

Gallup		Michael		Colorado State		WR	17.0
LAST NAME		FIRST NAME		COLLEGE		POSITION	FINAL GRADE
6006 C	205 C	4.51 C	9 1/4 C	31 1/2 C	73 5/8 C		
HEIGHT	WEIGHT	40 TIME	HAND SIZE	ARM	WINGSPAN	SPARC SCORE	FANTASY RANKING
ATHLETIC ABILITY						SECTION GRADE:	6.5
<p>While Gallup will not wow you with his overall long speed, he possesses excellent short-area quickness and the ability to explode out of his stance to get up to full speed. His explosive release and instant acceleration help him excel at making vertical pushes upfield to close and get over top cushion coverages or threaten tight underneath coverage, making defensive backs have to respect him. Gallup has tremendous balance and runs with impressive light-footedness for a receiver of his size. He also is a talented high jump leaper who plays with solid body control and coordination to make tough sideline grabs and other contested catches.</p>							
HANDS / PASS CATCHING TECHNIQUE						SECTION GRADE:	7.0
<p>Over the years, Gallup has improved and worked on developing strong hands and his ability to make catches without needing to use his body. These strong hands, with his explosiveness, allow him to go up and high point 50/50 balls out of the air, away from his frame, so defenders cannot break up the play. He consistently gives his quarterback a window to hit by using his body to get in front of defenders to create separation. His back shoulder-catching ability is off the charts, and his ability to contort his body to adjust to the ball is fantastic for his size. However, he can occasionally get his head turned around too late, causing him to sometimes struggle with tracking off-target throws. Gallup is not afraid to make contested catches in traffic but periodically coughs up balls when getting hit by two or more defenders.</p>							
RELEASE OFF LOS / ROUTE RUNNING						SECTION GRADE:	8.0
<p>Gallup's precise route-running is his best attribute, and his excellent route integrity helps him consistently beat defenders. Gallup excels at disguising routes and making every route he runs look like a fade by keeping his pad level and hips down. Thus, allowing him to create separation by using deception to leave defenders guessing as to when and where he is making his break. Gallup takes pride in this because he understands the precision required to gain leverage and knows how to use angles to his advantage. In addition, Gallup thrives at using his ability to get in and out of cuts sharply, especially on short and intermediate routes, which lets him blow by defenders to get upfield. However, Gallup can occasionally drift and roll slowly out of some deep upfield outbreaks if he does not expect the ball to come his way. Gallup possesses twitchy feet and quick hands, which helps him have the quickness needed for getting off the ball fast. Gallup is also not afraid to be physical and will fight to get a speedy release off the line by using his hands effectively against jams or press coverages. Gallup's playing speed is much faster than someone who runs a 4.5, and he always poses a vertical threat to an opposing defense.</p>							
RUN AFTER CATCH / BALL SECURITY						SECTION GRADE:	6.9
<p>Gallup has an above-average RAC and YAC ability due to his route-selling capabilities, which gives him the separation plus the time needed to turn and go. Although Gallup is not a burner, he keeps his eyes downfield, and it is clear that he knows how to read a defense and blocks to make a play using his legs. Hence, Gallup can also be an asset in the screen game, giving him some positional flexibility. Gallup also has open-field instincts that allow him to find the spaces in the middle/deep parts of the field where he needs to run. After making the catch, ball security is not a worry with Gallup, as evident by his zero career fumbles. Gallup knows how to smoothly control the ball into his body, tuck it away, and move upfield seamlessly without taking too much time.</p>							
COMPETITIVENESS / BLOCKING						SECTION GRADE:	6.5
<p>Gallup is one heck of a competitor and rarely goes down on first contact. It often takes two or three defenders to get him down due to his ability to run through contact and break tackles. Gallup is willing to run or pass block and generally puts out a moderate effort. Plays tend to go for a decent amount of yards behind his blocking, as he plays with more strength than most at the receiver position. However, now and then, Gallup will lack effort and slack off when tired or frustrated, which can hurt the play.</p>							
