

# Rebound After Slow Starts (2025–26)

Caleb Ramsey

January 05, 2026

## Executive Summary

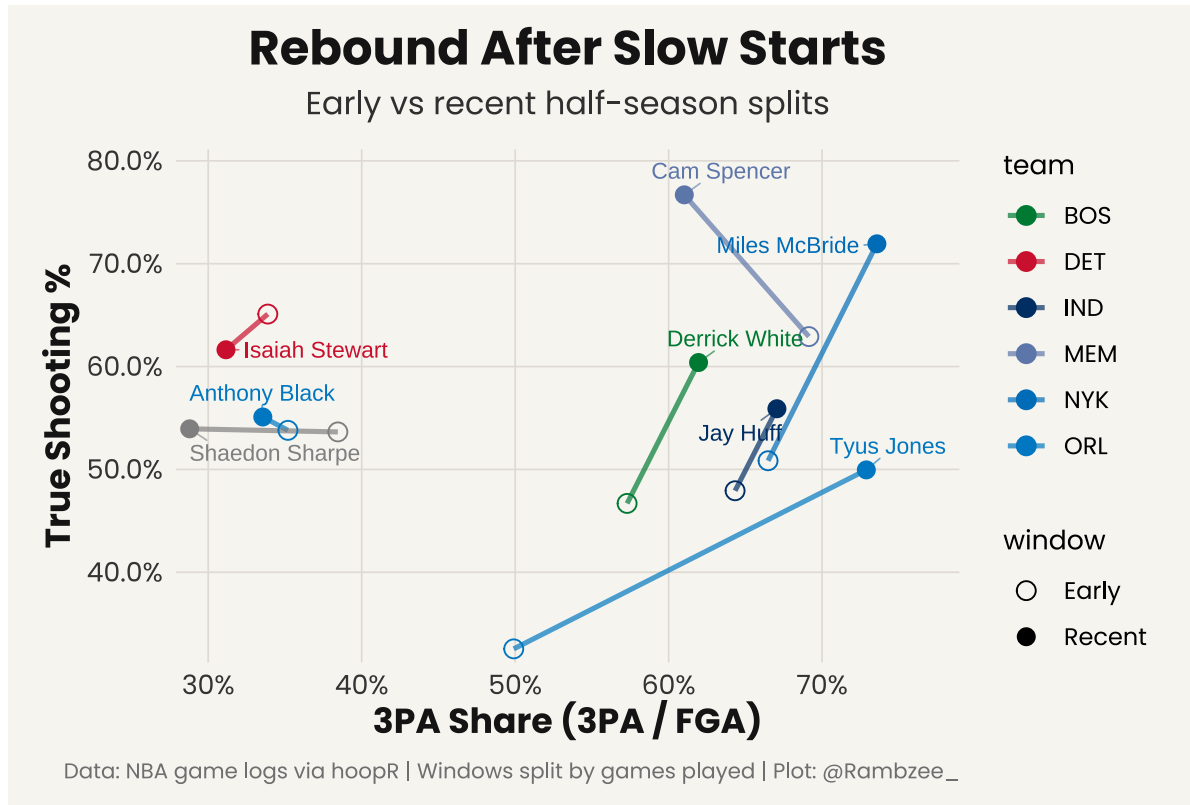
This report flags players who improved after poor early-season results by comparing their first  $n/2$  games to the most recent  $n/2$  games. For each player, we diagnose whether the rebound is more consistent with (1) role/usage change, (2) shot diet change, or (3) shot-making regression.

## 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 $\Delta$	AST/G $\Delta$	REB/G $\Delta$	TS% $\Delta$	FGA/G $\Delta$
Anthony Black	18→18	27.2→33	+8	+2.1	+2.2	+1.3%	+6.4
Derrick White	16→17	32.9→34.6	+6.5	0	+1	+13.7%	+1.1
Miles McBride	12→12	24.1→29.7	+4.7	-0.1	+0.2	+21.1%	+0.2
Cam Spencer	17→17	19.6→27	+4.6	+3.2	+0.5	+13.8%	+2
Tyus Jones	18→18	13.3→19.4	+3.2	+1.2	+0.4	+17.4%	+1.5
Jay Huff	18→18	16.7→22.1	+1.9	+0.8	+1.2	+8.0%	+0.9
Shaedon Sharpe	16→16	27.8→31.2	+0.9	+0.8	-0.7	+0.3%	+1.2
Isaiah Stewart	16→16	22→24.3	-0.6	-0.3	-1.2	-3.5%	-0.4

