



Pro Scouting Report



PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
78	LT, RT	Robinson, Greg	10-21-92 (26)	Scott, Austin

COLLEGE	YEAR - RD - TM	TEAM
Auburn University (ALAU)	14 - 1st - STL	Cleveland Browns

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
68	56	27	40%	LT, RT	NO

INJURIES	2014 -No Injuries, 2015 -No Injuries, 2016 -No Injuries, 2017 -Left Ankle (Waived - Injured Week 7), 2018 -Concussion (Offseason, No Missed Time)
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KEY STATS	55 penalties in 5 seasons (10 penalties in 9 games in 2018). Helped Cleveland to 14th ranked rushing attack (118.3 yards per game). Allowed career low 1 sack in 2018.
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6050	332	4.92	1.72	35	10	28.5	7.8	4.86	113	32

Tapes Viewed	2018: vs KC 11/04, vs HOU 12/02, vs CAR 12/09, @DEN 12/15, @BAL 12/30
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BEST	Anchor, Independent Hand Usage in Pass Pro, Initial Punch in Pass Pro, Leg Drive/Play Strength on Down Blocks
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WORST	Agility/Change of Direction, Ability to Execute Reach Blocks, Consistency
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PROJECTION	Starting LT or RT you can win with due to his hand usage in pass protection, anchor, and play strength in the run game. Limited movement skills make him unable to be asked to Pull block or Reach across defenders consistently
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SCHEME FIT	Would be best suited in either a Weakside Zone or Gap scheme and can succeed on an island in pass pro in a quick passing scheme or PA based scheme.
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SUMMARY

5th year left tackle who took over the starting role in week 9 after Gregg Williams and Freddie Kitchens were promoted to HC and OC respectively. Spent 2018 as his first season in Freddie Kitchens hybrid run scheme where he was asked to execute Gap and Zone blocks and was left 1 on 1 in pass pro a lot at left tackle. Possesses a large, well distributed frame with long arms and adequate athletic ability in solid balance and quickness, and marginal COD, agility, and explosiveness. Solid competitive toughness, with an aggressive demeanor and desire to finish blocks into the ground as well as a raised level of effort in end of game situations and short yardage situation, with a propensity to take plays off throughout a game on plays he knows are away from his side. Solid execution on Down blocks on Power and Counterruns, with very good play strength in the run game and upper body torque to open up the POA and good execution on double teams, with the ability to reset the LOS and drive defenders backwards. Solid execution on Zone blocks, with solid use of hands showing the ability to lock out and control defenders down the LOS with independent hand usage, with strong hand latch that makes it hard to defenders to disengage. Has the ability to deplete defenders with his momentum and powerful punch if he gets a running start on good angles to the 2ndlevel or out in space on screens when defenders don't see him. Solid initial footwork in pass sets, with efficient movement on jump and 45 degree sets to intersect rushers and establish half man relationship. Very good pass protector, with good overall hand usage due to a very good initial punch to neutralize pass rushers initial plan, good independent hand usage to knock away long arms and counters, solid ability to reset after counters, and low pad level to decrease surface area. Very good anchor due to very good play strength, with good knee/hip bend and strong base to give minimal ground. Good mental processing in pass protection to detect late blitzers and pick up or pass off stunts/twists. Marginal mental processing in the run game, and has some troubling miscommunications with the rest of his teammates, firing out of his stance the wrong way due to the play being changed at the LOS. Marginal initial get off on Gap blocks due to marginal explosiveness and a tendency to stand straight up out of his stance. Adequate hand usage on Gap blocks, preferring to lean on Down blocks and double teams making it easier for defenders to work around him. Rarely asked to Pull block due to lack of movement skills. Poor lateral get off on Zone blocks makes it near impossible for him to work across defenders bodies on Reach blocks, making him more of a Push candidate to open lanes. Adequate ability to execute at the 2ndlevel and in space when working off of Combo blocks and on Screens to the perimeter due to marginal COD and agility needed to square up moving targets. Adequate ability to work to his set points on vertical sets, tending to overset and allow inside counters. Will commit unnecessary holding penalties in the run game or pass pro. Overall, he is a starting LT or RT you can win with due to his hand usage in pass protection, anchor, and play strength in the run game. Would be best suited in either a Weakside Zone or Gap scheme and can succeed on an island in pass pro in a quick passingscheme or PA based scheme. Limited movement skills make him unable to be asked to Pull block or Reach across defenders consistently.