

EXPANDED SCOUTING EDITION

UConn Scouting Report

A SCOUTING REPORT ON UCONN — BASED ON THE 2025-26 SEASON. THREE-GAME TOURNAMENT SAMPLE: VS DUKE, VS ILLINOIS, VS MICHIGAN.

ELITE EIGHT
UConn 73–72 Duke
UConn PBiR +70

FINAL FOUR
UConn 71–62 Illinois
UConn PBiR +48

NATIONAL CHAMPIONSHIP
UConn 63–69 Michigan
UConn PBiR +15

Every play is logged and played back, and each action is graded across **15 universal basketball events** to produce the PBiR — the Playback Index Rating. **We don't make the facts. We report them.** Breakdowns mark each event ▲ adds value or ▼ costs value; the point values stay proprietary.

Made 3	Made 2	Made FT	Off. rebound	Def. rebound
Assist	Steal	Block	Drawn foul	Missed 3
Missed 2	Missed FT	Turnover	Defensive foul	Offensive foul

WHAT'S INSIDE

PART 1 · THE STANDARD READ

The Minute-by-Minute Thermometer Breakdown

Every minute graded **green** (won), **red** (lost), or **yellow** (tied) by PBiR — with the running score and a tally of who won the most minutes. The fast, visual read of who controlled the game, minute by minute.

PART 2 · THE DRILL-DOWN

The Full Breakdown

The deep detail behind the story:

- The Scouting Verdict
- 3-Game Snapshot & leaderboard
- Husky impact rankings
- Opponent impact rankings
- Game-by-game head-to-heads
- Where UConn Scores
- Possession Efficiency
- Best & Weakest Five
- Shot Chart
- Key Players
- Vulnerabilities & Keys
- Scouting Summary

HOW TO READ THE THERMOMETER

GREEN

Won the minute

RED

Lost the minute

YELLOW

Tied the minute

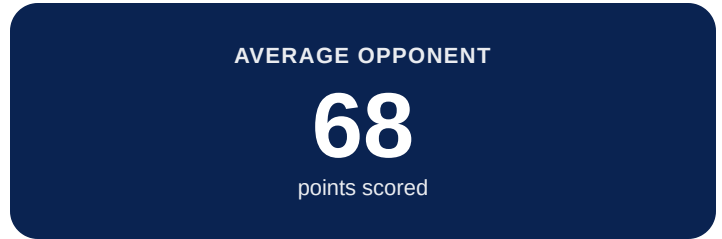
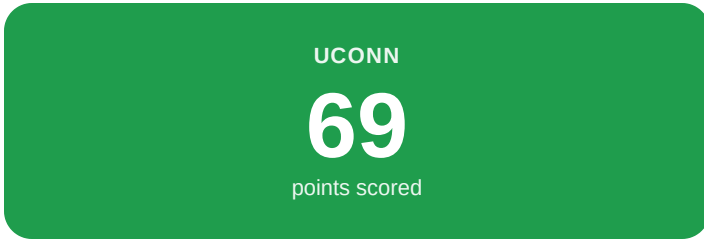
Read the standard first — the minute war.
Then drill into the numbers.

DON'T WIN THE QUARTER. WIN THE MINUTE.

THE THREE GAMES, COMBINED
UConn vs The Average Opponent

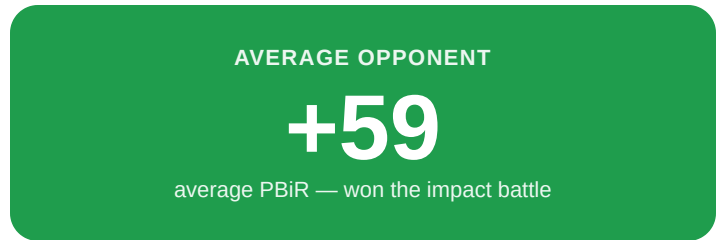
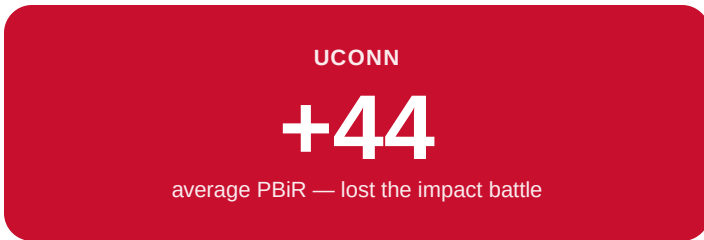
DUKE, ILLINOIS AND MICHIGAN COMBINED INTO ONE AVERAGE OPPONENT — AND HOW UCONN MEASURED UP

THE AVERAGE GAME



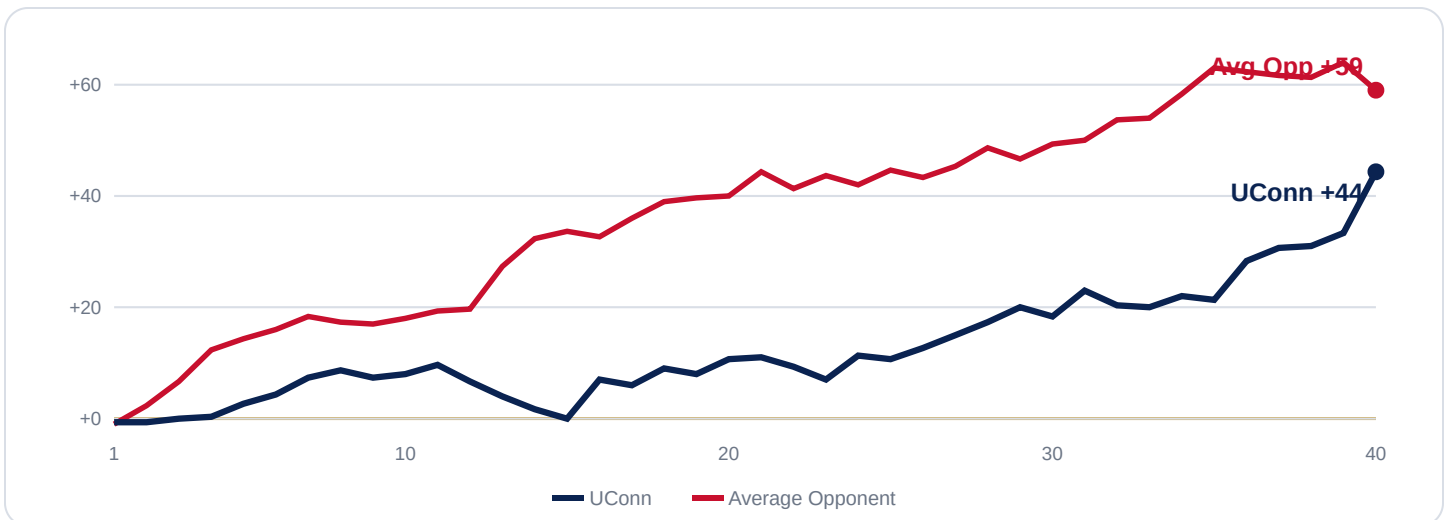
On the scoreboard, UConn wins the average game 69–68.

THE AVERAGE IMPACT · PBiR



The scouting takeaway: UConn wins the scoreboard but **loses the minute war** against the average opponent (+44 vs +59). The gap is fouls — UConn averages **20 a game** to the opponent's 15, and every foul costs them on the PBiR. The way to beat them: attack the rim, draw contact, and get their key men in foul trouble — their fouling is the crack in the armor.

AVERAGE CUMULATIVE PBiR BY MINUTE — UCONN VS THE AVERAGE OPPONENT



PER-GAME AVERAGE	3PM	2PM	FTM	OR	DR	AST	STL	BLK	TO	PF
UConn	8.7	15.0	13.0	13.7	20.3	12.3	5.7	3.7	6.0	20.0
Average Opponent	4.7	17.0	19.7	9.7	26.3	8.0	4.0	6.0	10.3	15.3

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 1-10 (CONN 16 · DUKE 26 PTS THIS STRETCH)

CONN vs DUKE — ten-minute increments (73-72, W)

MIN	TEAM	MIN PBIR	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
1	CONN	+4			2		1			1	1	1					2
	DUKE	-2					1						1			1	0
2	CONN	-6										1			1		2
	DUKE	+9		2			1		1								4
3	CONN	+0		1												1	4
	DUKE	+8	1		2	1		1			1	1					9
4	CONN	+2		1		1				1		1				1	6
	DUKE	+2	1			1							1			1	12
5	CONN	+1		1		1								2			8
	DUKE	+10		2			1	2									16
6	CONN	+0		1												1	10
	DUKE	+5	1					1									19
7	CONN	+4		1						1							12
	DUKE	+6	1			2		1				1	1				22
8	CONN	+6		2				1									16
	DUKE	-3										1					22
9	CONN	-6										2					16
	DUKE	+1		1			1								1		24
10	CONN	-4											1			1	16
	DUKE	-2		1			1					1			1		26

FIRST 10 TOTALS

CONN	+1	0	7	2	2	1	1	0	3	1	5	3	0	1	4	16
DUKE	+34	4	6	2	4	5	5	1	0	1	4	3	0	2	2	26

Green = won that minute · Red = lost it · Yellow = tied (PBIR). Min PBIR = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 11-20 (CONN 13 · DUKE 18 PTS THIS STRETCH)

CONN vs DUKE — ten-minute increments (73-72, W)

