



<div>   </div> <div>Pro Scouting Report</div>											
PLAYER INFO											
#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)							
65	OC	Pat Elfein	07/06/94 (26)	Drost, Robbert Jan							
COLLEGE			YEAR - RD - TM	TEAM							
Ohio State University (OHST)			17 - 3rd - MIN	Minnesota Vikings							
CAREER INFORMATION											
Games Played	Games Started	Games Won	Winning %	Positions Started				Captain			
46	45	30	65%	LG, OC, RG				No			
INJURIES											
2017: Left Shoulder Injury (Missed Week 14 & 17), 2018: Offseason Left Shoulder Surgery (Week 1-2), Offseason Left Ankle Surgery (Week 1-2), 2019: Knee Injury (Week 2)											
KEY STATS											
Peaked in his rookie season in 2017 and has been on a downward trajectory ever since, trending down in total snaps due to increased competition, trending up in total penalties and sacks over the course of his career. 2017: 957 snaps, 3 penalties, 4 sacks, 66.6 PFF grade (solid grade). 2018: 863 snaps, 7 penalties, 4 sacks, 41.9 PFF grade (poor grade). 2019: 919 snaps, 8 penalties, 6 sacks allowed, 64.7 PFF grade (solid grade)											
MEASURABLES											
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench	
6'02.5	303	5.32	1.87	33.25	9 3/4	23.5	7.94	4.64	99"	22	
EXPOSURES											
2019: vs PHI 10/13, vs WAS 10/24, at KC 11/3, vs DET 12/8, 2020: at NO 1/5											
STRENGTHS											
Initial Quickness from Stance, Footwork, Outside Leverage on Reach Block, Competitiveness.											
WEAKNESSES											
Play Strength, Mental Processing, Timing & Placement of Hands, Balance in Space, Cut Blocks, Anchor.											
SCHEME FIT											
Zone heavy run game with quick passing game.											
PROJECTION											
Backup player in Zone heavy run scheme that takes advantage of his initial quickness, footwork, fluidity and outside leverage on blocks. Best fit in quick passing game since he displays good initial quickness and footwork to intersect rushers. Brings good versatility since he can play any interior OL position. Quick passing game also masks his adequate play strength and anchor. Due to adequate play strength and UOH would want to limit his 1 v. 1 blocks in both Pass Pro and Gap.											
BACKGROUND											
3rd-year IOL that started 45 of his 46 career games (includes playoffs), and 16 of 16 games in 2019. Missed 1 game in 2019 due to ankle injury. In 2019 played his 3rd year under HC Mike Zimmer, first full year under OC Kevin Stefanski, and first year under Run Game Coordinator/OL coach Rick Dennison. In 2019 played under HC Mike Zimmer, OC Kevin Stefanski, and Run Game Coordinator/OL coach Rick Dennison. Shotgun based offense that relies on quick short play action passes. Run-heavy offense that utilized Zone heavy blocking scheme. Sparingly used as puller. In the offense, primarily aligns at LG in 2019, but has experience playing and starting at all 3 interior OL positions throughout his career.											
BODY TYPE / AA											
Marginal height, solid weight, good arm length, adequate hand size, with good athletic build with solid muscle definition in upper body with good-sized arms, solid lean lower body, adequate sized calves, doesn't carry bad weight. Solid AA with combination of good (foot) quickness, nimble feet, fluidity, solid (lateral) agility, speed, acceleration, explosion adequate balance, COD, body control.											
POSITIVES IN PASS GAME											
Good initial quickness and solid explosion out of stance in both 2 point and 3 point stance, will vary between 2 point and 3 point stance due to play action heavy scheme. Good set quickness from all pass sets to intersect rushers from various alignments (2, 2i, and 3-tech) due to good footwork and foot quickness. Good active hands, hand fighter, good ability, competitiveness, and effort to reft hands to regain leverage, enables him to neutralize good-sized and solid LB and adequate IDL due to solid pad level, knee bend, and lateral agility to mirror defender at LOS once engaged.											
POSITIVES IN RUN GAME											
Good quickness out of stance from both 2 point and 3 point stance on all Zone blocks due to good footwork, foot quickness, and solid lateral agility. Solid Zone blocker on front side and backside blocks, good footwork, foot quickness, initial pad level, outside leverage to engage defenders on Reach and Combo blocks due to good leverage and positioning. Good engaging defender with shoulder as Seal blocker on Combo block due to solid timing and placement of shoulder on chest. Good timing to get off 1st level block to climb to 2nd level, good climbing to 2nd level on runs and screens due to good footwork, quickness, solid acceleration, solid positioning and UOH to quickly engage good-sized and solid LB due to solid timing and placement on punch to neutralize LB by pushing him away. Solid execution and finish on Zone blocks, (Reach, Combo, and 2nd level), due to good outside leverage on blocks, good leg drive through contact, initial pad level, good competitiveness, effort, and aggressive demeanor. Good quickness out of stance from both 2 point and 3 point stance on all Gap blocks due to good footwork, foot quickness, and solid explosiveness. Good footwork and pad level to engage on Drive and Duo blocks due to good foot quickness, clean footwork, and solid knee bend. Solid UOH with solid hand placement and timing in space on Pull blocks, good footwork to engage good-sized and solid LB due to good fluidity, foot quickness, and solid acceleration.											
NEGATIVES IN PASS GAME											
Adequate pass protector, adequate ability to consistently maintain half-man relationship vs. good-sized very good IDL due to adequate mental processing and awareness to adjust set-points depending on down-and-distance and rusher. Adequate UOH in Pass Pro, adequate timing, initial inside hand placement, strength of hands, playing long. Adequate mental processing and play speed to quickly read, process, counter, and mirror pass rush moves of good-sized and very good IDL due to adequate read and react quickness, lateral COD, and body control. Adequate ability defending his inside due to oversetting and opening up shoulders, and adequate COD. Adequate mental toughness, gets beat in key game situations (3rd downs, 4th Quarter, Red Zone) by very good IDL for sacks, hits, or hurries. Adequate ability to quickly anchor 1 v. 1 due to adequate initial hand placement, physical toughness, and play strength in upper body. Adequate mental toughness to anchor in critical moments (3rd downs, 4th Quarter, Red Zone) and gets beat by good-sized and very good IDL due to adequate play strength that leads to big sacks, hits or hurries.											
NEGATIVES IN RUN GAME											
Adequate UOH on Zone blocks (Reach & Combo blocks) and Gap Blocks (Drive & Duo blocks) to properly engage due to adequate timing to shoot hands, initial hand placement, strength in hands due to adequate play strength, and ability to keep hands inside frame. Adequate balance playing at 2nd level due to playing with forward lean and playing out over his toes, leads to him on the ground. Adequate play strength and pad level after initial contact on Reach block, pad level rises during the block. Poor execution on Cut blocks at LOS and at 2nd level due to adequate body control and timing. Adequate Pull blocker, adequate mental processing and play speed to quickly read, process, and react to moving targets as Puller, due to adequate read & react quickness, COD, and body control, takes marginal angles as a result, adequate engaging quicker, adequate sized, solid LB's as a result, adequate play strength and physical toughness on contact to overpower good-sized and solid LB. Adequate Gap blocker, adequate to sustain and finish his Drive and Duo block vs. good-sized and very good IDL to consistently create movement at POA due to adequate play strength and physical toughness. Adequate mental toughness since he allows penetration for key tackles in critical moments.											