Andrews		Mark		Oklahoma		TE	
LAST NAME		FIRST NAME		COLLEGE		POSITION	FINAL GRADE
6050	250	4.67	9.5	32.5	N/A	N/A	6.5
HEIGHT	WEIGHT	40 TIME	HAND SIZE	ARM	WINGSPAN	SPARQ SCORE	FANTASY RANKING

ATHLETIC ABILITY SECTION GRADE:

Slightly better than average in playing speed and quickness. Will not be able to outrun safeties and some of the faster inebackers. Runs a little stiff in passing routes and doesn't have an immediate burst off the snap, but I would say he's still slightly better than average among tight ends in speed and foot quickness in his passing routes to get open. His ootwork and balance lacks a bit in blocking, especially pass blocking.

HANDS / PASS CATCHING TECHNIQUE

SECTION GRADE: 8.0

xcellent hands. No drops in the games I observed. Although, one pass that resulted in an INT was somewhat catchable but difficult. Outstanding adjustment to the ball. Can dive for the catch as well as catch the ball at its high point. Had to wist his body for one catch. It was almost an over-the-shoulder catch.

RELEASE OFF LOS / ROUTE RUNNING

SECTION GRADE: 4.5

Slightly below average. In more than half of the passing plays observed, Mark Andrews will chip on the outside rusher before releasing. As a result, he doesn't run very crisp routes, just some short button hooks, slants, or digs. Appears to ust find a spot in the zone to get open. When in press coverage, Andrews tends to struggle off the line.

RUN AFTER CATCH / BALL SECURITY

SECTION GRADE: 5.0

With his limited speed and quickness, Mark Andrews will tend to quickly turn up field, run downhill to gain as much as h can, hold the ball with both hands, and then dive in for the extra yards. So he's quick to turn up field, but not very elusive to get large chunks of yards.

COMPETITIVENESS / BLOCKING - INLINE AND OUT IN SPACE

SECTION GRADE:

Mark Andrews can overpower defensive backs easily. With everyone else, he doesn't consistently move people, but he can lock onto defenders well enough to prevent them from shedding and getting after the ball carrier. His lack of quickness is a liability in pass protection. In this regard, he can slow down defenders, but defenders can slip around him after 1 or 2 seconds. Overall, I would say he's still better than an average tight end.

LEADERSHIP / INTANGIBLES / CHARACTER / FOOTBALL INTELLIGENCE

SECTION GRADE:

In the passing game, he will find a soft spot in the zone to get open. Mark Andrews mostly lines up tight to the line of scrimmage in a 2-pt receiver stance, but sometimes he also lines up in-line in a 2-pt offensive lineman stance or in a 3-pt stance. One time, he also lined up as a fullback. When the quarterback runs out of the pocket, Andrews will tend to run to his side to help him in receiving or blocking if the quarterback decides to take off. Overall, he seems well aware of what is happening on the field and will adjust as needed. Andrews is also an above average teammate in my opinion. Many times, he celebrated big plays made by other teammates, and he helped teammates up after getting knocked down on a play.

GDE	CATEGORY	COMMENTS / DESCRIPTION	GAMES VIEWED	COMBINE RESULTS					
8.0	HANDS	Doesn't drop passes. Catches away from the body. Adjusts to the ball very well.		VERT JUMP 31					
4.5	INITIAL QUICKS	Slightly below to average overall quickness	9/5/24 @ KC	BROAD JUMP 9'5"					
5.5	CLEAN RELEASE	Has just slightly above average for tight ends in playing speed and quickness for route running.	9/15/24 vs LV	20 SHUTTLE 4.38					
4.5	RELEASE VS JAM	Shown to have some trouble getting off the press.	10/6/24 @ CIN	60 SHUTTLE N/A					
4.5	PATTERNS	Doesn't run crisp routes and will tend to run simple routes.	10/13/24 vs WAS	3 CONE 7.34					
8.0	ADJUST TO BALL	Makes diving catches off the turf as well as overhead. Can twist his body to make the catch.		BENCH PRESS 17					
5.0	RUN AFTER CATCH	Can turn upfield after the catch but not very elusive to get large chunks of yards.	CRITICAL	FACTORS					
4.0	DEEP THREAT	Doesn't really have the speed to be a major threat in the deep passing attack.	SIZE 7.0	ATH. ABILITY 5.5					
8.0	HAND/EYE COOR.	No drops on pass plays and outstanding adjusment to passes.	HANDS 8.0	COMPETES 7.0					
7.0	BLOCKING	Can lock on defenders frequently. Moderately better than an average TE.	PLAYING SPEED 5.5	INSTINCTS 7.5					

Intelligent Mark Andrews is well aware at what is nappening during a play and adjusts as needed. He is also nulti-skilled as a blocker and pass catcher. Excellent hands with a large catch radius. Makes the catch off the turf as well as at its high point.

While Mark Andrews can effectively block and catch passes he does not excel at either skill. Only average to slightly above average in athletic ability for a tight end, especially in quickness and speed. Does not get off a jam well and is only mildly effective in pass protection.

SUMMARY / BOTTOM LINE

Mark Andrews is a traditional tight end in that he is equally effective at both blocking and catching passes. He has a large catch radius. He adjusts to the pass well and catch the ball whether it's off the turf or at its high point. For plocking, Andrews does well at locking the defender to prevent them from shedding the block and getting after the defender. While Andrews is effective in these areas, he is not at an elite level for either area. He lacks the speed and quickness of a top level pass-catching tight end, and he lacks the overall strength and skillset of tight ends only designated to block. Mark Andrews is still considered a solid starter in the league because of his overall skillset in addition to his intelligence and how he adjusts to every play.