MIN	TEAM	MIN PBIr	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
11	CONN	+9	1	1		1		2				1					21
	DUKE	-3													1		26
12	CONN	-4					1					1			1		21
	DUKE	+9		2				2	1				1				30
13	CONN	-7				1						1	1		1	1	21
	DUKE	+10			2		1		1	1	1						32
14	CONN	-4					1			1				2		2	21
	DUKE	+8	1		1		1	1		1	1		1	1			36
15	CONN	-5				1				1				3		2	21
	DUKE	+11			4	1	2				2		1				40
16	CONN	+5			2		1			1	1		1				23
	DUKE	-2		1										1		1	42
17	CONN	+1		1				1					1				25
	DUKE	+4		1			1										44
18	CONN	-5					1					1	2				25
	DUKE	+1				1	1			2		1	1		1		44
19	CONN	+2		1			1									1	27
	DUKE	+1					1				1			2			44
20	CONN	+4		1				1									29
	DUKE	-8										1			1	1	44

SECOND 10 TOTALS

CONN	-4	1	4	2	3	5	4	0	3	1	5	9	0	2	6	29
DUKE	+31	1	4	7	2	7	3	2	4	5	2	5	3	3	2	44

Green = won that minute · Red = lost it · Yellow = tied (PBIr). Min PBIr = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 21-30 (CONN 20 · DUKE 14 PTS THIS STRETCH)

CONN vs DUKE — ten-minute increments (73-72, W)

MIN	TEAM	MIN PBIr	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
21	CONN	-1								1		1					29
	DUKE	+7		1		1	1	1					1				46
22	CONN	+0		1		1						1	1				31
	DUKE	-7					1								1	3	46
23	CONN	+0		1												1	33
	DUKE	+5		1	2			1			1					1	50
24	CONN	+13		2	1		2	2		1	1	1					38
	DUKE	-5					1					1	1			1	50
25	CONN	+0				1	1					1	1				38
	DUKE	+5		1			1	1		1		1					52
26	CONN	+0			3						2			1		2	41
	DUKE	-1			1		1				1			1		2	53
27	CONN	+9		2				1	1								45
	DUKE	+1		1				1							1		55
28	CONN	+4		1			1	1								1	47
	DUKE	+1			1						1			1			56
29	CONN	+6		1		1	1	1				1					49
	DUKE	-2											1				56
30	CONN	-2				1							1		1		49
	DUKE	+9		1				1	1	1							58

THIRD 10 TOTALS

CONN	+29	0	8	4	4	5	5	5	1	2	3	5	3	1	1	4	49
DUKE	+13	0	5	4	1	5	5	5	1	2	3	2	3	2	2	7	58

Green = won that minute · Red = lost it · Yellow = tied (PBIr). Min PBIr = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 31-40 (CONN 24 · DUKE 14 PTS THIS STRETCH)

CONN vs DUKE — ten-minute increments (73-72, W)

MIN	TEAM	MIN P/B/R	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
31	CONN	+5		1					2			1					51
	DUKE	-4					1								2		58
32	CONN	-3										1					51
	DUKE	+4		1			1										60
33	CONN	+5			1	1			1		1		1	1			52
	DUKE	-1		1			1								1	1	62
34	CONN	+10	2					2									58
	DUKE	+5	1					1									65
35	CONN	-2					1				1			1		2	58
	DUKE	+1			2	1	1				1	1	1			1	67
36	CONN	+8		2			1	1									62
	DUKE	-2											1				67
37	CONN	+7		1	1				1		1						65
	DUKE	-3		1											1	1	69
38	CONN	-2					1						2				65
	DUKE	+0					1						1				69
39	CONN	+4			1	1	1		1		1	1		1		1	66
	DUKE	-4			1						1			1	1	1	70
40	CONN	+12	2		1			1	1		1			1			73
	DUKE	-3		1											1	1	72

FOURTH 10 TOTALS

CONN	+44	4	4	4	2	4	4	6	0	5	3	3	4	0	3	73
DUKE	-7	1	4	3	1	5	1	0	0	2	1	3	1	6	5	72

GAME TOTALS — RECONCILES TO THE FINAL SCORE

CONN	+70	5	23	12	11	15	14	7	8	10	18	18	5	4	17	73
DUKE	+71	6	19	16	8	22	14	4	6	11	9	14	6	13	16	72

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 1-10 (CONN 21 · ILL 15 PTS THIS STRETCH)

CONN vs ILL — ten-minute increments (71-62, W)

MIN	TEAM	MIN PBIR	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
1	CONN	-4					1					2					0
	ILL	+1					2					1					0
2	CONN	+7	1				1	1									3
	ILL	-5										1				1	0
3	CONN	+2		1			1									1	5
	ILL	+1			2	1					1	1	1				2
4	CONN	+1	1					1						1		1	8
	ILL	+8		2	1		1			1	1					1	7
5	CONN	+6		1	1	2	1				1	2					11
	ILL	-4											1			1	7
6	CONN	+3		1		1							1				13
	ILL	+2		1													9
7	CONN	+9	1	1			1	2								1	18
	ILL	-3										1					9
8	CONN	-5										1				1	18
	ILL	+5		1	1		1				1			1			12
9	CONN	-3					2			1		3					18
	ILL	-4					2					2	1				12
10	CONN	+1	1					1								2	21
	ILL	+5	1				1										15

FIRST 10 TOTALS

CONN	+17	4	4	1	3	7	5	0	1	1	8	2	0	0	6	21
ILL	+6	1	4	4	1	7	0	0	1	3	6	3	1	0	3	15

Green = won that minute · Red = lost it · Yellow = tied (PBIR). Min PBIR = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 11-20 (CONN 16 · ILL 14 PTS THIS STRETCH)

CONN vs ILL — ten-minute increments (71-62, W)

MIN	TEAM	MIN PBiR	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
11	CONN	-5										1				1	21
	ILL	+7		1	2		1				1						19
12	CONN	-2					1						2				21
	ILL	+0				1	2					1	1			1	19
13	CONN	+0				1	1					1	1				21
	ILL	+5	1				1			1			1				22
14	CONN	-5										1	1				21
	ILL	+1					1			1		1					22
15	CONN	+0					2						1			1	21
	ILL	-3					1				1		1	2		1	22
16	CONN	+11		2	1			1	1		1						26
	ILL	-5													1	1	22
17	CONN	+2		1													28
	ILL	-1		1		1						2					24
18	CONN	+12	2				1	2									34
	ILL	+4	1			1		1					2				27
19	CONN	-2											1				34
	ILL	-1				1	1					1			1		27
20	CONN	+3	1					1					1				37
	ILL	+6		1			1			1							29

SECOND 10 TOTALS

CONN	+14	3	3	1	1	5	4	1	0	1	3	7	0	0	2	37
ILL	+13	2	3	2	4	8	1	0	3	2	5	5	2	2	3	29

Green = won that minute · Red = lost it · Yellow = tied (PBIR). Min PBiR = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 21-30 (CONN 17 · ILL 14 PTS THIS STRETCH)

CONN vs ILL — ten-minute increments (71-62, W)

MIN	TEAM	MIN PBIr	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
21	CONN	+4	1		2	1					1	1				1	42
	ILL	+1			2						1					1	31
22	CONN	-4				1						1	1			1	42
	ILL	+4		1			1										33
23	CONN	-1			2				1		1	1				2	44
	ILL	-1	1				1	1							2	1	36
24	CONN	+5	1				1	1					1				47
	ILL	-1					1					1					36
25	CONN	+1					1		1				1			1	47
	ILL	-5					1						1		1	1	36
26	CONN	+0			2	1					1	2					49
	ILL	-2		1			1						1			2	38
27	CONN	-3					1								1	1	49
	ILL	+1				2						1	1				38
28	CONN	+0	1				1								1	1	52
	ILL	+6		1	2				1		1		1				42
29	CONN	-3		1											1	1	54
	ILL	-2											1				42
30	CONN	-1					2					1				1	54
	ILL	-2			1		1				1	1		1		1	43

THIRD 10 TOTALS

CONN	-2	3	1	6	3	6	1	2	0	3	6	3	0	3	9	54
ILL	-1	1	3	5	2	6	1	1	0	3	3	5	1	3	6	43

Green = won that minute · Red = lost it · Yellow = tied (PBIr). Min PBIr = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 31-40 (CONN 17 · ILL 19 PTS THIS STRETCH)

CONN vs ILL — ten-minute increments (71-62, W)

MIN	TEAM	MIN PBI R	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
31	CONN	+5	1					1									57
	ILL	+2		1													45
32	CONN	-9										1	1			2	57
	ILL	+12			4		2			1	2						49
33	CONN	+0				1	1				1	1	1	1			57
	ILL	-2					1						1			1	49
34	CONN	-2					1						1			1	57
	ILL	+7			2		2			1	1		1				51
35	CONN	-2							1			1	1				57
	ILL	+4		1		2	2					1	1		1		53
36	CONN	+10		2			1	2									61
	ILL	-3										1					53
37	CONN	+0					1		1				1		1		61
	ILL	+5	1			1	1	1	1			1	1		1		56
38	CONN	-1			2						1		1			1	63
	ILL	-1			1						1			1		1	57
39	CONN	+1				2						1	1				63
	ILL	+4		1			1										59
40	CONN	+17	1		5		1	1	1		3			1			71
	ILL	-10	1			1	1					3			1	3	62

