

Rebound After Slow Starts (2025–26)

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Executive Summary

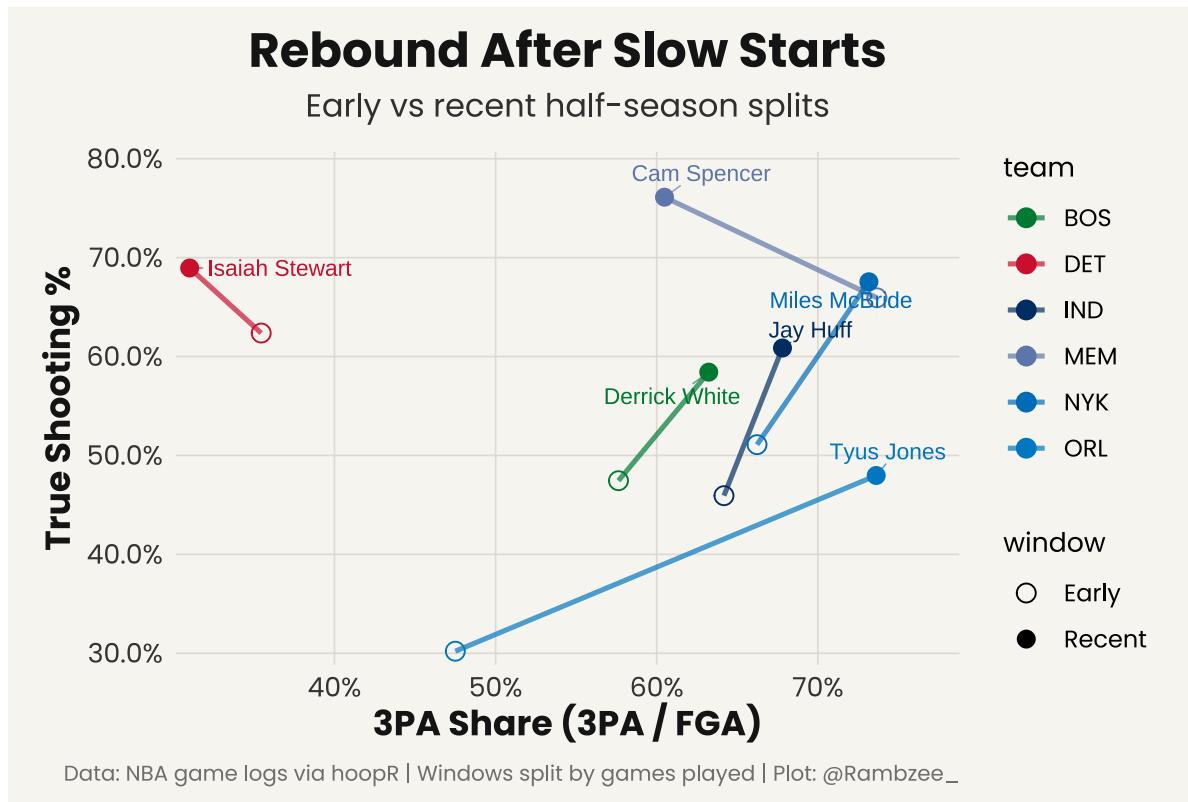
This report flags players who improved after poor early-season results by comparing their first n/2 games to the most recent n/2 games. For each player, we diagnose whether the rebound is more consistent with (1) role/usage change, (2) shot diet change, or (3) shot-making regression.

Data

Methods

- Windows: player-specific first half of games vs second half of games.
- Core outcomes: PPG, TS%, MPG, FGA/G.
- Diagnostics: 3PA share, FT rate, turnovers, and shot-zone FG% splits.

