



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>80</b>	<b>Slot WR</b>	<b>Rogers, Chester</b>	<b>1-12-94 (25)</b>	<b>Weese, Ryan</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>GRAMBLING STATE (LAGR)</b>	<b>16-UDFA-IND</b>	<b>Indianapolis Colts</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>45</b>	<b>16</b>	<b>20</b>	<b>49%</b>	<b>Slot</b>	<b>No</b>

**INJURIES** 2018 - No significant injuries reported. 2017 - Weeks 1-5 Hamstring. 2016 - No significant injuries reported.

**KEY STATS** Trending upward in almost every receiving category each year he has been in the league. Most significantly acquiring 72 targets with 53 receptions in 2018 as opposed to 37 targets and 23 receptions in 2017. Ranking 3rd on team among WRs in both Targets and Receptions in 2018.

## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>5111</b>	<b>185</b>	<b>4.51</b>	<b>1.51</b>	<b>30 1/4</b>	<b>7 1/2</b>	<b>36</b>	<b>6.85</b>	<b>4.07</b>	<b>120"</b>	<b>15</b>

**Tapes Viewed** 2018: vs CIN 9/9, vs. HST 9/30, at NE 10/4, at NYJ 10/14, vs. NYG 12/23

**BEST** Foot Quickness on Release vs. Soft Press, Suddenness on Quick COD Routes, Getting Vertical Immediately After Catch

**WORST** Tracking Ball on Vertical/Deep Routes, Finding Holes in Zone Coverage, Play Strength as Blocker and in Route Stem

**PROJECTION** Starting slot WR you can win in spite of on Quick COD & speed routes such as slants, drags, outs, and ins in the short to intermediate areas due to good foot quickness and acceleration off snap and suddenness in cuts. Lacks vertical threat ability due to adequate hands tracking the deep ball and adequate play strength to be physical and make contested catches.

**SCHEME FIT** Any system where he can be leverage Quick COD and speed routes such as slants, drags, outs, digs, and ins in the short to intermediate areas.

## SUMMARY

4th year WR who has started 16 of 41 games including 10 of 16 in 2018. His 1st season in Frank Reich's system after spending 2016 and 2017 in Rob Chudzinski's offense. The system uses multiple personnel groupings (10P to 13P) to balance run/pass. He is primarily utilized in the Slot in 10 and 11 personnel where they will use quick game to get him the ball in space and on underneath routes especially Slants, Ins, Outs, Drags, and Digs to allow him to get the ball in the open field and get vertical. Adequate height with marginal weight, marginal arm length and hand size. Displays Solid AA with good foot speed and suddenness, solid COD, adequate balance and lateral agility. Good speed release against Soft Press and Jam DBs who play with poor technique winning with foot quickness and acceleration. Solid release against an off DB with good acceleration and solid speed to get on the toes of the DB forcing him to open his hips. Good separation quickness in short to intermediate parts of the field on slant, in & out cuts due to solid COD and good acceleration and good technique understand leverage being able to lean into DB at top of the route and displaying good suddenness to snap off cut. Good ability to make catches with hands extended on throws at neck, head, slightly above, or slightly behind while on the run and stationary. Solid ability to make the catch as he goes to the ground below framework. Shows good ball security while having good ability to get vertical immediately and has shown a few instances of making LBs miss. Solid competitive toughness through ability to make multiple plays on 3rd downs and critical situations late in the game and solid willingness to initiate contact in the run game against a DB and to chip a DE/OLB to aid in pass protection. Solid added value in special teams as a punt returner. Adequate ability to release against Press Jam when DB can land hands on him causing him to get knocked off route stem. Difficult for him fight through contact at the top of routes due to adequate physical strength. Adequate ability to avoid drifting on Dig routes against Zone coverage due to adequate mental processing of coverage diagnosis and being able to convert route to find holes in Zone. Displays adequate hands when ball is thrown below the neck both stationary and while on the run by becoming a body catcher resulting in multiple drops. Adequate hands on deep passes due to adequate tracking of the ball and adjusting body late to the pass. Adequate hands on contested catches due to lack of trust in hands causing him to leave his feet and toughness to hang onto pass through contact. Adequate ability to break tackles after the catch due to adequate physical strength and adequate ability to make DBs miss due to adequate lateral agility. Adequate overall blocking ability due to adequate physical strength and technique to stay engaged after intial strike. Lacks a solid base which results in getting snagged by the defender and losing leverage. Overall, a Starting Slot WR you can win in spite of on Quick COD & speed routes such as slants, drags, outs, and ins in the short to intermediate areas due to good foot quickness and acceleration off snap and suddenness in cuts. Lacks vertical threat ability due to adequate hands tracking the deep ball and adequate play strength to be physical and make contested catches.the deep ball and adequate play strength to be physical and make contested catches.