FOURTH 10 TOTALS

CONN	+19	2	2	7	3	5	4	3	0	5	4	7	2	1	4	71
ILL	+18	2	3	7	4	10	1	1	2	4	6	4	1	3	5	62

GAME TOTALS — RECONCILES TO THE FINAL SCORE

CONN	+48	12	10	15	10	23	14	6	1	10	21	19	2	4	21	71
ILL	+36	6	13	18	11	31	3	2	6	12	20	17	5	8	17	62

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 1-10 (CONN 16 · MICH 15 PTS THIS STRETCH)

CONN vs MICH — ten-minute increments (63-69, L)

MIN	TEAM	MIN PBIR	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
1	CONN	-2											1				0
	MICH	-2					1						2				0
2	CONN	-1					1					1					0
	MICH	+6		1			1	1									2
3	CONN	+0		1									1				2
	MICH	+4		1			1										4
4	CONN	-2		1												2	4
	MICH	+7		1	3	2					1	1	1				9
5	CONN	+0					1						1				4
	MICH	+0								1			1				9
6	CONN	+2	1			1	1					1			1		7
	MICH	-2							1			1				1	9
7	CONN	-4					1						1			2	7
	MICH	+4		1			1				1			1			11
8	CONN	+3	1				1									1	10
	MICH	-5										1	1				11
9	CONN	+5		1	1		1				1			1			13
	MICH	+2		1			1									1	13
10	CONN	+5	1			1		1				1					16
	MICH	+0		1		1							1		1		15

FIRST 10 TOTALS

CONN	+6	3	3	1	2	6	1	0	0	1	3	4	1	1	5	16
MICH	+14	0	6	3	3	5	1	1	1	2	3	6	1	1	2	15

Green = won that minute · Red = lost it · Yellow = tied (PBIR). Min PBIR = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 11-20 (CONN 13 · MICH 18 PTS THIS STRETCH)

CONN vs MICH — ten-minute increments (63-69, L)

MIN	TEAM	MIN PBI R	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
11	CONN	+1		1			1								1		18
	MICH	+0							1			1					15
12	CONN	-3				1	1					2				1	18
	MICH	-8					1					1	1		1	1	15
13	CONN	-1				1							2				18
	MICH	+8		1			1	1		1							17
14	CONN	+2	1		2			1			1		1			2	23
	MICH	+6			4		1				2					1	21
15	CONN	+0				1	1					1	1				23
	MICH	-4					1					2					21
16	CONN	+5		1		1	1	1					1			1	25
	MICH	+4			2	1					1		1				23
17	CONN	-6					1			1		1			1	2	25
	MICH	+7		1	2	1	1	1			1	1	1				27
18	CONN	+2	1					1				1					28
	MICH	+4		1			1										29
19	CONN	-3				1						2					28
	MICH	+2		1			1						1				31
20	CONN	+1			1		1				1		1	1			29
	MICH	+3		1		1	1						1			1	33

SECOND 10 TOTALS

CONN	-2	2	2	3	5	6	3	0	1	2	7	6	1	2	6	29
MICH	+22	0	5	8	3	8	2	1	1	4	5	5	0	1	3	33

Green = won that minute · Red = lost it · Yellow = tied (PBiR). Min PBI R = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 21-30 (CONN 12 · MICH 15 PTS THIS STRETCH)

CONN vs MICH — ten-minute increments (63-69, L)

MIN	TEAM	MIN PBIr	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
21	CONN	-2		1		1						1	1			1	31
	MICH	+5			2		1				1						35
22	CONN	-1					1								1		31
	MICH	-6										1			1		35
23	CONN	-6					1		1			1			2	1	31
	MICH	+3					1		2				1		1		35
24	CONN	-5										1				1	31
	MICH	+1		1	1		1				1				1	1	38
25	CONN	-3		1		2	1					1	1		2	1	33
	MICH	+8		1	1	1			1	1	1		2				41
26	CONN	+6		1			1	1									35
	MICH	-1		1								1					43
27	CONN	+1		1		2						1	2				37
	MICH	+4		1			1										45
28	CONN	+3			2	1					1	1					39
	MICH	+3	1					1								1	48
29	CONN	+5		1			3			1		1	1				41
	MICH	-2					1			1			3				48
30	CONN	-2				1	1					1	2				41
	MICH	+1					2			1		1	1				48

THIRD 10 TOTALS

CONN	-4	0	5	2	7	8	1	1	1	1	8	7	0	5	4	41
MICH	+16	1	4	4	1	7	1	3	3	3	3	7	0	3	2	48

Green = won that minute · Red = lost it · Yellow = tied (PBIr). Min PBIr = that minute's impact. Game Score = running points on the scoreboard.

MINUTE-BY-MINUTE THERMOMETER BREAKDOWN · MINUTES 31-40 (CONN 22 · MICH 21 PTS THIS STRETCH)
CONN vs MICH — ten-minute increments (63-69, L)

MIN	TEAM	MIN PBI R	MADE 3	MADE 2	FREE THROW	OFF REB	DEF REB	ASSIST	STEAL	BLOCK	DREW FOUL	MISS 3	MISS 2	MISS FT	TURNOVER	FOUL	GAME SCORE
31	CONN	+4		1		1			1				2				43
	MICH	+4		1		2	1			1		1			1	1	50
32	CONN	+4		1			1										45
	MICH	-5										1	1				50
33	CONN	-6										1			1		45
	MICH	+4		1				1	1						1		52
34	CONN	-2				2					1	1	1	2		1	45
	MICH	+1			2		1				1					2	54
35	CONN	+2	1					1				1					48
	MICH	+9		2		1	1	1					1				58
36	CONN	+3	1					1								1	51
	MICH	+3			2						1						60
37	CONN	+0			2		1				1				1	1	53
	MICH	-4											1			1	60
38	CONN	+4	1					1	1				1			1	56
	MICH	+0			2						1				1		62
39	CONN	+2			2	2					1	1	1			1	58
	MICH	+8	1		2		1	1			1					1	67
40	CONN	+4	1		2	1	1	1	1		1	2	1			2	63
	MICH	-2			2		2				2			2	2	1	69

FOURTH 10 TOTALS

CONN	+15	4	2	6	6	3	4	3	0	4	6	6	2	2	7	63
MICH	+18	1	4	10	3	6	3	1	1	6	2	3	2	5	6	69

GAME TOTALS — RECONCILES TO THE FINAL SCORE

CONN	+15	9	12	12	20	23	9	4	2	8	24	23	4	10	22	63
MICH	+70	2	19	25	10	26	7	6	6	15	13	21	3	10	13	69

The Scouting Verdict

Everything you need to know about UConn in **60 seconds** — then turn the page for the evidence behind every word.

Stop the big man. Run them off the line. Start fast.

UConn is anchored inside by Tarris Reed Jr. and lives on the three-point line — but they shoot it cold, and they are a second-half team that can be buried early.

What the data says about UConn	Evidence	What it means for you
Reed is the engine	+102 over 3 games	Their highest-impact player by a wide margin — make someone else beat you
They live by the three	89 threes, 29%	High volume, low accuracy — run them off the line and live with twos
Cold-shooting risk	29% from deep	When the threes don't fall, their offense stalls
Second-half team	Down 15 to Duke, won	Build a lead and hold it — they close hard
Beatable on the glass & TOs	See vulnerabilities, p.16	Win the possession game and the margin is there

<p>+102 TARRIS REED JR. THE ENGINE</p>	<p>+37 ALEX KARABAN STEADY #2, PEAKED IN THE FINAL</p>	<p>89 THREE-POINT ATTEMPTS ACROSS 3 GAMES (29%)</p>	<p>2-1 UCONN'S RECORD IN THE SAMPLE</p>
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The one-line scout: Wall up the paint on Reed, chase UConn off the three-point line, and put them in a hole early — because a cold-shooting, big-man-dependent team that likes to win games late is most vulnerable when it's chasing.

UCONN'S IDENTITY IN THREE WORDS

<p>BUILT AROUND THE BIG MAN Reed +102 inside</p>	<p>SHOT PROFILE THREE-HAPPY 89 threes · 29%</p>	<p>GAME RHYTHM SECOND-HALF erased a 15-pt hole</p>
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UConn — 3-Game Snapshot

UConn's team impact in each game, and **every player ranked by total PBiR** across the sample. This is the depth chart that actually decided games.

TEAM IMPACT BY GAME



UCONN PLAYER LEADERBOARD — 3-GAME TOTAL

Player	vs DUKE	vs ILL	vs MICH	Total	Avg
Tarris Reed Jr. ★	+47	+31	+24	+102	+34.0
Alex Karaban ★	+0	+13	+24	+37	+12.3
Silas Demary Jr. ★	+10	+24	-1	+33	+11.0
Jayden Ross	+10	+9	+4	+23	+7.7
Malachi Smith	+8	+0	+10	+18	+6.0
Jaylin Stewart	+8	-5	-5	-2	-0.7
Eric Reibe	+7	-6	-3	-2	-0.7
Braylon Mullins ★	-7	+6	-4	-5	-1.7
Solo Ball ★	+4	-3	-12	-11	-3.7

The Read: Tarris Reed Jr. (+102, averaging +34) is in a class of his own — the single most important player to game-plan for. Alex Karaban (+37) is the steady second option who saved his best for the title game, and Silas Demary Jr. (+33) erupted in the Final Four. After the top three, UConn's guards run hot and cold — several finished in the red.

Contain two men and UConn has to find a third.

★ = started at least one game in the sample. Player four-event totals sum to each game's team PBiR; reconciled to the official box.