Helper functions



Summary Tables

Table 1: Core rebound signals (first half vs second half of games played)

Player	GP (E→R)	MPG (E→R)	PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	FGA/G Δ
Miles McBride	10→10	22.8→31.1	+6.2	-0.5	-0.1	+16.5%	+2.9
Cam Spencer	13→14	18.6→25.8	+6.1	+2.4	+0.3	+10.2%	+3.3
Jay Huff	14→14	14.4→24.4	+5.3	+1.1	+2.3	+14.9%	+2.9
Derrick White	13→14	32.4→34.4	+5.2	0	+0.9	+11.0%	+0.9
Tyus Jones	14→14	12.8→15.9	+2.3	+1.4	-0.3	+17.8%	+0.6
Isaiah Stewart	12→13	22.9→22.7	-1.5	-0.7	-0.5	+6.6%	-2

Table 2: Shot diet / role proxies (first half vs second half)

Player	3PA Share (E→R)	3PA Share Δ	FT Rate (E→R)	FT Rate Δ	TOV/G (E→R)	TOV/G Δ
Miles McBride	66%→73%	+7%	11%→17%	+6%	0.8→0.7	-0.1
Cam Spencer	74%→60%	-13%	33%→21%	-12%	0.92→1.57	+0.65
Jay Huff	64%→68%	+4%	16%→27%	+11%	0.57→0.86	+0.29
Derrick White	58%→63%	+6%	19%→18%	-1%	1.23→2.5	+1.27
Tyus Jones	48%→74%	+26%	0%→11%	+11%	0.36→0.29	-0.07
Isaiah Stewart	35%→31%	-4%	31%→33%	+2%	1.17→1.31	+0.14

How to interpret the diagnostics

- If 3PA share and FT rate are stable but TS% jumps: likely shot-making regression.
- If 3PA share rises: role shifted toward spacing or catch-and-shoot.
- If FT rate rises: more rim pressure or more physical usage.
- If TOV/G rises with production: more on-ball responsibility.

Player pages

Cam Spencer

Across the second half of games played, Cam Spencer increased production by +6.1 PPG with TS% up +10.2%. Minutes changed by +7.2 MPG and shot volume changed by +3.3 FGA/G. The biggest zone-level FG% swings were Paint (non-rim) (+43%) and Midrange (+27%).

First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	13	18.6	9.2	3.0	2.1	65.9%	6.3	74%	33%	0.92
Recent	14	25.8	15.2	5.4	2.4	76.1%	9.6	60%	21%	1.57

