JOHNNY UTAH

QUARTERBACK | NATIONAL FOOTBALL LEAGUE

POSITIONAL FOCUS

134

LEARNING EFFICIENCY
The ability to manage the game by learning and retrieving important information. For example, the QB's ability to digest the playbook and gameplan from weekly installs as well as absorb important information in the first quarter and recall it later in the game.

121

SPATIAL AWARENESS
Affects the QB's pocket presence and field awareness. For example, this can affect his ability to maintain good spacing from his linemen, and help him step up or scramble when the pocket collapses.

96

MULTIPLE TARGET SEARCH
Helps a QB quickly scan and identify important cues and details, such as where the pass rush is coming from. It can also help him identify pass catchers in a well defended and crowded space.

98

NAVIGATION
Involved in a quarterback's ability to identify throwing lanes and passing windows, as well as the optimal path when scrambling.

90

REACTION TIME - DISTRACT
Impacts a QB's trigger response to take off when he sees the defender in the corner of his eye.

STRENGTHS

ACQUISITION
138

LEARNING EFFICIENCY
134

RECALL
129

SPATIAL AWARENESS
121

TARGET COMPARISON
110

WEAKNESSES

MANIPULATION/ROTATION
87

REACTION TIME
87

REACTION TIME - SIMPLE
84

■ **POOR <85**   ■ **LOW AVERAGE 85-89**   ■ **AVERAGE 90-104**   ■ **HIGH AVERAGE 105-114**   ■ **SUPERIOR 115<**

AIQ

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102 **VISUAL SPATIAL PROCESSING** A combination of abilities that helps the QB see and adapt to the game flow allowing him to extend the play, improvise, and create, especially when a play breaks down.

MANIPULATION ROTATION **87**

Impacts a Quarterback's ability to see the flow of the game and feel what comes next. For example, it may affect his understanding of how the defensive formation will unfold.

NAVIGATION **98**

Involved in a quarterback's ability to identify throwing lanes and passing windows, as well as the optimal path when scrambling.
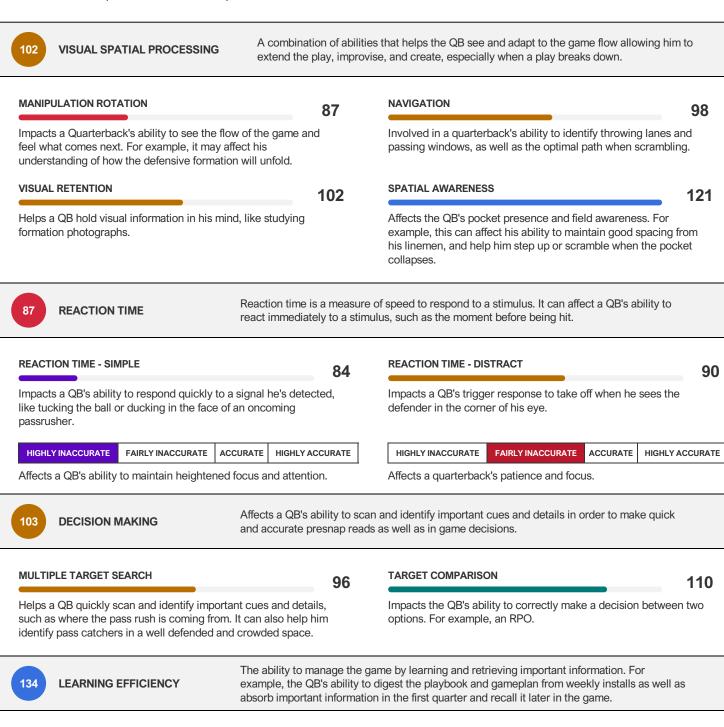
VISUAL RETENTION **102**

Helps a QB hold visual information in his mind, like studying formation photographs.

SPATIAL AWARENESS **121**

Affects the QB's pocket presence and field awareness. For example, this can affect his ability to maintain good spacing from his linemen, and help him step up or scramble when the pocket collapses.

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87 **REACTION TIME** Reaction time is a measure of speed to respond to a stimulus. It can affect a QB's ability to react immediately to a stimulus, such as the moment before being hit.

REACTION TIME - SIMPLE **84**

Impacts a QB's ability to respond quickly to a signal he's detected, like tucking the ball or ducking in the face of an oncoming passrusher.

HIGHLY INACCURATE	FAIRLY INACCURATE	ACCURATE	HIGHLY ACCURATE

Affects a QB's ability to maintain heightened focus and attention.

REACTION TIME - DISTRACT **90**

Impacts a QB's trigger response to take off when he sees the defender in the corner of his eye.