UConn — Highest & Lowest Impact

Pure data, ranked — who earned the floor across the 3-game sample (★ = starter). Efficiency is PBIR per minute.

TEAM HIGH — PBIR · 3-GAME TOTAL

Tarris Reed Jr. (UConn · 3-game sample) **+102**

56 pts · 34 reb · 3 ast · 3 stl · 4 blk · +1.01/min efficiency · 11 fouls drawn

▲ Highest Impact

<p>#1</p> <p>Tarris Reed Jr.★</p> <p>+102 +1.01/min</p> <p>101m · 56/34/3 FG 20-40 · 3PT 0-1</p>	<p>#2</p> <p>Alex Karaban★</p> <p>+37 +0.33/min</p> <p>113m · 31/18/9 FG 8-32 · 3PT 5-23</p>	<p>#3</p> <p>Silas Demary Jr.★</p> <p>+33 +0.44/min</p> <p>75m · 20/16/11 FG 7-21 · 3PT 3-12</p>	<p>#4</p> <p>Jayden Ross</p> <p>+23 +0.38/min</p> <p>60m · 10/10/1 FG 2-6 · 3PT 2-3</p>	<p>#5</p> <p>Malachi Smith</p> <p>+18 +0.38/min</p> <p>47m · 15/4/6 FG 7-13 · 3PT 1-4</p>
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▼ Lowest-Impact Minutes

<p>#1</p> <p>Jaylin Stewart</p> <p>-2 -0.10/min</p> <p>21m · 3/5/2 FG 1-7 · 3PT 1-5</p>	<p>#2</p> <p>Eric Reibe</p> <p>-2 -0.12/min</p> <p>17m · 2/2/1 FG 1-2 · 3PT 0-0</p>	<p>#3</p> <p>Braylon Mullins★</p> <p>-5 -0.05/min</p> <p>92m · 36/11/2 FG 13-41 · 3PT 8-22</p>	<p>#4</p> <p>Solo Ball★</p> <p>-11 -0.15/min</p> <p>74m · 34/2/4 FG 12-32 · 3PT 6-19</p>
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Tarris Reed Jr. was UConn's highest-impact player across the sample at **+102** over three games. The five above carried UConn; the names below were the rotation's lowest-impact minutes — reputation included. Same PBIR engine, same lens we put on every opponent: minutes and touches in, impact out. The numbers fall where they fall.

GAME 1 · PAGE 5

UConn vs Duke

Elite Eight · Mar 29, 2026 · **W 73-72** | Final: UConn 73, Duke Blue Devils 72. Both rotations, ranked by impact (★ = starter).

+87
UCONN TEAM PBI
HALVES +7 / +80

+87
DUKE TEAM PBI
HALVES +69 / +18

73
UCONN POINTS
5-23 FROM THREE

72
DUKE POINTS
6-15 FROM THREE

UCONN +87				
Player	PBI	Min	P/R/A	3PT
Tarris Reed Jr. ★	+47	32	26/9/3	0-0
Silas Demary Jr. ★	+10	23	11/5/2	2-5
Jayden Ross	+10	21	0/3/1	0-0
Malachi Smith	+8	18	9/0/2	1-2
Jaylin Stewart	+8	5	0/2/2	0-0
Eric Reibe	+7	7	2/1/1	0-0
Solo Ball ★	+4	30	10/2/2	0-5
Alex Karaban ★	+0	38	5/3/3	1-6
Braylon Mullins ★	-7	26	10/1/0	1-5

DUKE BLUE DEVILS +87				
Player	PBI	Min	P/R/A	3PT
Cayden Boozer ★	+36	28	15/5/6	1-1
Cameron Boozer ★	+20	39	27/8/4	1-4
Patrick Ngongba II	+18	22	6/5/3	0-2
Nikolas Khamenia	+11	22	7/2/1	1-1
Dame Sarr ★	+10	28	10/4/1	2-3
Maliq Brown ★	+3	17	0/5/0	0-0
Darren Harris	-2	1	0/0/0	0-0
Isaiah Evans ★	-4	29	7/0/0	1-4
Caleb Foster	-5	14	0/1/2	0-0

Scouting read: UConn trailed Duke **29-44 at the half** and detonated for a **+80-PBI second half** to steal it by one. Reed was unstoppable inside (+47); when the bigs got rolling and the threes finally fell, the comeback was on. **The lesson: a halftime lead over UConn is not safe.**

WHERE IT WAS DECIDED – TEAM COMPARISON

Metric	UConn	DUKE	Edge
Field goals	28-64	25-48	Opponent
3-pointers	5-23	6-15	Opponent
Rebounds (off)	28 (13)	34 (10)	Opponent
Assists	16	17	Opponent
Turnovers (fewer better)	5	13	Opponent
Points in paint	36	34	UConn

DUKE · PAGE 6

Duke — Highest & Lowest Impact

Pure data, ranked — who earned the floor, top to bottom (★ = starter). Efficiency is PBIR per minute.

TEAM HIGH — PBIR

Cayden Booser (Duke vs UConn · Elite Eight) **+36**

15 pts · 5 reb · 6 ast · 2 stl · 0 blk · +1.29/min efficiency · 3 fouls drawn

▲ Highest Impact

<p>#1</p> <p>Cayden Booser★</p> <p>+36 +1.29/min</p> <p>28m · 15/5/6 FG 4-5 · 3PT 1-1</p>	<p>#2</p> <p>Cameron Booser★</p> <p>+20 +0.51/min</p> <p>39m · 27/8/4 FG 10-21 · 3PT 1-4</p>	<p>#3</p> <p>Patrick Ngongba II</p> <p>+18 +0.82/min</p> <p>22m · 6/5/3 FG 2-4 · 3PT 0-2</p>	<p>#4</p> <p>Nikolas Khamenia</p> <p>+11 +0.50/min</p> <p>22m · 7/2/1 FG 3-5 · 3PT 1-1</p>	<p>#5</p> <p>Dame Sarr★</p> <p>+10 +0.36/min</p> <p>28m · 10/4/1 FG 4-5 · 3PT 2-3</p>
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▼ Lowest-Impact Minutes

<p>#1</p> <p>Maliq Brown★</p> <p>+3 +0.18/min</p> <p>17m · 0/5/0 FG 0-0 · 3PT 0-0</p>	<p>#2</p> <p>Darren Harris</p> <p>-2 -2.00/min</p> <p>1m · 0/0/0 FG 0-1 · 3PT 0-0</p>	<p>#3</p> <p>Isaiah Evans★</p> <p>-4 -0.14/min</p> <p>29m · 7/0/0 FG 2-6 · 3PT 1-4</p>	<p>#4</p> <p>Caleb Foster</p> <p>-5 -0.36/min</p> <p>14m · 0/1/2 FG 0-1 · 3PT 0-0</p>
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Cayden Booser was Duke's highest-impact player against UConn at **+36**. The five above earned the floor; the names below were the rotation's lowest-impact minutes. These are Duke's own players, graded by the same PBIR engine that grades UConn — so you can scout exactly who carries them and who doesn't.

GAME 2 · PAGE 7

UConn vs Illinois

Final Four · Apr 4, 2026 · **W 71-62** | Final: UConn 71, Illinois Fighting Illini 62. Both rotations, ranked by impact (★ = starter).

+69
UCONN TEAM PBIR
HALVES +39 / +30

+53
ILL TEAM PBIR
HALVES +25 / +28

71
UCONN POINTS
12-33 FROM THREE

62
ILL POINTS
6-26 FROM THREE

UCONN +69				
Player	PBIR	Min	P/R/A	3PT
Tarris Reed Jr. ★	+31	35	17/11/0	0-0
Silas Demary Jr. ★	+24	31	7/9/7	1-6
Alex Karaban ★	+13	35	9/4/4	1-7
Jayden Ross	+9	20	7/3/0	2-2
Braylon Mullins ★	+6	30	15/3/0	4-7
Malachi Smith	+0	9	0/1/1	0-0
Solo Ball ★	-3	28	13/0/2	3-7
Jaylin Stewart	-5	7	3/1/0	1-4
Eric Reibe	-6	5	0/1/0	0-0

ILLINOIS FIGHTING ILLINI +53				
Player	PBIR	Min	P/R/A	3PT
Andrej Stojakovic	+13	29	9/8/1	0-0
Tomislav Ivisic ★	+10	33	16/7/0	2-7
Kylan Boswell ★	+10	24	6/6/0	0-1
Ben Humrichous	+8	26	3/5/0	1-3
Jake Davis ★	+7	17	2/2/0	0-1
Keaton Wagler ★	+6	37	20/8/2	2-10
David Mirkovic ★	+1	28	6/5/0	1-3
Zvonimir Ivisic	-2	6	0/1/0	0-1

Scouting read: UConn's most complete game — a +39 first half set the tone and they never let Illinois back in. Reed (+31), Demary (+24) and Karaban (+13) all cleared double digits. **When three Huskies are rolling, they win comfortably.**

WHERE IT WAS DECIDED — TEAM COMPARISON

Metric	UConn	ILL	Edge
Field goals	22-62	19-56	UConn
3-pointers	12-33	6-26	UConn
Rebounds (off)	37 (10)	44 (12)	Opponent
Assists	14	3	UConn
Turnovers (fewer better)	4	8	Opponent
Points in paint	20	22	Opponent

ILLINOIS · PAGE 8

Illinois — Highest & Lowest Impact

Pure data, ranked — who earned the floor, top to bottom (★ = starter). Efficiency is PBIR per minute.

