NBA Strategy Brief

Strategy Brief

Snapshot

- snapshot_id: 'daily-2026-02-11T20-24-42Z'

- generated_at_utc: '2026-02-11T20:25:07Z'

- source: 'deterministic'

What The Bet Is

- Bet type: single-player props (over/under stat lines).

- Not a game-winner (moneyline) strategy.

- Injury and roster checks are used as action gates.

- Tier A = 2+ book quotes for a line; Tier B = a single-book quote.

Executive Summary

- 8 games, 450 candidate lines, 302 eligible plays after gates.

- Eligible plays: '302' out of '450' candidate lines.

- Tier-B mode: 'enabled'. Candidate mix: Tier A '279', Tier B '171'.

- Gated-out lines hidden from this brief: '5'.

- First-page table below shows the top '5' plays across all games.

Action Plan (GO / LEAN / NO-GO)

Top 5 Across All Games

Action	Game	Tier	Ticket	Edge Note	Why
LEAN	IND @ BKN	A	Jay Huff OVER 13.5 points @ +100 (fanduel)	Strong edge (+22.5% est.), Higher stake	Lean only: edge exists (EV 0.225) with non-clean injury status. (tier=A; injury=unknown; roster=active)
LEAN	IND @ BKN	A	Kam Jones OVER 22.5 points+rebounds+assists @ -119 (draftkings)	Strong edge (+21.0% est.), Higher stake	Lean only: edge exists (EV 0.210) with non-clean injury status. (tier=A; injury=unknown; roster=active)
LEAN	IND @ BKN	A	Ben Sheppard OVER 10.5 points @ -109 (draftkings)	Strong edge (+20.7% est.), Higher stake	Lean only: edge exists (EV 0.207) with non-clean injury status. (tier=A; injury=unknown; roster=active)
LEAN	IND @ BKN	B	Kam Jones OVER 13.5 points @ -106 (draftkings)	Strong edge (+20.6% est.), Higher stake	Lean only: edge exists (EV 0.206) with non-clean injury status. (tier=B; injury=unknown; roster=active)
LEAN	WAS @ CLE	A	Tre Johnson OVER 14.5 points @ -102 (fanduel)	Strong edge (+20.3% est.), Higher stake	Lean only: edge exists (EV 0.203) with non-clean injury status. (tier=A; injury=unknown; roster=active)

Game Cards by Matchup

WAS @ CLE

- Tip (ET): '07:10 PM ET'

- Listed plays: '5'

Action	Tier	Ticket	Edge Note	Why
LEAN	A	Tre Johnson OVER 14.5 points @ -102 (fanduel)	Strong edge (+20.3% est.), Higher stake	Lean only: edge exists (EV 0.203) with non-clean injury status.
LEAN	B	Justin Champagnie OVER 1.5 three-pointers @ +173 (draftkings)	Strong edge (+19.6% est.), Higher stake	Lean only: edge exists (EV 0.196) with non-clean injury status.
LEAN	A	Jarrett Allen OVER 16.5 points @ +102 (fanduel)	Strong edge (+18.7% est.), Higher stake	Lean only: edge exists (EV 0.187) with non-clean injury status.
LEAN	B	Will Riley OVER 19.5 points+rebounds+assists @ -103 (draftkings)	Strong edge (+18.0% est.), Higher stake	Lean only: edge exists (EV 0.180) with non-clean injury status.
LEAN	A	Jaylon Tyson OVER 13.5 points @ -111 (draftkings)	Strong edge (+18.0% est.), Higher stake	Lean only: edge exists (EV 0.180) with non-clean injury status.

NYK @ PHI

- Tip (ET): '07:30 PM ET'

- Listed plays: '1'

Action	Tier	Ticket	Edge Note	Why
LEAN	A	Landry Shamet OVER 2.5 three-pointers @ +128 (fanduel)	Strong edge (+18.3% est.), Higher stake	Lean only: edge exists (EV 0.183) with non-clean injury status.

IND @ BKN

- Tip (ET): '07:40 PM ET'

- Listed plays: '5'

Action	Tier	Ticket	Edge Note	Why
LEAN	A	Jay Huff OVER 13.5 points @ +100 (fanduel)	Strong edge (+22.5% est.), Higher stake	Lean only: edge exists (EV 0.225) with non-clean injury status.
LEAN	A	Kam Jones OVER 22.5 points+rebounds+assists @ -119 (draftkings)	Strong edge (+21.0% est.), Higher stake	Lean only: edge exists (EV 0.210) with non-clean injury status.
LEAN	A	Ben Sheppard OVER 10.5 points @ -109 (draftkings)	Strong edge (+20.7% est.), Higher stake	Lean only: edge exists (EV 0.207) with non-clean injury status.
LEAN	B	Kam Jones OVER 13.5 points @ -106 (draftkings)	Strong edge (+20.6% est.), Higher stake	Lean only: edge exists (EV 0.206) with non-clean injury status.
LEAN	A	Jay Huff OVER 5.5 rebounds @ +110 (fanduel)	Strong edge (+20.0% est.), Higher stake	Lean only: edge exists (EV 0.200) with non-clean injury status.

Data Quality

- Model uses market-implied fair probabilities with injury/roster/opponent adjustments.

- Minutes/usage projection uses deterministic v0 rules, not learned distributions.

- SGP/SGPx correlation uses deterministic haircut rules (v0).

- 'unknown_roster' means the roster feed did not return a trusted active/inactive record for that player in that game snapshot.

- 'unknown_event' means event-to-team mapping was missing, so player-to-game roster checks could not be resolved.

Confidence

- Tier A lines are preferred over Tier B by default.

- Model probabilities are market-implied with injury/roster adjustments.