PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
95	**DL - 3T, 2i**	**Robertson-Harris, Roy**	**7-23-93 (27)**	**Christian, Cole**

COLLEGE	YEAR – RD – TM	TEAM
Texas El-Paso (TXEP)	**16–UDFA–CHI**	**Chicago Bears**

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
45	**7**	**17**	**38%**	**DE, DT, LB**	**No**

INJURIES	2017 - Hamstring (Weeks 8, 9, & 12), 2018 - No injuries, 2019 - Foot (Week 15)
KEY STATS	2018 - Per SIS, recorded 7 Knockdowns and 10 Solo Tackles over 340 snaps (2.05 Knockdowns and 2.94 Solo Tackles per snap). 2019 - Per SIS, recorded 7 Knockdowns and 22 Solo Tackles (~75th percentile among NFL DE, led CHI DEs) over 511 snaps (1.37 Knockdowns and 4.31 Solo Tackles per snap).

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6050	**292**	**4.84**	**1.77**	**33 1/8**	**10**	**35**	**7.00**	**4.27**	**119"**	**23**

EXPOSURES	2019: @OAK 10/6, vs NO 10/20, @ PHI 11/3, vs DET 11/10, vs KC 12/22
STRENGTHS	Burst off LOS in Pass Game, UOH in Pass Game, Leverage and Strike
WEAKNESSES	Recognition of OZ, Recognition of DBLs, Queue Ball from 5T and Wide 9
SCHEME FIT	Best fit as a 3T who can be utilized in 1 and 2 gap schemes on all 3 downs, to be deployed to the weak side of the formation.
PROJECTION	Starting DL you can win with. Best fit as a 3T who can be utilized in 1 and 2 gap schemes on all 3 downs, to be deployed to the weak side of the formation due to good upfield burst and very good UOH in run and pass game. Struggles to key the ball off LOS as a 5T and Wide 9 and has adequate recognition of DBLs, mitigating ability to successfully operate as a traditional DE and when aligned to the Closed side.
BACKGROUND	3rd year DL who has started 7 of 45 games, with all 7 career starts occurring in the 2019 season. 2nd year playing under HC Matt Nagy and 1st year playing for DC Chuck Pagano. In Pagano's defense, was utilized primarily as a 3 tech in both 3 and 4 down fronts to both the closed and open side of the formation; also played snaps as a 0 shade, 2i, 4 tech, 5 and 9 techniques, playing all 3 downs. Was utilized as a gap penetrator on rushing downs, primarily responsible for leveraging the B and C gaps as a 3 tech, and, on passing downs, was utilized as in the point man in stunt/twist game, along with his duties of pass rushing in 3 and 4 man pressures.
BODY TYPE / AA	Has good height and weight with a thick, sturdy frame, a large, well-built lower body, naturally low center of gravity, and muscular arms. Displays good AA with very good contact balance, good initial burst and explosiveness, and solid lateral agility and COD.

POSITIVES IN PASS GAME

In the pass game, shows good upfield burst when aligned as a 3 tech, 2i, and 0 shade from both 3 and 4 point stances; shows good ability to key the ball from these alignments and displays good explosiveness to fire off LOS and eat up ground quickly. Shows good ability to drop his base and pad-level prior to contact with OL and gain leverage early in the rep. Has very good UOH as a pass rusher; displays very good ability to time and aim strike, allowing him to get in OL's frame first, with hands inside their breastplate, gaining control of the matchup. Good ability to locate and grab OL hands and wrists, allowing him to manipulate OL balance and posture, throwing them off balance and allowing him to win the rep. Displays good, diverse pass rush repertoire, operating with good effectiveness, utilizing a single arm/long arm technique, chop and rip move, swim move, and bull rush. Displays very good play strength when utilizing bull rush and long arm, displays very good pad level and explosiveness through his hips with very good ability to fire arms and maintain extension, driving OL up and back. In the stunt and twist game, shows solid ability to operate as the point/first man, takes solid angles with good burst, allowing him to effectively cross OL face and occupy them, allowing looper to have good space to come through behind. Shows solid ability to bend after beating OL with solid ankle flexion and good ability to dip due to low center of gravity; displays good ability to finish on QB when in his vicinity, with good play strength to keep grasp on QB when he gets hands on him, allowing him to disrupt the play or finish for the sack.

POSITIVES IN RUN GAME

In the run game, shows good upfield burst vs. Gap and IZ runs, with solid ability to queue the ball and solid mental processing to recognize the run scheme and flow with the play. Vs. all run types, displays very good ability to engage OL with very good play strength, effectively unleashes hips upon contact, maintaining very good extension through his arms, driving OL upward, out of their posture, allowing him to gain ground. Vs. OZ, shows good ability to move laterally with OL with very good UOH to gain and regain leverage and position, effectively leveraging gap. Shows good mental processing during the run; when asked to 2 gap and vs. base blocks, shows very good ability to maintain extension with arms and keep eyes in the backfield with good, quick ability to read and react to ball carrier and leverage proper gap. Shows good ability to finish on ball carriers of all sizes with good play strength, maintaining wrap and driving legs through contact. Displays good pursuit with good effort to stick with run and good ability to navigate through traffic and locate ballcarrier. Displays solid long range with solid long speed to chase down ball carriers with solid burst and shows good ability to finish. Has good competitive toughness, with good motor and energy to not give up on plays; has good ability to elevate performance and make plays in critical situations.

NEGATIVES IN PASS GAME

Displays adequate upfield burst as a 5 tech and Wide 9 due to adequate ability to key the ball from these alignments; does not aim vision to the ball and, rather, focuses on OL in front of him, causing him to be a beat late off LOS.

NEGATIVES IN RUN GAME

Has adequate mental processing ability at snap vs. OZ; when aligned head up vs. OL (2 or 4 tech), displays adequate recognition of OZ scheme and reach block, falling being a 1/2 step and allowing OL to effectively reach him, putting him behind the block from the start. In Gap and IZ game, has adequate ability to recognize and anticipate DBLs; does not position body and angles in advantageous position to absorb second blocker, allowing them to easily move his base, and clear room and rushing lane.