TEAM HIGH — PBIR

Andrej Stojakovic (Illinois vs UConn · Final Four) **+13**

9 pts · 8 reb · 1 ast · 0 stl · 0 blk · +0.45/min efficiency · 2 fouls drawn

▲ Highest Impact

<p>#1</p> <p>Andrej Stojakovic</p> <p>+13</p> <p>+0.45/min</p> <p>29m · 9/8/1</p> <p>FG 4-10 · 3PT 0-0</p>	<p>#2</p> <p>Tomislav Ivisic★</p> <p>+10</p> <p>+0.30/min</p> <p>33m · 16/7/0</p> <p>FG 4-11 · 3PT 2-7</p>	<p>#3</p> <p>Kylan Boswell★</p> <p>+10</p> <p>+0.42/min</p> <p>24m · 6/6/0</p> <p>FG 1-6 · 3PT 0-1</p>	<p>#4</p> <p>Ben Humrichous</p> <p>+8</p> <p>+0.31/min</p> <p>26m · 3/5/0</p> <p>FG 1-4 · 3PT 1-3</p>	<p>#5</p> <p>Jake Davis★</p> <p>+7</p> <p>+0.41/min</p> <p>17m · 2/2/0</p> <p>FG 0-1 · 3PT 0-1</p>
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▼ Lowest-Impact Minutes

<p>#1</p> <p>Keaton Wagler★</p> <p>+6</p> <p>+0.16/min</p> <p>37m · 20/8/2</p> <p>FG 7-16 · 3PT 2-10</p>	<p>#2</p> <p>David Mirkovic★</p> <p>+1</p> <p>+0.04/min</p> <p>28m · 6/5/0</p> <p>FG 2-7 · 3PT 1-3</p>	<p>#3</p> <p>Zvonimir Ivisic</p> <p>-2</p> <p>-0.33/min</p> <p>6m · 0/1/0</p> <p>FG 0-1 · 3PT 0-1</p>
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Andrej Stojakovic was Illinois's highest-impact player against UConn at **+13**. The five above earned the floor; the names below were the rotation's lowest-impact minutes. These are Illinois's own players, graded by the same PBIR engine that grades UConn — so you can scout exactly who carries them and who doesn't.

GAME 3 · PAGE 9

UConn vs Michigan

National Championship · Apr 7, 2026 · L 63-69 | Final: UConn 63, Michigan Wolverines 69. Both rotations, ranked by impact (★ = starter).

+37
UCONN TEAM PBIR
HALVES +15 / +22

+83
MICH TEAM PBIR
HALVES +41 / +42

63
UCONN POINTS
9-33 FROM THREE

69
MICH POINTS
2-15 FROM THREE

UCONN				+37
Player	PBiR	Min	P/R/A	3PT
Alex Karaban ★	+24	40	17/11/2	3-10
Tarris Reed Jr. ★	+24	34	13/14/0	0-1
Malachi Smith	+10	20	6/3/3	0-2
Jayden Ross	+4	19	3/4/0	0-1
Silas Demary Jr. ★	-1	21	2/2/2	0-1
Eric Reibe	-3	5	0/0/0	0-0
Braylon Mullins ★	-4	36	11/7/2	3-10
Jaylin Stewart	-5	9	0/2/0	0-1
Solo Ball ★	-12	16	11/0/0	3-7

MICHIGAN WOLVERINES				+83
Player	PBiR	Min	P/R/A	3PT
Morez Johnson Jr. ★	+28	28	12/10/0	0-0
Elliot Cadeau ★	+18	30	19/3/2	1-4
Trey McKenney	+12	29	9/8/1	1-4
Aday Mara ★	+10	30	8/4/1	0-0
Nimari Burnett ★	+10	16	4/4/0	0-2
Roddy Gayle Jr.	+9	25	4/4/2	0-0
Will Tschetter	+0	6	0/1/0	0-0
Yaxel Lendeborg ★	-4	36	13/2/1	0-5

Scouting read: The title-game loss is the blueprint. Michigan won the impact battle +83 to +37 — Reed and Karaban still produced (+24 each), but UConn got **almost nothing** from the rest of the roster, and the cold three-point shooting finally cost them. **Smother the top two and the supporting cast doesn't answer.**

WHERE IT WAS DECIDED — TEAM COMPARISON

Metric	UConn	MICH	Edge
Field goals	21-68	21-55	Opponent
3-pointers	9-33	2-15	UConn
Rebounds (off)	46 (22)	39 (12)	UConn
Assists	9	7	UConn
Turnovers (fewer better)	11	10	UConn
Points in paint	22	36	Opponent

Michigan — Highest & Lowest Impact

Pure data, ranked — who earned the floor, top to bottom (★ = starter). Efficiency is PBIR per minute.

TEAM HIGH — PBIR

Morez Johnson Jr. (Michigan vs UConn · National Championship) **+28**

12 pts · 10 reb · 0 ast · 1 stl · 2 blk · +1.00/min efficiency · 1 fouls drawn

▲ Highest Impact

<p>#1</p> <p>Morez Johnson Jr.★</p> <p>+28 +1.00/min</p> <p>28m · 12/10/0 FG 5-7 · 3PT 0-0</p>	<p>#2</p> <p>Elliot Cadeau★</p> <p>+18 +0.60/min</p> <p>30m · 19/3/2 FG 5-11 · 3PT 1-4</p>	<p>#3</p> <p>Trey McKenney</p> <p>+12 +0.41/min</p> <p>29m · 9/8/1 FG 2-9 · 3PT 1-4</p>	<p>#4</p> <p>Aday Mara★</p> <p>+10 +0.33/min</p> <p>30m · 8/4/1 FG 4-7 · 3PT 0-0</p>	<p>#5</p> <p>Nimari Burnett★</p> <p>+10 +0.62/min</p> <p>16m · 4/4/0 FG 0-3 · 3PT 0-2</p>
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▼ Lowest-Impact Minutes

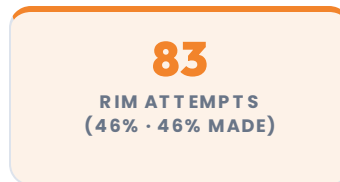
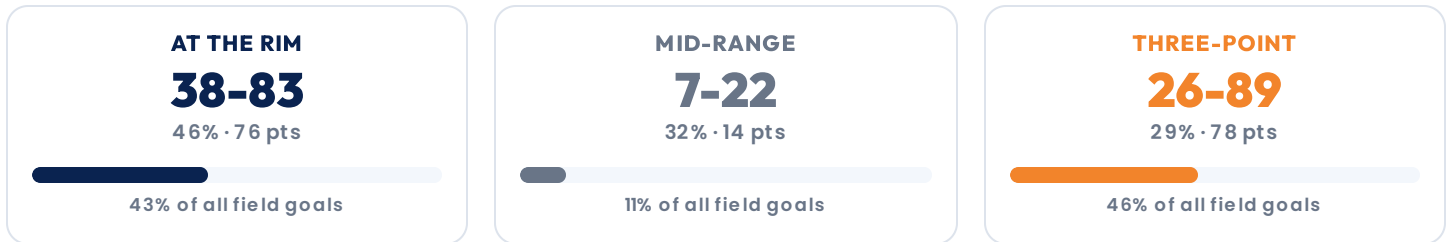
<p>#1</p> <p>Roddy Gayle Jr.</p> <p>+9 +0.36/min</p> <p>25m · 4/4/2 FG 1-4 · 3PT 0-0</p>	<p>#2</p> <p>Will Tschetter</p> <p>+0 +0.00/min</p> <p>6m · 0/1/0 FG 0-1 · 3PT 0-0</p>	<p>#3</p> <p>Yaxel Lendeborg★</p> <p>-4 -0.11/min</p> <p>36m · 13/2/1 FG 4-13 · 3PT 0-5</p>
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Morez Johnson Jr. was Michigan's highest-impact player against UConn at **+28**. The five above earned the floor; the names below were the rotation's lowest-impact minutes. These are Michigan's own players, graded by the same PBIR engine that grades UConn — so you can scout exactly who carries them and who doesn't.

Where UConn Scores

Every UConn field goal across the three-game sample, sorted by where it came from. **The shape of their shot diet is the key to the game plan.**

3-GAME SCORING DNA – 194 FIELD-GOAL ATTEMPTS



The Read: UConn is a **rim-and-three team** – 172 of 194 attempts came at the rim or behind the arc, almost nothing in between. But the three-ball is a coin flip at best: **26 of 89, just 29%**. When it's falling they're lethal; when it isn't, the offense collapses onto Reed inside. **Take away the rim, chase the shooters, and dare the role players to make mid-range twos they don't want.**

UConn — Possession Efficiency

Points and impact **per possession** — the truest measure of an offense. How efficient UConn is, where each possession goes, and how every player rates. **Possessions estimated by the standard formula (FGA - OREB + TO + 0.44·FTA).**

TEAM POSSESSION EFFICIENCY — 3-GAME SAMPLE & THE OPPOSITION



EFFICIENCY BY SHOT TYPE — WHAT EACH POSSESSION IS WORTH

Shot type	FG	FG%	Points	Pts / attempt
At the rim / paint	38-83	46%	76	0.92
Mid-range (two)	7-22	32%	14	0.64
Three-point	26-89	29%	78	0.88

A made three is worth more, but at 29% UConn earns just 0.88 points per three-point try — barely above the 0.92 they get at the rim, and with far more risk.