LEADERSHIP / INTANGIBLES / CHARACTER / FOOTBALL INTELLIGENCE						SECTION GRADE:	6.9
<p>Gallup has grown immensely and has displayed the ability to read the quarterback and give him an option when in trouble. He also knows how to feel the defense and sink into the open hole in zone coverages. Overall, Gallup's play indicates a high IQ player who knows how to concentrate and step up for his team in the big moments.</p>							
GDE	CATEGORY	COMMENTS / DESCRIPTION	GAMES VIEWED	COMBINE RESULTS			
7.0	HANDS	He has strong hands to come down with 50/50 contested catches and rarely catches with his body.	Bucs (9/9/2021)	VERT JUMP - 36			
7.5	INITIAL QUICKKS	His initial burst lets him get by press coverage and close cushion coverage.	Vikings (11/20/2022)	BROAD JUMP - 102			
6.5	CLEAN RELEASE	His release is not the sexiest, but he consistently beats guys off the line.	Giants (11/24/2022)	20 SHUTTLE - 4.37			
7.0	RELEASE VS JAM	He knows how to use his hands to get guys off and create separation.	Colts (12/4/2022)	60 SHUTTLE - 11.84			
7.0	PATTERNS	He can effectively run all the route patterns from short, intermediate, and long.		3 CONE - 6.95			
6.4	ADJUST TO BALL	He is fantastic at adjusting to back-shoulder throws but does not always track off-target throws.		BENCH PRESS - 10 (225)			
6.9	RUN AFTER CATCH	He knows where to go after the catch and can break tackles, but he is not the quickest athlete.					
6.5	DEEP THREAT	He can stretch the defense with his initial elusiveness and can make tough catches downfield.	SIZE - 6.5	ATH. ABILITY - 6.5			
6.0	HAND/EYE COOR.	He sometimes has difficulty tracking the ball. Early in his career, he occasionally dropped quite a few.	HANDS - 7.0	COMPETES - 6.5			
6.0	BLOCKING	He knows how to block well and is good at it, but his effort may slack periodically.	PLAYING SPEED - 6.9	INSTINCTS - 6.9			
STRONG POINTS			WEAKNESSES				
<p>Gallup has a tremendous burst and explosion right out of the gate. He is not afraid to use his hands to fight against press or jam coverage and often beats defenders consistently. He knows how to disguise his routes and often creates separation by using angles and route deception to his advantage. Gallup excels at back shoulder throws and at high pointing 50/50 balls out of the air. He also is a talented leaper who plays with solid body control and coordination to make tough sideline grabs and other contested catches. Gallup consistently gives his quarterback a window to hit by using his body to get in front of defenders to create separation. Gallup can be a possession/outside receiver or inside/slot receiver due to his size and run-after-catch ability. Lastly, Gallup is a physical receiver and refuses to go down on first contact.</p>			<p>Gallup is not overwhelmingly fast and relies on his route running plus his initial burst to get open. Gallup occasionally fails to get his head around quickly enough, which can cause him to struggle to find off-target throws. Gallup sometimes fails to hold onto balls when getting hit by two or more defenders. Gallup can tend to drift and roll slowly out of some upfield outbreaks if he does not expect the ball to come his way. When blocking, Gallup will periodically lack effort and slack off when tired or frustrated, which can hurt the play. Gallup has also had a few lower body durability concerns throughout his career, as he has dealt with an ankle sprain, meniscus tear, hip strain, calf strain, and ACL tear.</p>				
SUMMARY / BOTTOM LINE							
<p>Gallup is a solid starting receiver who makes an excellent number 2 and can fill in as the number 1 but will struggle to beat double coverage consistently due to a lack of overall long speed. Gallup can play all the receiver spots due to his size and playmaking after the catch. He is a great route runner who can make 50/50 catches. Gallup can easily beat defensive backs off the line because of his initial quickness and strength to release out of jam coverage. He can serve as a vertical threat or an underneath guy that can run-after-the-catch and break open field tackles.</p>							