

<u>Criteria</u>	<u>Explanation</u>
Overall:	Grade as a passer and how he does with all 3 components combined.
Release:	How quickly he is getting the ball out. It is a product of footwork and vision including use of pre-snap thought process.
% Rhythm Complete:	Tells the % of routes he is completing on the last step of his drop. All passes are counted only if complete and it is a percentage of his total completions not a completion rate. Again this is a product of footwork and vision including use of pre-snap thought process.
Avg. Release Time:	On dropback passes this is the average time it takes for him to make his decision and get the ball out from snap to throw.
Accuracy:	Indicates how accurate the QB is in his throws.
Decision:	Indicates the percentage of time the QB is making the correct decision and using his pre-and post-snap processes correctly.
% of Decisions Late:	Gives % of time that QB is taking too long to get to the correct decision.
Tempo:	Is an indicator of how well the QB is doing running the offense and his use of procedures and getting guys aligned and ready to go.
Completion:	Completion percentage over the spring.
Chain Mover:	Vertical rhythm or intermediate read route that gets 10+ on the throw; does not include YAC.
% of Completions/Chain Movers:	Tells how well the QB is seeing receivers downfield in open space.