HIGHLY INACCURATE	FAIRLY INACCURATE	ACCURATE	HIGHLY ACCURATE

Affects a quarterback's patience and focus.

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103 **DECISION MAKING** Affects a QB's ability to scan and identify important cues and details in order to make quick and accurate presnap reads as well as in game decisions.

MULTIPLE TARGET SEARCH **96**

Helps a QB quickly scan and identify important cues and details, such as where the pass rush is coming from. It can also help him identify pass catchers in a well defended and crowded space.

TARGET COMPARISON **110**

Impacts the QB's ability to correctly make a decision between two options. For example, an RPO.

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134 **LEARNING EFFICIENCY** The ability to manage the game by learning and retrieving important information. For example, the QB's ability to digest the playbook and gameplan from weekly installs as well as absorb important information in the first quarter and recall it later in the game.

ACQUISITION **138**

Affects a QB's ability to learn information quickly. Thus, it impacts the number of reps it takes to grasp new game plans, installs, and weekly adjustments.

RECALL **129**

Once the QB has learned his gameplan, installs, and weekly adjustment, this impacts his ability to readily recall this information during the game.

POOR <85   **LOW AVERAGE 85-89**   **AVERAGE 90-104**   **HIGH AVERAGE 105-114**   **SUPERIOR 115<**

FULL SCALE SCORE FS-AIQ **106**

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102	**VISUAL SPATIAL PROCESSING** (Gv)	This factor measures visual perception and organization, simultaneous processing, visual memory, and spatial scanning. Ultimately, these tasks require athletes to mentally organize visual information efficiently and effectively.
87	**MANIPULATION ROTATION** (Shape Rotation)	Assesses the ability to visualize the field well, especially under altered conditions. A strength in manipulation/rotation might come into play when an athlete must adapt to his visual field changing as a play unfolds.
98	**NAVIGATION** (Route Finding)	Assesses the ability to scan a visual field quickly and effectively, and determine the shortest route to the destination. A strength in navigation may enable an athlete to quickly recognize obstacles and identify the best path.
102	**VISUAL RETENTION** (Memory for Shapes)	Assesses the ability to form and store mental images and then recognize or recall them later. A strength in visual retention may enable an athlete to learn different offensive and defensive formations more efficiently. In addition, the athlete is likely to remember where other players are supposed to be on the field as plays are carried out.
121	**SPATIAL AWARENESS** (Design Matching)	Assesses the ability to maintain orientation with respect to objects in space. A strength in spatial awareness may enable an athlete to keep a specific play in mind and maintain his positioning in relation to other players or landmarks
87	**REACTION TIME** (Gt)	This factor measures an athlete's speed in response to stimuli. It also assesses the ability to make snap judgments, detect differences, or compare information. These tasks require sustained attention, concentration, and mental control.
84	**REACTION TIME - SIMPLE** (Simple Reaction Time)	Assesses the ability to respond quickly and accurately to immediate stimuli. A strength in reaction time - simple may enable an athlete to get a jump on an opposing player.
		HIGHLY INACCURATE | FAIRLY INACCURATE | ACCURATE | HIGHLY ACCURATE
		Assesses the number of errors made when no distractions were present.
90	**REACTION TIME - DISTRACT** (Choice Reaction Time)	Assesses the ability to respond quickly and accurately to important stimuli while ignoring distractions. A strength in reaction time - distract may enable an athlete to remain focused on key information while ignoring extraneous factors.
		HIGHLY INACCURATE | **FAIRLY INACCURATE** | ACCURATE | HIGHLY ACCURATE
		Assesses the number of errors made when distractions were present.
103	**DECISION MAKING** (Gs)	This factor measures the speed and accuracy of decision making over time.
96	**MULTIPLE TARGET SEARCH** (Object Scanning)	Assesses the ability to search for information rapidly in a visual field. A strength in this area would likely enable an athlete to quickly locate players or markers of interest.
110	**TARGET COMPARISON** (Number Matching)	Assesses the ability to quickly compare information in a visual field. A strength in this area may allow a player to quickly decide what to do next, based on the actions of opposing players.
134	**LEARNING EFFICIENCY** (Glr)	This factor measures the ability to store information into long-term memory and then retrieve that information later.
138	**ACQUISITION** (Paired-Associative Learning)	Assesses the ability to store and recall information through association. A strength in this ability may enable an athlete to learn and recall plays efficiently and effectively, thus requiring less study time.
129	**RECALL** (Paired-Associative Learning - Delayed)	Assesses the ability to recall previously learned information quickly and accurately. A strength in this area may allow an athlete to retain previously learned plays well over time

POOR <85 **LOW AVERAGE 85-89** **AVERAGE 90-104** **HIGH AVERAGE 105-114** **SUPERIOR 115<**