler on pitch play. There was a defender on Hall's back as he made this leapfrog move. He does a good job making the first man miss on a regular basis--important for Hall to do on a team where he is clearly the most talented player on the roster. Hall had a 25-yard run up the middle after making one man miss in the hole. He nearly went by the safety directly in front of him. Hall demonstrated a nice jump cut on big run with 9:40 left in the 4th QTR. The cut back to the inside setup a nice block, and Hall exploited a gaping hole up the middle. He also did a nice job of moving across the field to get away from pursuit for a 41-yard gain.

Balance: Runs with good balance and gains yards after contact with his low to the ground style. Excellent balance on the run. On the 37-yard screen pass in the 3rd QTR, Hall spun out of a safety's tackle attempt and nearly ran through an LB's tackle.

Speed: A 16-yard gain on an option pitch around the corner demonstrated Hall has the speed to pull away from the first two tiers of the defense. Hall demonstrated this speed once again off a well-executed screen pass where two LBs had the angle but he pulled away from both players for a 37-yard gain. He seems to have better speed over a distance than a short area burst.

Blocking: Hall had to face down two blitzing players to the slot side without help. Hall made the right assignment to the inside guy and effectively neutralized his blitz. The LB came free and sacked the QB, but Hall made the right choice by going to the man coming furthest from the inside. Hall is used more often as a pass receiver, but when asked to block he did a good job.

Vision: Hall is mainly a one-cut, downhill runner but he does a good job identifying the hole. He did a nice job seeing the backside holes in this ball game.

Receiving and Routes: Hall is a strong receiver out of the backfield and leads the team in receiving. South Florida lines Hall up in the slot in 5-WR sets. His first reception was on a nicely run, 3rd down slant. Hall caught the ball with his hands extended and waist turned back to the passer, getting the first down on the play. Hall possessed enough awareness in his route and catch to cover the ball with both hands in anticipation of the hit he took from the DB. Hall spun off the DB for extra yardage. He did drop a WR screen when split wide behind a trips formation. The throw was hard and over his head. Hall did follow that up with a reception on a screen that went for a long gain. I believe this is the part of Hall's game that will help him initially see the field at least on a limited basis in the NFL.

Durability: No known issues.