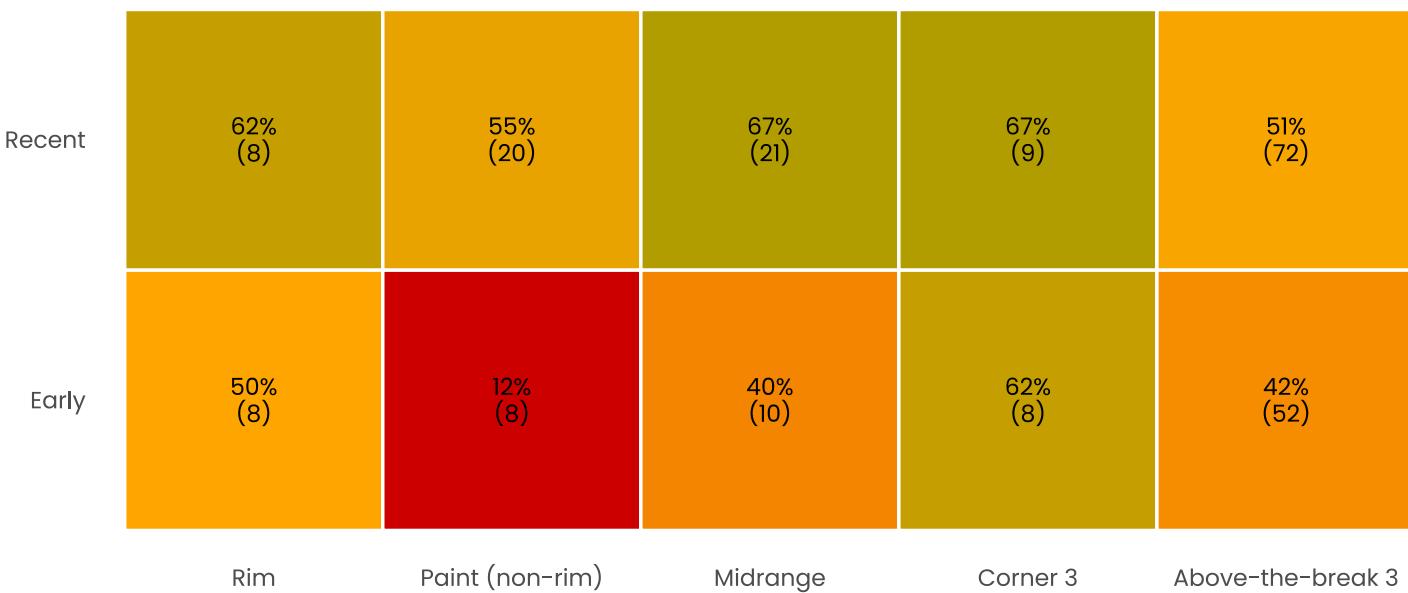
Change summary

PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	MPG Δ	FGA/G Δ	3PA Share Δ	FT Rate Δ	TOV/G Δ
+6.1	+2.4	+0.3	+10.2%	+7.2	+3.3	-13%	-12%	+0.65

Shot zone efficiency

Cam Spencer shot zone efficiency (Early vs Recent)

FG% by zone. Cell shows FG% and attempts (FGA).



Miles McBride

Across the second half of games played, Miles McBride increased production by +6.2 PPG with TS% up +16.5%. Minutes changed by +8.3 MPG and shot volume changed by +2.9 FGA/G. The biggest zone-level FG% swings were Paint (non-rim) (+20%) and Above-the-break 3 (+15%).

First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	10	22.8	8.5	2.7	2.6	51.1%	7.6	66%	11%	0.8
Recent	10	31.1	14.7	2.2	2.5	67.6%	10.5	73%	17%	0.7

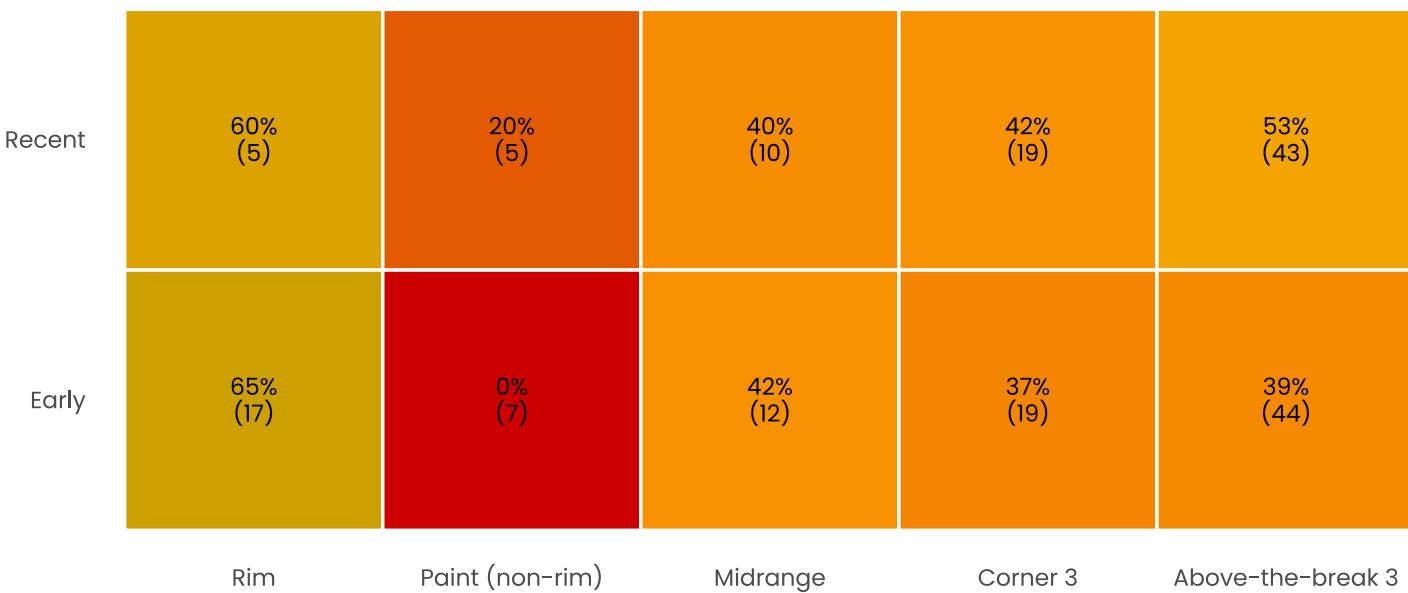
Change summary

PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	MPG Δ	FGA/G Δ	3PA Share Δ	FT Rate Δ	TOV/G Δ
+6.2	-0.5	-0.1	+16.5%	+8.3	+2.9	+7%	+6%	-0.1

Shot zone efficiency

Miles McBride shot zone efficiency (Early vs Recent)

FG% by zone. Cell shows FG% and attempts (FGA).



