

EXPANDED SCOUTING EDITION

UConn Scouting Report

A SCOUTING REPORT ON UCONN · BASED ON THE 2025–26 SEASON

3-GAME TOURNAMENT SAMPLE · vs Duke · vs Illinois · vs Michigan · 2025–26 Season

ELITE EIGHT

UConn 73–72 DUKE (W 73-72)
UConn PBiR +87

FINAL FOUR

UConn 71–62 ILL (W 71-62)
UConn PBiR +69

NATIONAL CHAMPIONSHIP

UConn 63–69 MICH (L 63-69)
UConn PBiR +37

How to read this book. Every play of UConn's last three games is logged and played back, and each action is graded across **15 universal basketball events** to produce the PBiR — the Playback Index Rating. We show who drives UConn, where their points come from, and where they can be beaten. **We don't make the facts. We report them.** *The point weights stay proprietary.*

THE 15 EVENTS PBiR GRADES

- 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

Breakdowns mark each event ▲ adds value or ▼ costs value; the point values stay proprietary. College games are graded in two halves.

WHAT'S INSIDE

- Page 2** **The Scouting Verdict** — who UConn is and how to beat them, in 60 seconds
- Page 3** **UConn 3-Game Snapshot** — team impact by game & the player leaderboard
- Page 4** **UConn — Highest & Lowest Impact** — every Husky ranked by PBiR
- Page 5** **Game 1 — vs Duke** (Elite Eight) — full head-to-head breakdown
- Page 6** **Duke — Highest & Lowest Impact** — every Blue Devil ranked by PBiR
- Page 7** **Game 2 — vs Illinois** (Final Four) — full head-to-head breakdown
- Page 8** **Illinois — Highest & Lowest Impact** — every Illini ranked by PBiR
- Page 9** **Game 3 — vs Michigan** (Championship) — full head-to-head breakdown
- Page 10** **Michigan — Highest & Lowest Impact** — every Wolverine ranked by PBiR
- Page 11** **Where UConn Scores** — 3-game scoring DNA & tendencies
- Page 12** **Possession Efficiency** — team, opposition & every player, per possession
- Page 13** **Best Five, Weakest Five & the Efficiency Thermometer** — who & when
- Page 14** **UConn Shot Chart** — every shot across the sample, by zone
- Page 15** **Key Players** — the men who decide UConn games
- Page 16** **Vulnerabilities & Keys to the Game** — the scouting payoff
- Page 17** **The Scouting Summary** — the whole book, in plain language

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 PBIR
HALVES +7 / +80

+87
DUKE TEAM PBIR
HALVES +69 / +18

73
UCONN POINTS
5-23 FROM THREE

72
DUKE POINTS
6-15 FROM THREE

UCONN +87				
Player	PBiR	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	PBiR	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-PBiR 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

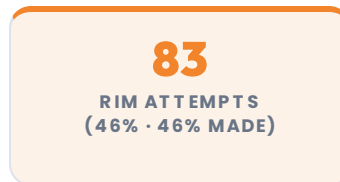
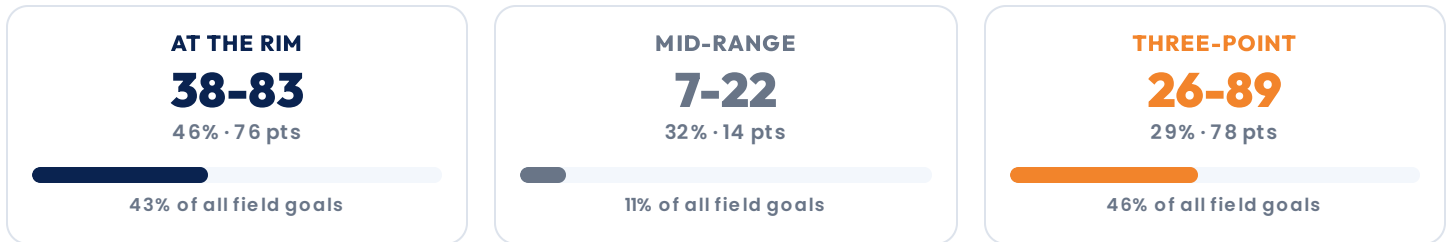
<p>#1</p> <p>Roddy Gayle Jr.</p> <p>+9 +0.36/min</p> <p>25m · 4/4/2 FG 1-4 · 3PT 0-0</p>	<p>#2</p> <p>Will Tschetter</p> <p>+0 +0.00/min</p> <p>6m · 0/1/0 FG 0-1 · 3PT 0-0</p>	<p>#3</p> <p>Yaxel Lendeborg★</p> <p>-4 -0.11/min</p> <p>36m · 13/2/1 FG 4-13 · 3PT 0-5</p>
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Morez 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

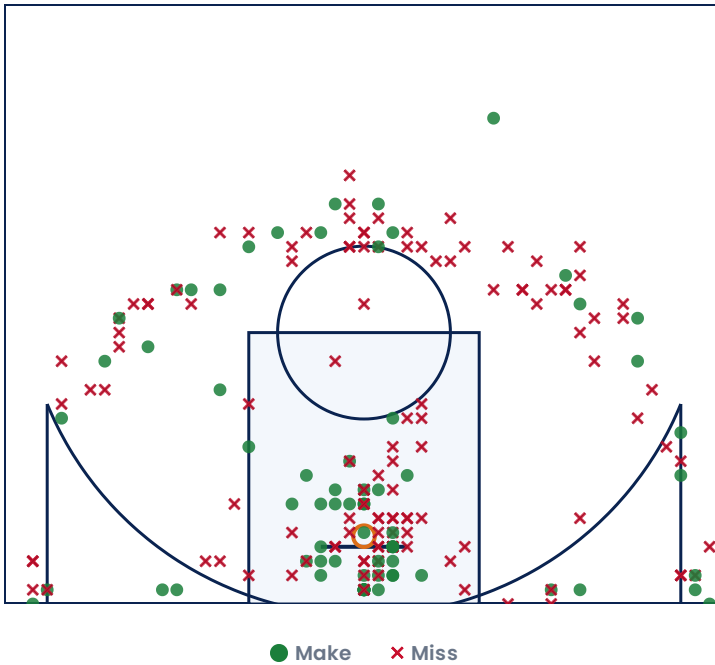
The Read: UConn is ice-cold in the 2nd ten minutes (+22) and red-hot in the final ten (+84) — exactly the second-half team the tape shows. Their best five (Reed, Karaban, Demary, Ross, Smith) carry it; the bottom four are where they leak.

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.