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

Player	3PA Share (E→R)	3PA Share $\Delta$	FT Rate (E→R)	FT Rate $\Delta$	TOV/G (E→R)	TOV/G $\Delta$
Anthony Black	35%→34%	-2%	37%→34%	-3%	2→2.5	+0.5
Derrick White	57%→62%	+5%	18%→23%	+5%	1.38→2.41	+1.04
Miles McBride	66%→74%	+7%	10%→23%	+13%	0.75→0.75	0
Cam Spencer	69%→61%	-8%	31%→28%	-3%	0.82→2.12	+1.29
Tyus Jones	50%→73%	+23%	0%→10%	+10%	0.33→0.28	-0.06
Jay Huff	64%→67%	+3%	20%→22%	+2%	0.72→0.89	+0.17
Shaedon Sharpe	38%→29%	-10%	30%→21%	-10%	2.81→3.38	+0.56
Isaiah Stewart	34%→31%	-3%	31%→29%	-2%	1.25→1.38	+0.12

## 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 +4.6 PPG with TS% up +13.8%. Minutes changed by +7.4 MPG and shot volume changed by +2 FGA/G. The biggest zone-level FG% swings were Rim (+17%) and Above-the-break 3 (+16%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	17	19.6	9.5	3.3	2.1	62.9%	6.9	69%	31%	0.82
Recent	17	27.0	14.1	6.5	2.6	76.7%	8.9	61%	28%	2.12

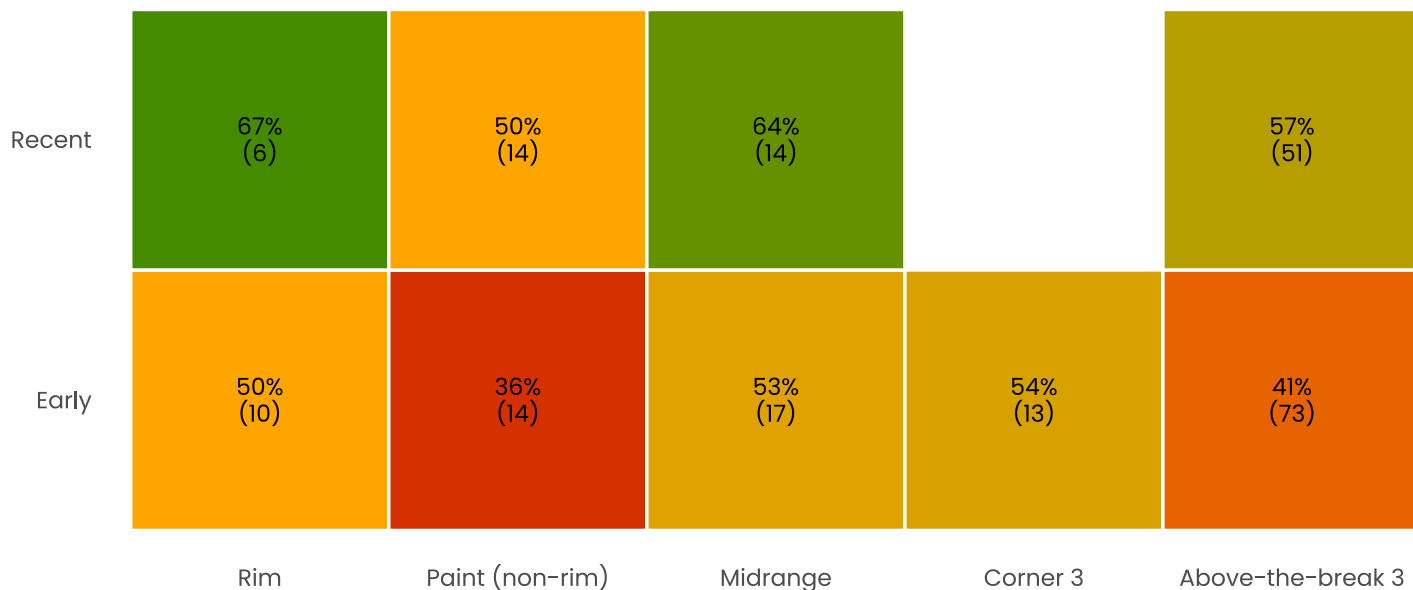
### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+4.6	+3.2	+0.5	+13.8%	+7.4	+2	-8%	-3%	+1.29