Derrick White

Across the second half of games played, Derrick White increased production by +5.2 PPG with TS% up +11.0%. Minutes changed by +2 MPG and shot volume changed by +0.9 FGA/G. The biggest zone-level FG% swings were Midrange (+15%) and Paint (non-rim) (+13%).

First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	13	32.4	15.5	5.2	3.7	47.4%	15.3	58%	19%	1.23
Recent	14	34.4	20.7	5.1	4.6	58.4%	16.2	63%	18%	2.50

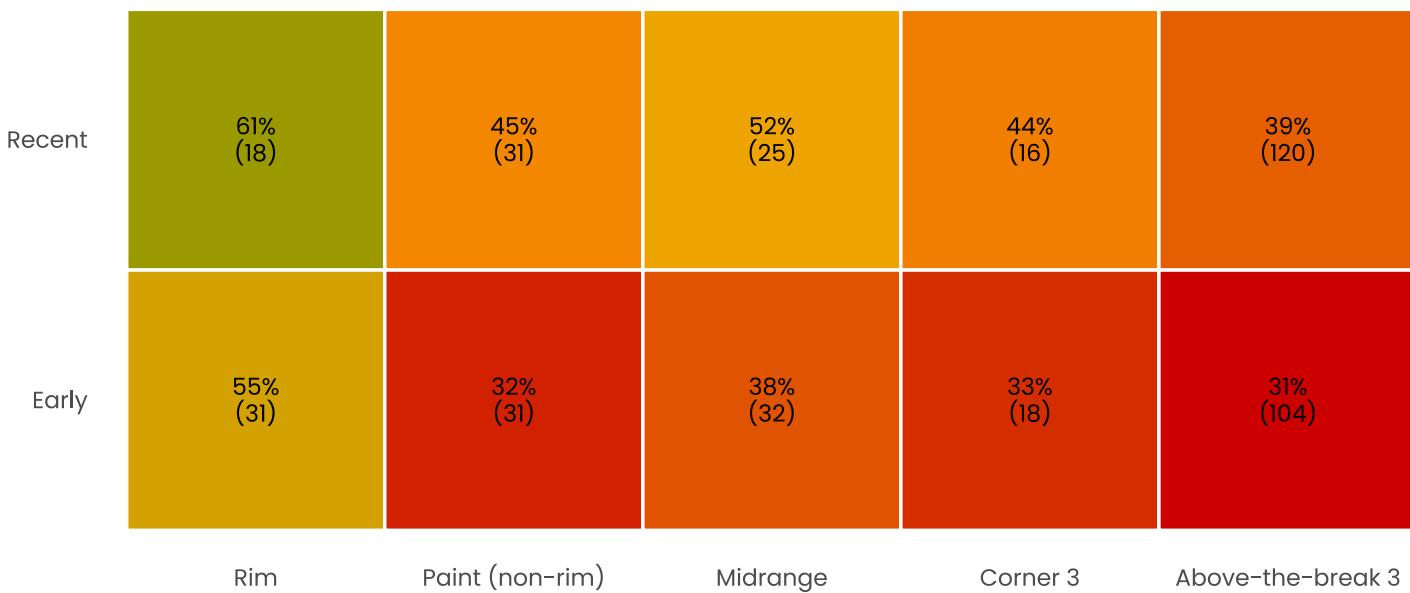
Change summary

PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	MPG Δ	FGA/G Δ	3PA Share Δ	FT Rate Δ	TOV/G Δ
+5.2	0	+0.9	+11.0%	+2	+0.9	+6%	-1%	+1.27

Shot zone efficiency

Derrick White shot zone efficiency (Early vs Recent)

FG% by zone. Cell shows FG% and attempts (FGA).