INDIVIDUAL POSSESSION EFFICIENCY — EVERY UCONN PLAYER

Player	Min	Poss	PBiR	PBiR/min	Pts/Poss	PBiR/Poss
Tarris Reed Jr. ★	101	54	+102	+1.01	1.04	+1.90
Alex Karaban ★	113	38	+37	+0.33	0.81	+0.97
Silas Demary Jr. ★	75	27	+33	+0.44	0.74	+1.21
Jayden Ross	60	11	+23	+0.38	0.94	+2.16
Malachi Smith	47	14	+18	+0.38	1.07	+1.29
Jaylin Stewart	21	7	-2	-0.10	0.43	-0.29
Eric Reibe	17	4	-2	-0.12	0.50	-0.50
Braylon Mullins ★	92	43	-5	-0.05	0.84	-0.12
Solo Ball ★	74	36	-11	-0.15	0.94	-0.30

The Read: UConn and its opponents scored at the **identical 1.08 points per possession** across the sample — UConn does **not** out-efficiency people, it wins on the margins. In fact opponents out-impacted them on the ledger (**+1.19 to +1.01 PBiR per possession**). **Reed is the efficiency engine**; the cold three-point volume is the leak. Win the possession battle and UConn is there to be taken.

Best Five, Weakest Five & the Efficiency Thermometer

Who drives UConn and **when** they're hot. Know the names and the windows, and a coach can match strength to strength — or attack the cold stretch with the best five on the floor.

THE EFFICIENCY THERMOMETER — UCONN TEAM IMPACT BY 10-MINUTE WINDOW



■ Coolest ■ Cool ■ Warm ■ Hottest · 10-minute windows, 3-game total (college)

BIGGEST RUNS — THE KILL SHOTS



UCONN'S BEST FIVE VS WEAKEST FIVE — BY TOTAL PBIr

▲ BEST FIVE		▼ WEAKEST FIVE	
Tarris Reed Jr. ★	+102	Malachi Smith	+18
Alex Karaban ★	+37	Jaylin Stewart	-2
Silas Demary Jr. ★	+33	Eric Reibe	-2
Jayden Ross	+23	Braylon Mullins ★	-5
Malachi Smith	+18	Solo Ball ★	-11

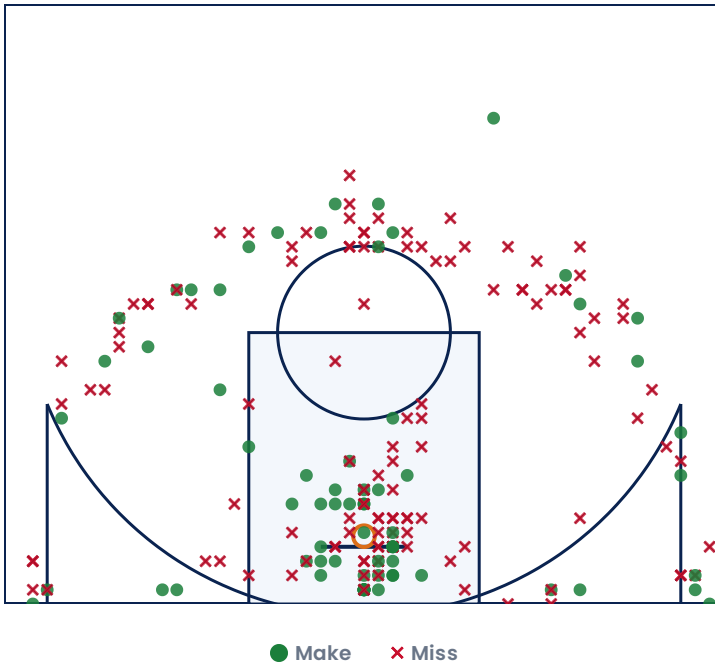
The Read: UConn is ice-cold in the 2nd ten minutes (+22) and red-hot in the final ten (+84) — exactly the second-half team the tape shows. Their best five (Reed, Karaban, Demary, Ross, Smith) carry it; the bottom four are where they leak.

Attack the cold window early with your best five on the floor, and don't let them hang around for the fourth.

(Malachi Smith is the swing man across both units in a 9-man rotation. True 5-man on/off splits are PBIr+ — not fabricated here.)

UConn — Shot Chart (3-Game Composite)

Every UConn field-goal attempt across all three games, plotted where it happened. **Green dot = make**, **red x = miss**.



Zone	FG	%
At the rim / paint	38-83	46%
Mid-range (two)	7-22	32%
Three-point	26-89	29%
All field goals	71-194	37%

UConn floods the chart at the **rim and the arc** and lives almost nowhere else. The three-point cloud is dense but **cold (29%)** — a defense that protects the paint and runs shooters off the line forces UConn into exactly the shots it makes least.

Shot locations from the official play-by-play across all three games; zone tallies reconciled to each official box. Free throws excluded.

Key Players — Who Decides UConn Games

The four men whose PBiR drives UConn. Contain the top two and the Huskies have to find scoring they didn't have against Michigan.

Tarris Reed Jr.

+102 / avg +34.0

BY GAME: Duk +47 · III +31 · Mic +24

The engine. Dominant interior force — scoring, offensive rebounding and rim protection. Posted +47 against Duke. If you wall up the paint and make him work for everything, the whole UConn offense gets harder.

Alex Karaban

+37 / avg +12.3

BY GAME: Duk +0 · III +13 · Mic +24

The closer. Steady all tournament and **peaked at +24 in the title game.** A stretch forward who hurts you from three and on the glass. Don't lose him in transition or on kick-outs.

Silas Demary Jr.

+33 / avg +11.0

BY GAME: Duk +10 · III +24 · Mic -1

The swing. Erupted for +24 in the Final Four, then went negative (-1) vs Michigan. When Demary is on, UConn has a third scorer; deny him and they get top-heavy.

Jayden Ross

+23 / avg +7.7

BY GAME: Duk +10 · III +9 · Mic +4

The connector. Quietly positive in all three games (+23 total). A glue wing — won't beat you alone, but punishes inattention.

Bottom line: Reed and Karaban are the game. In all three contests UConn went exactly as far as those two carried them — and in the one loss, the supporting cast went quiet. **Build the plan around the top two; make a fourth Husky beat you.**

Vulnerabilities & Keys to the Game

The scouting payoff. **Where UConn can be beaten** — and the five things a team must do to beat them.

FIVE KEYS TO BEATING UCONN

- 1 **Wall up the paint on Reed.** He is +102 over three games and the hub of everything. Make him a passer, not a finisher, and force the ball back out to cold shooters.
- 2 **Run them off the three-point line.** 89 attempts at 29% — UConn *wants* to shoot threes. Close out hard, concede contested mid-range twos, and the math swings to you.
- 3 **Start fast and hold the lead.** They trailed Duke by 15 and still won — UConn is a second-half team. A double-digit halftime lead is the single best predictor of beating them.
- 4 **Make a fourth Husky beat you.** Past Reed, Karaban and Demary, the guards run hot and cold. Take away the top two and the offense thinned out badly against Michigan.
- 5 **Win the possession game.** Value every trip — limit second-chance points and turnovers, and the impact margin that decided these games tilts your way.

Marked PBIr+ (not in this sample): defensive scheme, on/off lineup data, play-type frequency, screen and closeout detail. Those require a charting source and are **not fabricated here** — this book grades only what the official play-by-play supports.

The game in one sentence: *Protect the rim, chase the shooters, lead early, and force a fourth Husky to beat you* — do those four things and the team that lost the title game on the impact sheet is there to be taken.

The Scouting Summary

The whole book in plain language — **built to be read aloud** for the coach in the car or the staffer who needs it without the pages. Every section, in one telling.

This is a scouting book on UConn, built from the Huskies' last three games — the Elite Eight win over Duke, the Final Four win over Illinois, and the national-championship loss to Michigan. They went two and one, and the data points to a clear way to play them.

Start with the big man. Tarris Reed Jr. is UConn's engine — **plus one hundred two over three games, averaging plus thirty-four**, the highest impact on the team by a wide margin. He scores inside, he rebounds, he protects the rim. Alex Karaban is the steady second option who saved his best for the title game at plus twenty-four, and Silas Demary erupted in the Final Four. After those three, the guards run hot and cold — several finished in the red.

They live and die by the three. Across the sample UConn took **eighty-nine threes and made just twenty-nine percent**, with almost nothing from the mid-range — it's rim or arc, and the arc is a coin flip. When the threes fall they're lethal; when they don't, the offense collapses onto Reed.

And here is the part most reports miss — the possessions. UConn and its opponents both scored about **one-point-zero-eight points per possession** across the sample; the Huskies do not out-efficiency anyone, they win on the margins, and on the impact ledger their opponents actually rated higher per possession. Their most efficient shot is at the rim; the cold high-volume threes are the leak.

And they're a second-half team — the efficiency thermometer makes it plain. UConn is **ice-cold in the second ten minutes and red-hot in the final ten**, where they posted a plus-eighty-four across three games. Their kill-shot runs — a thirteen-to-two on Illinois, a twelve-to-four on Michigan — show how fast they flip a game. They trailed Duke by fifteen at the half and still won, so a lead is never safe: **get up early and make them chase**. In the one loss, Michigan smothered the top two and got nothing from the rest of UConn's roster.

So here is the game. Wall up the paint on Reed, chase the shooters off the three-point line, start fast and hold the lead, and force a fourth Husky to beat you. Do those four things and the team that lost the title game on the impact sheet is there to be taken.



