

SCOUTING REPORT

PLAYER INFO

# 147	Prospect (Last, First) Bury, Christopher	Pro Position(s) TE	Scout Name Jeremiah Wait
College Notre Dame (FBS)		2020 NFL Draft Prospect	
Tapes Viewed	https://www.youtube.com/watch?v=7TF2xoAyIR8&feature=youtu.be		
Best	Toughness, quickness to earn leverage in run blocking, footwork and ability to get off initial block, down block		
Worst	Separation/quickness, YAC, maintaining blocks when he gives up his chest, route running limited, agility in route running/running, hardly any game film on him		
Projection	Very limited film on a player who didn't really play at either of the skills he attended. Attended Spring League in 2019 and UNHs Pro Day, but with such a good combine at the NSC, definitely warrants a tryout in the NFL, especially with how RAW he is.		
One-Liner	Christopher Bury is a competitive, tough, and savvy TE who would be best utilized in an offensive system that uses him as a run blocker in their zone running scheme, while in their passing game, allow him to use his good straight line speed to work the seams and use his ability to work short areas vs. zone coverages.		

SUMMARY

A TE who attended DII Stonehill College his first two years, before transferring to Notre Dame (FBS). Has no stats at either of the schools, and was used as a scout team TE at Notre Dame. Has adequate quickness, solid balance, and good explosiveness, especially in his run blocking down hill. Decent burst out of 2/3 pt. stance when allowed a free release, wasn't really challenged on LOS to much with his releases. Good understanding of where to sit in zone coverages on his short routes. Didn't showcase ability to attack the seam, but his 40 yd. dash time would suggest that this is something he would do good at. Good physical toughness when running with ball, YAC ability is an issue, doesn't seem to have much twitch or elusiveness. Limited catches showed really good hands, always caught ball away from body, question his ability to be lined up off of the LOS and run routes. Zone blocking down hill/helping with double team is good. Route tree is limited, no film against man coverage on a LB/SS/FS, which makes me question his ability to get open outside of zone coverage, because in zone, has a good feel as to where the holes are. Short arms are an issue, because not much for 1 on 1 blocking, which makes me think he has difficulty to stay in front of defenders, especially when giving up his chest. Technique seems decent and seems to generate decent power on blocks, but once again, only really down blocks and no real 1 on 1 blocks for him on film. However, always seems to possess will and want-to for blocking, and seems to always have feet underneath him. With good foot speed, would think he'd be able to keep good balance to give himself a chance against pass rushers/LBs, even with shorter arms. Strength seems really good, has good drive on his blocks. On limited routes on air for film, amount of time it takes him to make cuts on route allow for his intentions to be known before the break. Decent burst on top of his route, question his ability to manipulate hips of the DB/LB/SS/FS he goes up against because of his running straight up in his route until the top of his route. Long legs make me question his ability to break tackles, however, his toughness will make him tough to bring down with chest tackles. Overall, I'd imagine he's a player who plays as hard as he can for 4 quarters and gives you great effort. Fear he won't be able to create much separation against LB/DBs in man coverage due to very tall route running, which makes it easier for defenders to read his chest and see where he's going. Question ability to reach/drive DE's in a 6/9 technique in 1 on 1 situations and pass blocking because no film on this, but good footwork and decent foot speed with good balance should give him a chance to be in the right position. He's a guy who is going to be able to rely on his blocking skills to give him an opportunity, and needs to continually work on his route tree/fluidity/breaking of routes as a pass-catching TE.