### 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 +4.7 PPG with TS% up +21.1%. Minutes changed by +5.6 MPG and shot volume changed by +0.2 FGA/G. The biggest zone-level FG% swings were Above-the-break 3 (+26%) and Corner 3 (+12%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	12	24.1	10.1	2.4	2.5	50.8%	9.2	66%	10%	0.75
Recent	12	29.7	14.8	2.3	2.8	71.9%	9.4	74%	23%	0.75

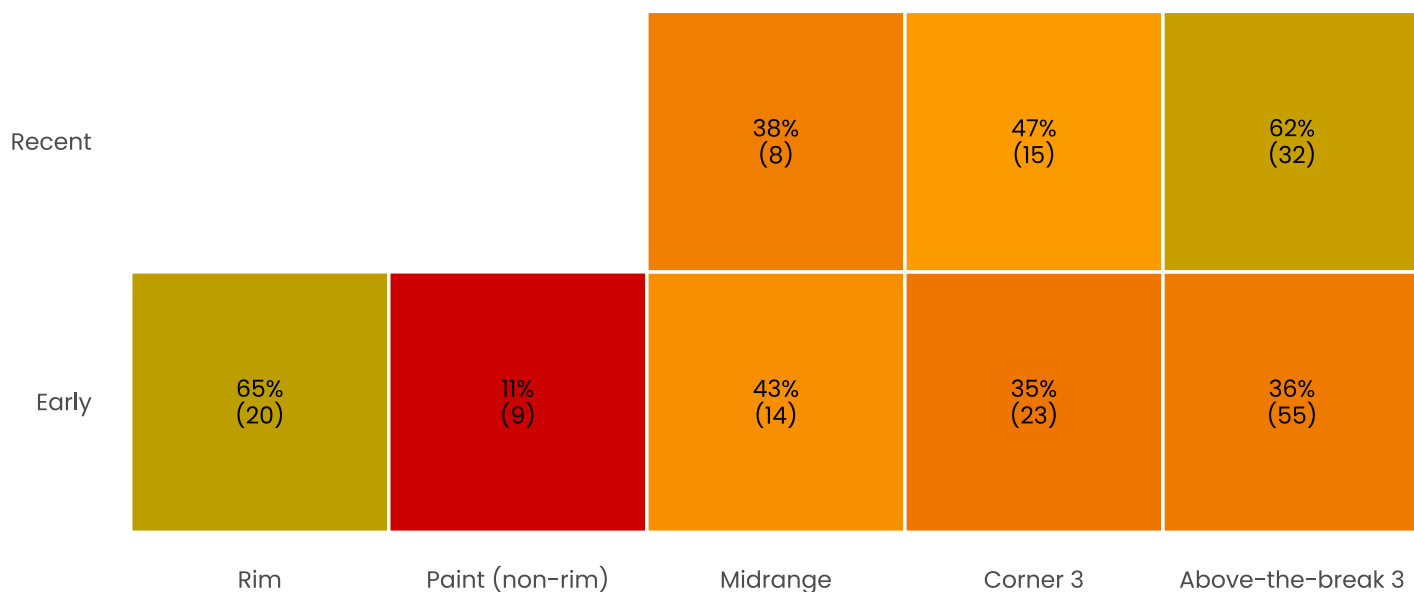
### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+4.7	-0.1	+0.2	+21.1%	+5.6	+0.2	+7%	+13%	0

