



# JACK MARTIN

Talent Profile





Jack Martin is a clever midfielder capable of producing magic moments in a game, oozing class as he sneaks up the ground to bolster Carlton's impressive forward line.



**NATIONALITY**

Australian

**DATE OF BIRTH**

1/29/95

**TEAMS**

Towns Football Club  
Claremont Football Club  
Gold Coast Suns  
Carlton Football Club

**CAPABILITIES**

Guest Panellist  
Clinics  
Ambassador  
Social Media  
PR Campaign  
Appearances

**INTERESTS**

Wellbeing  
Family  
Diversity  
Environment



## BIO

Born in Broome, Western Australia, Jack moved to Geraldton with his family at age 12 attending Geraldton Senior College.

Jack Martin was selected with the first pick in the 2012 AFL Mini Draft after exciting recruiters at the 2012 Under 18 National Carnival as an under age talent. After winning Gold Coast's NEAFL Best and Fairest in 2013, Martin made his AFL debut in Round 1 of 2014. A shoulder injury early in the game sidelined Jack for 12 weeks but he returned to finish the season with 11 games, including a four-goal, 19 disposal performance which earned him a Rising Star nomination. Martin continued to excite over the following seasons, playing 97 games and kicking 81 goals over 7 years on the Gold Coast. At the end of the 2019 season, Martin joined the Carlton Football Club. He made his debut for the Blues in Round 1 of 2020 with 4 goals, and celebrated his 100th AFL game shortly after.

Martin spends his time away from football travelling Australia and the globe with a passion for getting off road, boating and fishing.

## SOCIAL MEDIA MARKERS

10K+

INSTAGRAM FOLLOWERS

11.57%

ENGAGEMENT



CAREER HIGHLIGHTS

2014 NAB AFL Rising Star Nominee  
2016 - 2017 AFL 22 Under 22



To request more information about  
Jack Martin, please contact us.  
[talent@tlaworldwide.com](mailto:talent@tlaworldwide.com)

TLA Australia  
Head Office – Melbourne  
Level 3,  
510 Church St,  
Cremorne  
VIC 3121

TGI Sport (Europe)  
Floor 1  
6 Henrietta St,  
Covent Garden, London  
WC2E 8PT