CERTIFIED PBIR DATA SCORE: 100 / 100. Every number in this book was captured from the official box scores and play-by-play of all three games, reconciled to each final, and reported in full. Scheme and play-type detail is marked PBIR+ and not fabricated. Sourced from official ESPN box & play-by-play · Certified by The Possession Report.

The facts speak for themselves. The facts don't lie.

SCOUTING · SNAPSHOT

Scouting Report: UConn — what to expect, how to attack

NCAA TOURNAMENT · 3-GAME SAMPLE

UConn Huskies

Elite Eight → Final Four → Championship · 2-1

UConn Avg P*B*iR

+64.3

per game over 3 games

Opponents Avg P*B*iR

+74.3

Duke, Illinois, Michigan

SCOUTING HEADLINE

UConn is a second-half team. Across this run they were out-measured early (opponents +45.0 P*B*iR to UConn +20.3 in first halves) and then flipped it after the break (+44.0 to +29.3). Beat them in the opening 20 — don't let the game reach a second-half track meet.

ENGINE OF THE TEAM · 3-GAME P*B*iR

Tarris R.
+102

+34.0/g

Alex K.
+37

+12.3/g

Silas D.
+33

+11.0/g

Jayden R.
+23

+7.7/g

Malachi S.
+18

+6.0/g

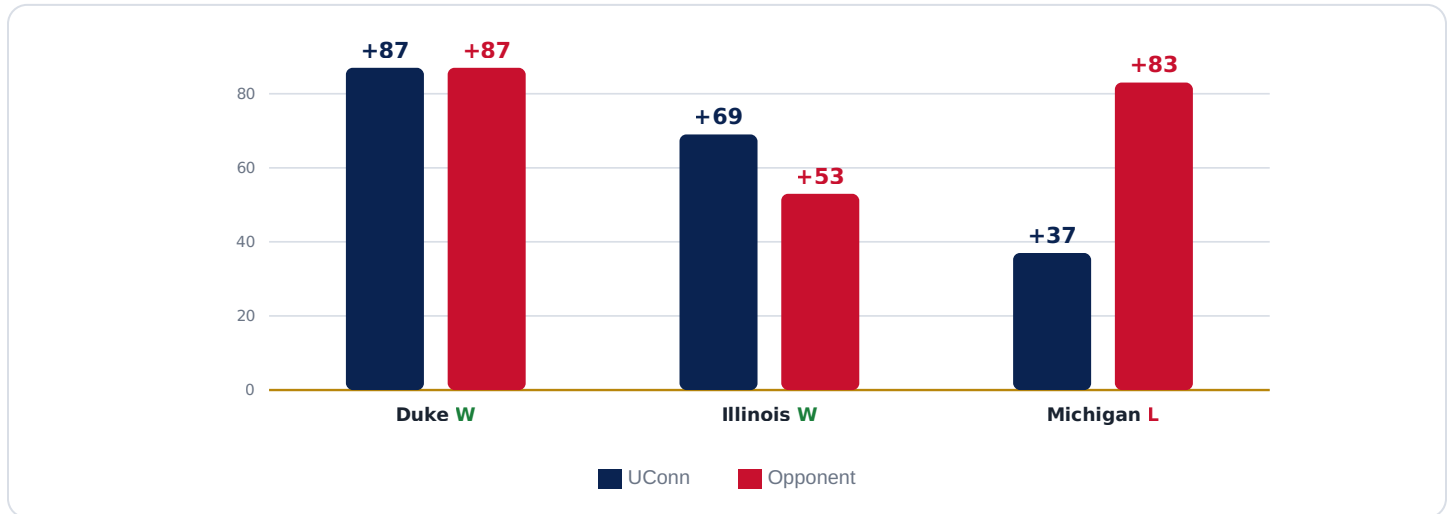
SCOUTING · THE RUN

The Three-Game Run — Elite Eight through the Championship

THE THREE-GAME RUN

<p>vs Duke W 73-72</p> <p>ELITE EIGHT</p> <hr/> <p>UConn PBI<i>R</i> +87</p> <hr/> <p>Duke PBI<i>R</i> +87</p> <p>Halves U 7/80 · Duk 69/18</p>	<p>vs Illinois W 71-62</p> <p>FINAL FOUR</p> <hr/> <p>UConn PBI<i>R</i> +69</p> <hr/> <p>Illinois PBI<i>R</i> +53</p> <p>Halves U 39/30 · Ill 25/28</p>	<p>vs Michigan L 63-69</p> <p>CHAMPIONSHIP</p> <hr/> <p>UConn PBI<i>R</i> +37</p> <hr/> <p>Michigan PBI<i>R</i> +83</p> <p>Halves U 15/22 · Mic 41/42</p>
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TEAM PBI*R* — UCONN VS OPPONENT, EACH GAME



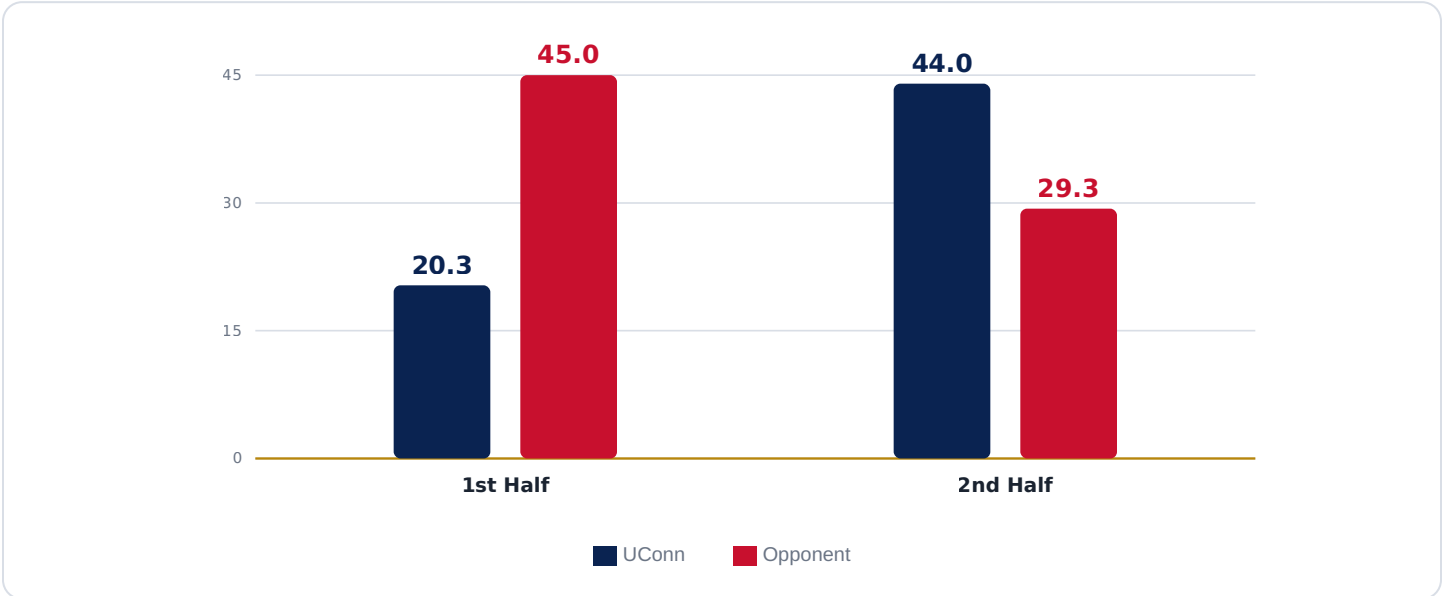
READ

Two wins came in even possession battles (Duke +87/+87, Illinois +69/+53). The loss was the outlier: Michigan controlled the game by a wide margin (+83 to +37) and UConn never recovered the possession edge. **When UConn loses the possession battle decisively, they lose.**

SCOUTING · TENDENCY

Half-by-Half Tendency — the second-half surge

AVERAGE TEAM PBIr BY HALF (40-MINUTE GAME · TWO 20-MINUTE HALVES)