### 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 +6.5 PPG with TS% up +13.7%. Minutes changed by +1.8 MPG and shot volume changed by +1.1 FGA/G. The biggest zone-level FG% swings were Midrange (+21%) and Rim (+16%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	16	32.9	15.3	5.2	3.8	46.7%	15.2	57%	18%	1.38
Recent	17	34.6	21.8	5.3	4.8	60.4%	16.4	62%	23%	2.41

### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+6.5	0	+1	+13.7%	+1.8	+1.1	+5%	+5%	+1.04

### Shot zone efficiency

#### Derrick White shot zone efficiency (Early vs Recent)

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

Recent	69% (13)	46% (24)	58% (19)	38% (8)	42% (107)
Early	53% (36)	34% (38)	37% (38)	38% (26)	29% (117)
	Rim	Paint (non-rim)	Midrange	Corner 3	Above-the-break 3

## Tyus Jones

Across the second half of games played, Tyus Jones increased production by +3.2 PPG with TS% up +17.4%. Minutes changed by +6.1 MPG and shot volume changed by +1.5 FGA/G. The biggest zone-level FG% swings were Paint (non-rim) (+27%) and Above-the-break 3 (+25%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	18	13.3	1.7	1.8	0.9	32.6%	2.6	50%	0%	0.33
Recent	18	19.4	4.9	3.0	1.3	50.0%	4.1	73%	10%	0.28

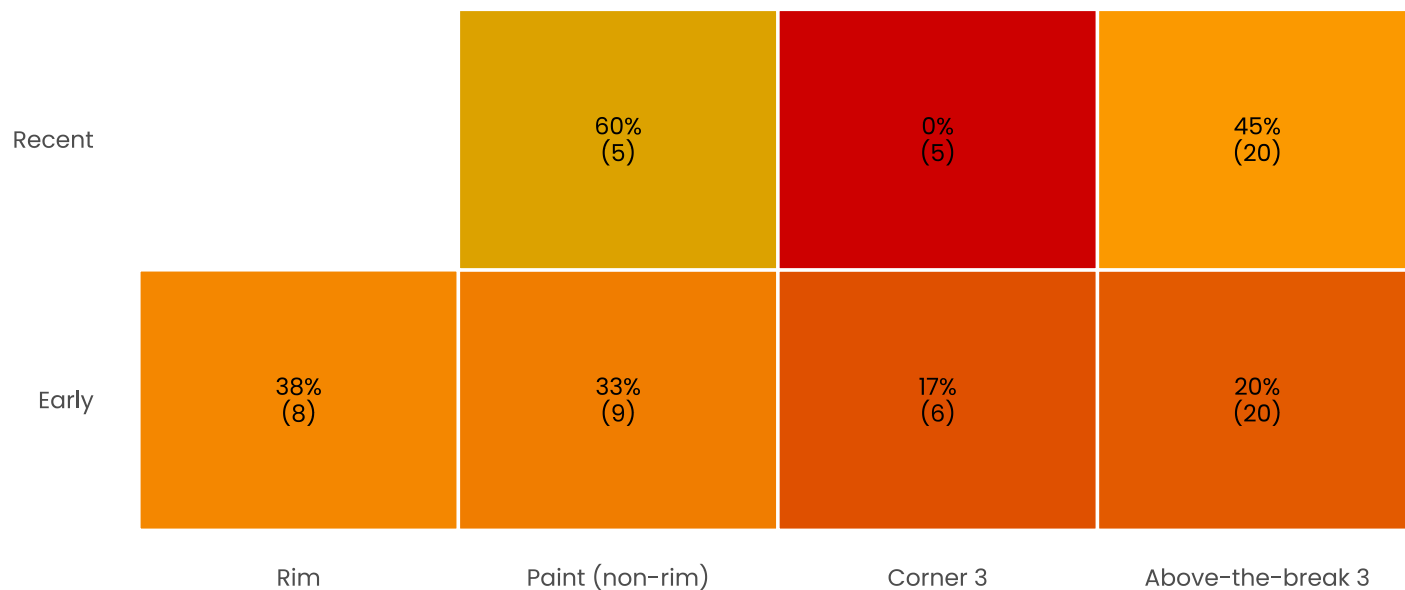
### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+3.2	+1.2	+0.4	+17.4%	+6.1	+1.5	+23%	+10%	-0.06

