

Grading

Grade	Key Term	Description
9	Rare	The player performs this particular factor with rare ease and consistency every time . He shows absolutely no weakness. He can be expected to do the seemingly impossible on occasion, and it shows against all levels of competition. CONSISTENTLY DOMINATES.
8	Excellent	The player performs this particular factor <u>with ease and consistency a high percentage of the time</u> . He shows no weakness. He makes difficult plays look routine, and it shows against all levels of competition. He has the ability to do the unusual. Can dominate.
7	Very Good	The player performs this particular factor <u>effectively a high percentage of the time</u> , and is capable of flashes of brilliance . He cannot make all the great plays, but he will make some of them, and it shows against all levels of competition.
6	Good	The player performs this particular factor in an <u>effective manner most of the time or has a level of inconsistency</u> . He gives a solid performance and will contribute to a winning effort. He can hold his own against top competition. *6 is a player who is going to win his share of battles against NFL competition
5	Sufficient	The player performs this particular factor in an adequate/sufficient manner most of the time , but may have trouble against top competition. (Above the line grade)
4	Mediocre	The player performs this particular factor in an <u>adequate manner some of the time</u> , but he will have trouble against top competition. His inconsistency to perform is obvious. His inconsistency KEEPS him at a 4. (Below the line grade)
3	Below Average Marginal	The player <u>does not</u> perform this particular factor at an adequate level. He is inconsistent and will probably hurt the team. If he does perform at an acceptable level, it is usually against weaker competition.
2	Poor	The player has a <u>major deficiency</u> in this particular factor, which he will not be able to overcome.
1	Reject	No redeemable qualities

KEY TERMS

The key term system is an effort to promote consistency in the language used by all scouts in describing players. To provide the organization with fluid and consistent evaluations from various scouts, the terms a scout may use to describe a player's ability have been defined above.

There should not be any inconsistency in the scout's language in the various sections of the scouting report, particularly in the summary.

The key number is six (6). Six is good. If a player grades as a six (6) in any factor or skill, we will be satisfied with his performance of this skill or critical factor. He is not going to dominate; however, this is a solid level of performance or competence.

FINAL GRADE

Select the final grade that corresponds to that position (refer to Position Grading Grid) for each player on which you write a report. Then, give a "Ceiling" grade and a "Floor" grade for each player with percentages of the likelihood of each.

BE REALISTIC with your grade range. Obviously a player could be better (or worse) in the right situation, but not every player has High-end/Pro Bowl potential.

Example- Grade: 6.4 - Ceiling: 6.8 (10%) Floor: 6.2 (20%)