Tyus Jones

Across the second half of games played, Tyus Jones increased production by +2.3 PPG with TS% up +17.8%. Minutes changed by +3.1 MPG and shot volume changed by +0.6 FGA/G. The biggest zone-level FG% swings were Above-the-break 3 (+37%) and Paint (non-rim) (+29%).

First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	14	12.8	1.4	1.4	0.9	30.2%	2.5	48%	0%	0.36
Recent	14	15.9	3.7	2.8	0.6	48.0%	3.1	74%	11%	0.29

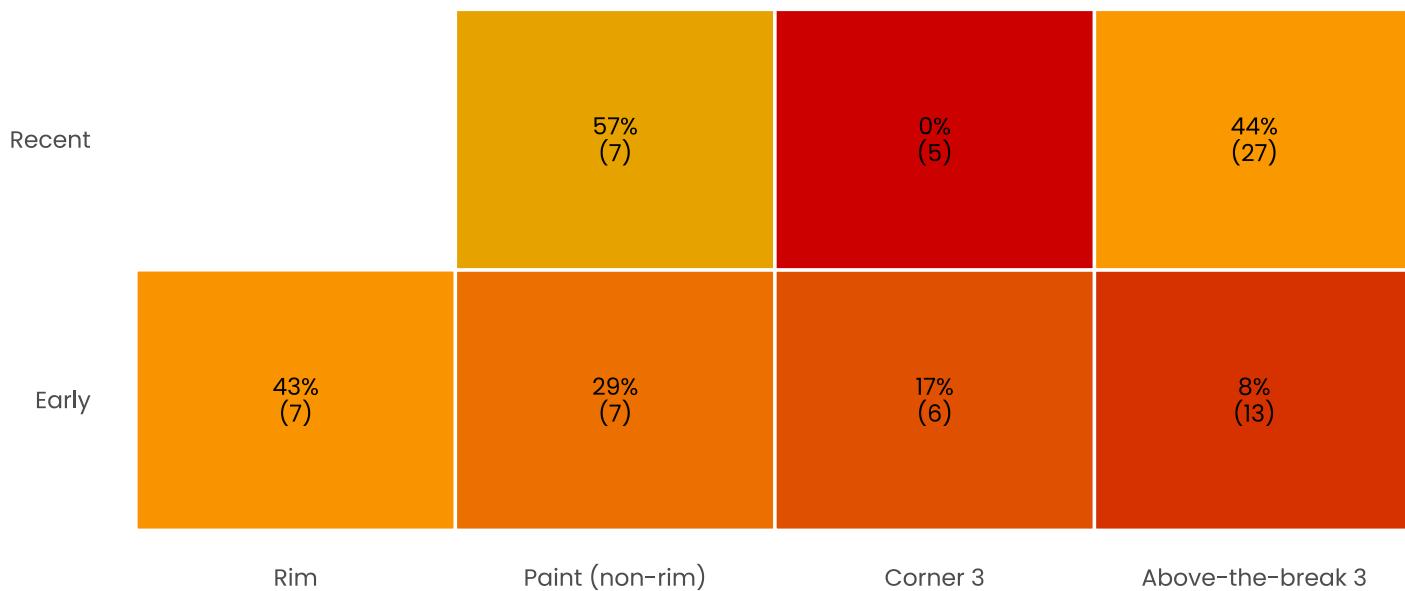
Change summary

PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	MPG Δ	FGA/G Δ	3PA Share Δ	FT Rate Δ	TOV/G Δ
+2.3	+1.4	-0.3	+17.8%	+3.1	+0.6	+26%	+11%	-0.07

Shot zone efficiency

Tyus Jones shot zone efficiency (Early vs Recent)

FG% by zone. Cell shows FG% and attempts (FGA).



Isaiah Stewart

Across the second half of games played, Isaiah Stewart increased production by -1.5 PPG with TS% up +6.6%. Minutes changed by -0.2 MPG and shot volume changed by -2 FGA/G. The biggest zone-level FG% swings were Corner 3 (+15%) and Above-the-break 3 (-10%).

