

						QB	
LAST NAME:	Rush	FIRST NAME:	Cooper	COLLEGE:	Central Michigan		
6030 V	228 C	4.93 C	9 1/8 C	32 3/8 C	76 C	QB	F 5.4
HEIGHT	WEIGHT	40 TIME	HAND SIZE	ARM	WINGSPAN	POSITION	FINAL GRADE

ATHLETIC ABILITY						SECTION GRADE:	3.9
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Rush is your typical pocket passer who will not wow you with his athletic ability but possesses enough athleticism and sense to climb up in the pocket or slide outside to buy time to get rid of the ball. Although Rush lacks the athleticism coveted in the quarterbacks today, he is quick enough with his feet to drop back from center, set up, and hit his open man. When facing light pressure, Rush does fairly well re-setting himself or occasionally throwing on the move. However, Rush's coordination, agility, and balance, or lack of are not wowing by any means and prevent him from escaping heavy pressure if his protection breaks down. Ultimately, he is an average athlete who will need good protection and time to get the ball out of his hands. Yet, he cannot avoid defenders with his athleticism and lacks any explosion or scrambling ability.

POISE IN POCKET						SECTION GRADE:	5.5
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Rush has continued to improve this area of his game and has shown surprisingly good poise in the pocket. Rush is not afraid to stand in there, keep his eyes downfield and deliver an accurate strike to his man before taking a blow by a pass rusher. Typically he does not panic, instead makes wise decisions by going through his reads looking for the open receiver and is willing to throw the ball away or take a sack if necessary. When Rush is given the time, especially in zone coverages, he can anticipate and accurately throw his receiver open with a nice touch. However, when trailing or under heavy pressure, man coverages, specifically cover zero, Rush can get too aggressive/anxious and force throws into tight windows, giving defenders a chance to make a play on the ball. Rush is excellent at taking what the defense gives him, but when needing to make a clutch play on a key down, Rush often makes mistakes.

PASSING TECHNIQUE / ACCURACY						SECTION GRADE:	5.9
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Rush needs to improve his lower body mechanics since he lacks the top-end arm strength of most quarterbacks. He tends to throw from a tight/narrow platform and does not generate much power or drive using his lower half to make throws. Rush needs to work a tad on widening/opening his stance and stepping into throws to get more oomph when throwing the deep ball. However, his upper body technique/mechanics are impressive. He has a simple release above the shoulder that allows him to get the ball out quickly and with a nice tight spiral, making it easy to catch. Rush's accuracy on short soft/touch throws is fantastic and is his best strength. His accuracy on power/rip throws is decent, but slightly not as good, as he occasionally gets too wild and misses high. Rush's accuracy struggles the most when he gets pressured and cannot get his feet set. He can make all the simple-intermediate throws, but his accuracy suffers on throws to his opposite hash or deep downfield, as he often misses or underthrows the target.

COMPETITIVENESS / CONVERSION ABILITY						SECTION GRADE:	5.0
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Just watching Rush play, you can see that he is a natural competitor and wants to win. Even after having a mistake, Rush is not afraid to go back out and make another play. Although the next play might be another interception, Rush does not let it get him down, as he will look it over and try to correct it his next time out. While Rush thrives at making the correct decision and playing it safe, he cannot consistently keep drives alive in crucial moments. It also does not help that Rush lacks the athleticism to convert with legs, and defenses know this, so they often send the blitz on the most critical downs.

LEADERSHIP / INTANGIBLES / CHARACTER / FOOTBALL INTELLIGENCE						SECTION GRADE:	8.5
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If anything is for sure, football intelligence is not the issue with Rush. He knows how to read/identify the defense, make the pre-snap adjustments/audibles on his own, call/check protection coverages, and he even has a plan before he gets the ball. When on the field, it shows that Rush is a true student of the game. His mental abilities are off the charts, and he always knows where the football is supposed to go, but sometimes his skills don't allow him to get the ball there.

GDE	CATEGORY	COMMENTS / DESCRIPTION	GAMES VIEWED	COMBINE RESULTS
6.0	RELEASE QUICKS	He has a simple release above the shoulder that allows him to get the ball out quickly and with a tight spiral.	Bengals (9/18/2022)	VERT JUMP - 27
5.5	2ND CHANCES	He is good at sensing pressure and climbing up in the pocket, but his athleticism prevents him from buying too many 2nd chances.	Giants (9/26/2022)	BROAD JUMP - 8'7
5.0	ARM STRENGTH	He has a good enough arm, but by no means does he have the arm for throwing go routes or four verticals all game.	Commanders (10/2/2022)	20 SHUTTLE - 4.47
4.0	IMPORTANT SNAPS	He struggles in the big-time moments and often panics.	Rams (10/9/2022)	3 CONE - 7.23
8.0	READ DEFENSE	He excels at reading/identifying the defense, making pre-snap adjustments/audibles, checking protection coverages, and always has a plan.	Eagles (10/16/2022)	BENCH PRESS - DNA
7.0	SHORT ACC.	His accuracy on short soft/touch throws is fantastic and is his best strength.		
6.0	INTERMEDIATE ACC	His accuracy on intermediate throws is above average.		
5.0	20+ ACCURACY	His accuracy within 20 - 45 yards deep is good, but 50 yards or more starts pushing his arm strength, making his accuracy worse.	SIZE - 6.4	ATH. ABILITY - 3.9
3.9	ACC. ON MOVE	He lacks acceleration and explosion when running. He is not likely to get far on the move.	PASSING TECH - 5.5	ACCURACY - 5.9
5.0	BIG ERRORS	He generally makes errors when trailing and under pressure because he will try to force throws into tight windows.	INTANGIBLES / FOOTBALL SMARTS - 8.5	

STRONG POINTS		WEAKNESSES	
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<p>Rush is an intelligent player that is worth having in any quarterback room. He is a tall and durable quarterback with superb short-intermediate accuracy that can throw with anticipation. Rush knows where he is going before the play begins and can find the open man if the first read is not there. Rush has a surprisingly good poise in the pocket. He is not afraid to keep his eyes downfield and deliver a strike before taking a hit. Rush also has a simple release above the shoulder that allows him to get the ball out quickly and with a tight spiral, making it easy for his guys to catch. He is a quarterback who knows where to attack a defense and how to take what they give him.</p>	<p>Rush tends to get too aggressive/anxious when trailing or under pressure, causing him to force throws into tight windows, giving defenders a chance to make a play on the ball. Rush's narrow stance and small stride limit his ability to get a lot of power and distance on his throws. It also doesn't help that Rush does not have the greatest arm strength. Hence, Rush will occasionally underthrow deep balls and have balls that hang in the air too long, allowing defenders to pick him off. He also struggles with accuracy on throws to his opposite hash and rip/power throws because he tries to overcompensate and sends the ball too high for his man to catch. Rush likes to take what the defense gives him but fails to make the crucial plays when his team needs him to step up, and he lacks the athleticism/scrambling ability coveted in today's quarterbacks.</p>
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SUMMARY / BOTTOM LINE	
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Cooper Rush is a great quarterback from a mental standpoint but lacks the athleticism and arm talent others possess at the position. He is what he is, a guy who will not cause you to lose the game but won't solely win you the game. Rush is a game manager who will keep you in games if you have a good enough team around him. However, if your team is not good and cannot protect him, he is not the guy you want. Essentially, Rush is an adequate backup as of now and will always be an average or above-average backup quarterback. He is a guy who will hold the team together for a few games until your starter is back and ready to go, nothing more.