### 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 -0.6 PPG with TS% up -3.5%. Minutes changed by +2.3 MPG and shot volume changed by -0.4 FGA/G. The biggest zone-level FG% swings were Corner 3 (+14%) and Above-the-break 3 (-14%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	16	22.0	10.2	1.3	6.2	65.1%	7.4	34%	31%	1.25
Recent	16	24.3	9.6	1.0	5.0	61.6%	7.0	31%	29%	1.38

### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
-0.6	-0.3	-1.2	-3.5%	+2.3	-0.4	-3%	-2%	+0.12

### Shot zone efficiency

#### Isaiah Stewart shot zone efficiency (Early vs Recent)

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

Recent	68% (44)	33% (6)	56% (9)	25% (12)
Early	67% (51)	35% (17)	41% (17)	39% (23)
	Rim	Paint (non-rim)	Corner 3	Above-the-break 3

## Jay Huff

Across the second half of games played, Jay Huff increased production by +1.9 PPG with TS% up +8.0%. Minutes changed by +5.4 MPG and shot volume changed by +0.9 FGA/G. The biggest zone-level FG% swings were Rim (+26%) and Corner 3 (+1%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	18	16.7	6.8	0.9	3.3	47.9%	6.0	64%	20%	0.72
Recent	18	22.1	8.7	1.7	4.4	55.9%	6.9	67%	22%	0.89

### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+1.9	+0.8	+1.2	+8.0%	+5.4	+0.9	+3%	+2%	+0.17

### Shot zone efficiency

#### Jay Huff shot zone efficiency (Early vs Recent)

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

Recent	83% (24)		12% (8)	34% (50)
Early	58% (26)	50% (6)	11% (9)	33% (61)
	Rim	Paint (non-rim)	Corner 3	Above-the-break 3



## Anthony Black

Across the second half of games played, Anthony Black increased production by +8 PPG with TS% up +1.3%. Minutes changed by +5.8 MPG and shot volume changed by +6.4 FGA/G. The biggest zone-level FG% swings were Corner 3 (+25%) and Paint (non-rim) (-19%).

### First half vs second half

Window	GP	MPG	PPG	AST/G	REB/G	TS%	FGA/G	3PA Share	FT Rate	TOV/G
Early	18	27.2	11.8	2.7	3.0	53.8%	9.2	35%	37%	2.0
Recent	18	33.0	19.8	4.8	5.2	55.1%	15.6	34%	34%	2.5

### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+8	+2.1	+2.2	+1.3%	+5.8	+6.4	-2%	-3%	+0.5

### Shot zone efficiency

#### Anthony Black shot zone efficiency (Early vs Recent)

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

Recent	64% (112)	33% (48)	18% (22)	55% (33)	29% (65)
Early	64% (72)	52% (21)	8% (12)	29% (17)	33% (43)
	Rim	Paint (non-rim)	Midrange	Corner 3	Above-the-break 3

## Shaedon Sharpe

Across the second half of games played, Shaedon Sharpe increased production by +0.9 PPG with TS% up +0.3%. Minutes changed by +3.4 MPG and shot volume changed by +1.2 FGA/G. The biggest zone-level FG% swings were Paint (non-rim) (-27%) 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	16	27.8	20.9	2.0	4.8	53.6%	17.3	38%	30%	2.81
Recent	16	31.2	21.8	2.8	4.1	53.9%	18.6	29%	21%	3.38

### Change summary

PPG d	AST/G d	REB/G d	TS% d	MPG d	FGA/G d	3PA Share d	FT Rate d	TOV/G d
+0.9	+0.8	-0.7	+0.3%	+3.4	+1.2	-10%	-10%	+0.56

### Shot zone efficiency

#### Shaedon Sharpe shot zone efficiency (Early vs Recent)

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

Recent	67% (107)	23% (44)	34% (70)	30% (10)	40% (81)
Early	64% (99)	50% (22)	37% (43)	30% (10)	25% (88)
	Rim	Paint (non-rim)	Midrange	Corner 3	Above-the-break 3