First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	12	22.9	11.1	1.5	6.5	62.4%	8.2	35%	31%	1.17
Recent	13	22.7	9.5	0.8	6.0	69.0%	6.2	31%	33%	1.31

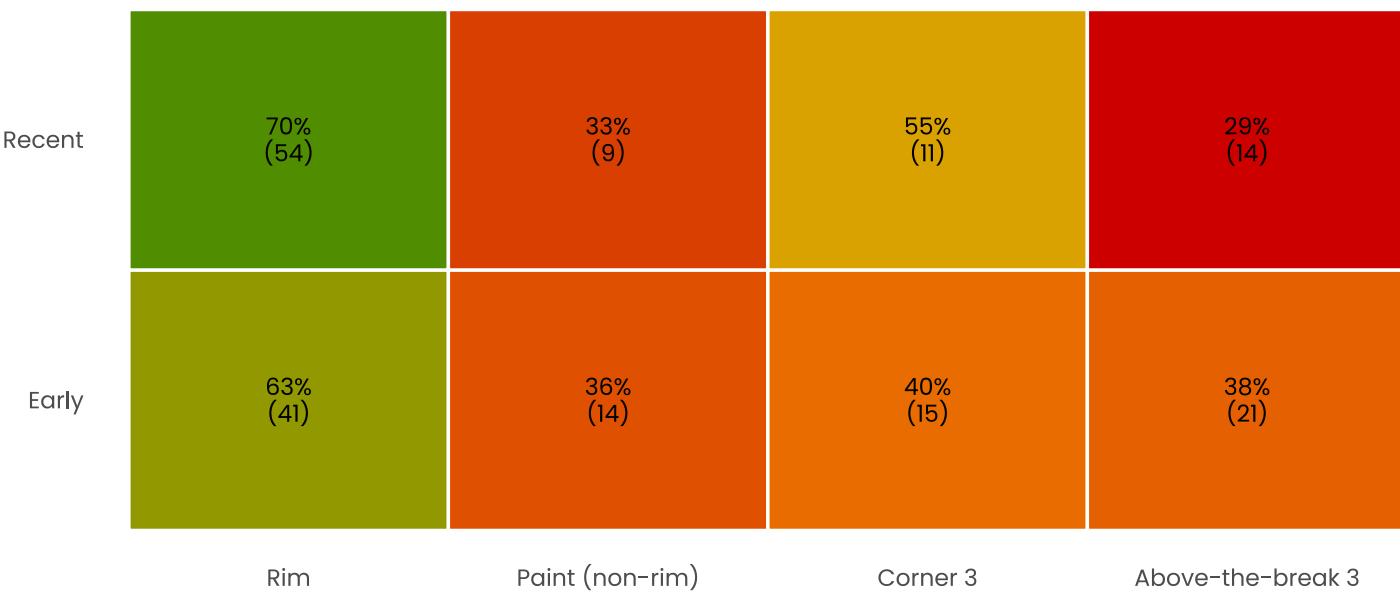
Change summary

PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	MPG Δ	FGA/G Δ	3PA Share Δ	FT Rate Δ	TOV/G Δ
-1.5	-0.7	-0.5	+6.6%	-0.2	-2	-4%	+2%	+0.14

Shot zone efficiency

Isaiah Stewart shot zone efficiency (Early vs Recent)

FG% by zone. Cell shows FG% and attempts (FGA).



Jay Huff

Across the second half of games played, Jay Huff increased production by +5.3 PPG with TS% up +14.9%. Minutes changed by +9.9 MPG and shot volume changed by +2.9 FGA/G. The biggest zone-level FG% swings were Rim (+14%) and Above-the-break 3 (+8%).

First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	14	14.4	5.4	0.7	2.9	45.9%	5.1	64%	16%	0.57
Recent	14	24.4	10.7	1.9	5.1	60.9%	8.1	68%	27%	0.86

Change summary

PPG Δ	AST/G Δ	REB/G Δ	TS% Δ	MPG Δ	FGA/G Δ	3PA Share Δ	FT Rate Δ	TOV/G Δ
+5.3	+1.1	+2.3	+14.9%	+9.9	+2.9	+4%	+11%	+0.29

Shot zone efficiency

Jay Huff shot zone efficiency (Early vs Recent)

FG% by zone. Cell shows FG% and attempts (FGA).