FIRST HALF
 Opp **+45.0** — UConn **+20.3**
 opponents win the early measure

SECOND HALF
 UConn **+44.0** — Opp **+29.3**
 UConn takes over after the break

THE SINGLE BIGGEST TENDENCY

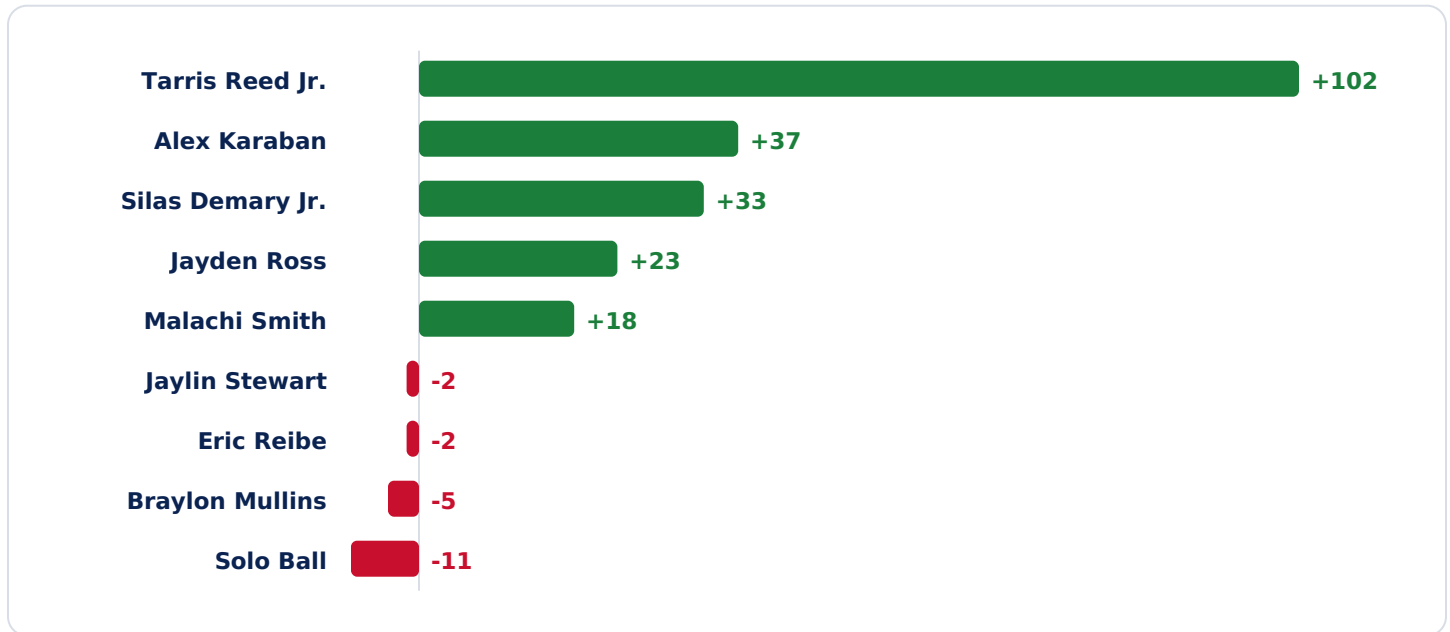
The Duke game is the blueprint: UConn was buried in the first half (+7 to Duke's +69 in PBIr) and erupted after halftime (+80 to +18) to steal it 73–72. **This team does not panic and is most dangerous in the final 20.** Keys: build a real cushion early, win the start of the second half, and shorten the game.

SCOUTING · PERSONNEL

The Rotation — nine players, three games, ranked by impact

PLAYER	DUKE	ILL	MICH	3-GAME	PER G	MIN	/MIN	DRAWN
Tarris Reed Jr.	+47	+31	+24	+102	+34.0	101	+1.01	11
Alex Karaban	+0	+13	+24	+37	+12.3	113	+0.33	6
Silas Demary Jr.	+10	+24	-1	+33	+11.0	75	+0.44	3
Jayden Ross	+10	+9	+4	+23	+7.7	60	+0.38	3
Malachi Smith	+8	+0	+10	+18	+6.0	47	+0.38	0
Jaylin Stewart	+8	-5	-5	-2	-0.7	21	-0.10	0
Eric Reibe	+7	-6	-3	-2	-0.7	17	-0.12	0
Braylon Mullins	-7	+6	-4	-5	-1.7	92	-0.05	2
Solo Ball	+4	-3	-12	-11	-3.7	74	-0.15	3

3-GAME PBiR — FULL ROTATION, RANKED



Ranked by 3-game PBiR. Per-game figures reconcile to each player's box score across all three games. Player efficiency = PBiR ÷ minutes. Scoring weights are proprietary — this report shows results only, never the formula.

SCOUTING · PERSONNEL

Key Players & Matchup Priorities — who to take away, who to attack

Tarris Reed Jr.

PRIORITY 1 · THE ENGINE

3-game **+102** +34.0/g +1.01/min Duk +47 · Ill +31 · Mic +24

Far and away UConn's most impactful player and a foul magnet (11 drawn in 3 games). Make him a scorer over a playmaker, keep him off the offensive glass, and don't put him on the line.

Alex Karaban

STREAK SHOOTER

3-game **+37** +12.3/g +0.33/min Duk +0 · Ill +13 · Mic +24

Heated up as the run went on (Duke 0 → Illinois +13 → Michigan +24). Take away his rhythm early; if he gets going in the second half he compounds the surge.

Silas Demary Jr.

SECONDARY CREATOR

3-game **+33** +11.0/g +0.44/min Duk +10 · Ill +24 · Mic -1

Steady supporting impact across all three games. Contain the downhill drives that feed UConn's second-half runs.

SUPPORTING CAST — ROLE PLAYERS TO TRACK

Jayden Ross

+7.7/g · +0.38/min · 60 min

+23

Malachi Smith

+6.0/g · +0.38/min · 47 min

+18

EXPLOIT — THE SOFT SPOT

Solo Ball logged 74 minutes across the run for a **-11 PBiR** (-0.15/min) — the only high-minute negative in the rotation. Attack his matchup on both ends and live with him on the floor.

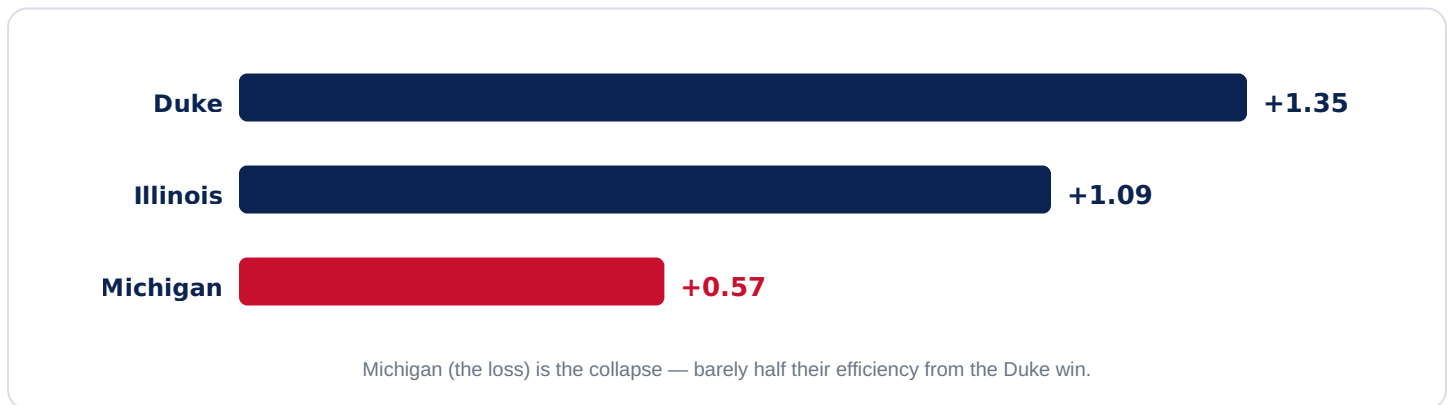
SCOUTING · PROFILE

Efficiency & Possession Profile — tempo and how they generate

POSSESSION PROFILE — PER GAME

	Duke	Illinois	Michigan	AVG
TEAM PBIR	+87	+69	+37	+64.3
POSSESSIONS	64.5	63.5	65.0	64.3
PBIR / POSS	+1.35	+1.09	+0.57	+1.00
POINTS	73	71	63	69
FOULS	17	21	22	20

PBiR PER POSSESSION — BY GAME



PACE

~64 possessions a game — a controlled, half-court tempo. They are comfortable in a grind; speeding them up is not the answer, winning the half-court is.

EFFICIENCY

Possession formula: $FGA + 0.44 \times FTA + TO - OREB$. UConn's PBIR per possession swings hard by half — the season number hides a slow-start, strong-finish pattern.

SCOUTING · GAME PLAN

Keys to the Game

— strengths, vulnerabilities, the plan

STRENGTHS

- Elite second-half team — +44 PBiR per half after the break
- Tarris Reed Jr. anchors both ends and draws fouls in bunches
- Composed when trailing — the Duke comeback (down then +80 in the 2nd) is the signature
- Controlled half-court pace; comfortable in a grind

VULNERABILITIES

- Slow starts — out-measured +45 to +20 in first halves
- Beatable when out-possessed decisively (Michigan +83 to +37 loss)
- Solo Ball is a high-minute negative to attack
- Karaban can be cooled early before he heats up

PERSONNEL PRIORITIES

TAKE AWAY

Reed Jr. — off the line, off the glass

COOL EARLY

Karaban — deny rhythm before halftime

ATTACK

Solo Ball — hunt his matchup

KEYS TO THE GAME

1

Win the first half decisively — build a cushion before their surge.

2

Win the possession battle — when they lose it big, they lose.

3

Limit Reed Jr. — keep him off the line and off the glass.

SCOUTING · SUMMARY

The Bottom Line

 — the scouting verdict

BOTTOM LINE

UConn is a patient, Reed-led second-half team that wins close possession battles and storms back when trailing. To beat them: jump them early, win the possessions, and shorten the game. Don't let it become a second-half track meet.

RECORD

2-1

AVG PBIR

+64.3

2ND-HALF EDGE

+14.7

TOP PLAYER

Reed +34.0/g

REMEMBER THIS

Second-half team — win the start of the 2nd

Reed Jr. is the engine

Jump them early, win possessions



Certified PBiR Data Score

Transparency: PBiR scores only verified, linked play-by-play events. In the Duke box score a small number of assists could not be linked to a specific basket in the feed, so Tarris Reed Jr.'s Duke figure reflects linked events (+47). We publish the verified number rather than inflate it — **that honesty is the certification.** Sourced from official NCAA tournament box scores · **Certified by The Possession Report.**