



2025–26 SEASON

Every official action valued. Every sequence finding certified to its stated scope – 2 of 40 games are excluded from sequence findings and named in Appendix B.

MICHIGAN WOLVERINES

THE PBiR SEASON EVALUATION

FIRST – WHAT PBiR IS

PBiR is the **value measure inside** The Possession Report. It converts each recorded action into one certified measure of what a player's actions were worth to their team's possessions. Every made shot, missed shot, rebound, assist, steal, block, turnover and foul carries a value. **Actions that help create, extend or finish a possession add value; actions that waste or damage a possession subtract value.** The box score records what happened. PBiR measures what every action was worth.

THE HEADLINE

MICHIGAN'S MOST VALUABLE PLAYER WAS NOT ITS LEADING SCORER

Aday Mara finished first in total PBiR and first in value per minute, and led the team in 14 of its 40 games. Leading scorer Yaxel Lendeborg (603 points) ranked **#2** by value.

+1,052

SEASON PBiR
more than any teammate

1.13

PBiR PER MINUTE
best on the roster

14

GAMES LED IN PBiR
of 40 played

40

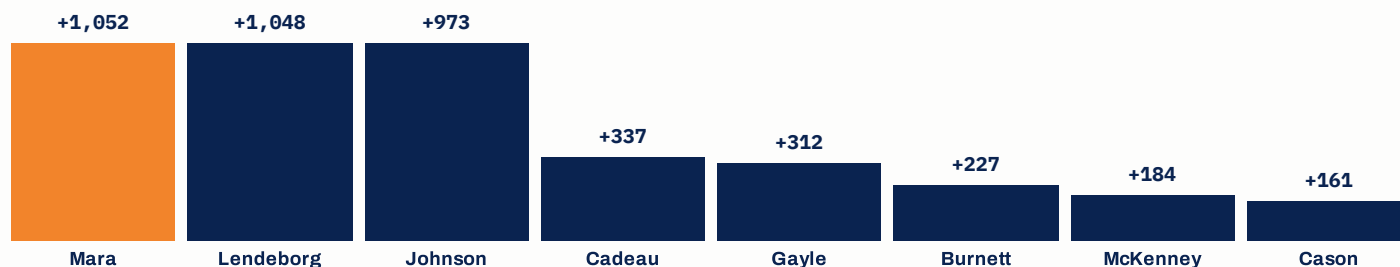
GAMES OF ADDED VALUE
of 40 played

0

NEGATIVE-PBiR GAMES

THE EIGHT MOST VALUABLE PLAYERS ON THIS ROSTER

Total PBiR for the season. Taller is more value produced. All fourteen players are graded on page 4.



WHAT THE WHOLE TEAM DID

Across 40 certified games, this team's players **created 4,474 more units of value than they gave back.** Below is the possession arithmetic underneath that.

2,894

official-box estimated team
possessions
72.3 a game across all 40 games

1.207

points scored
per possession

0.962

points allowed
per possession

+0.245

points won on
an average possession



TWO MINUTES • THEN EVERY PAGE MAKES SENSE

How PBiR works

1 • EVERY ACTION IS GRADED

THESE ADD VALUE

made shot offensive rebound defensive rebound assist steal
block free throw

THESE SUBTRACT VALUE

missed shot turnover foul missed free throw

Add the positive and negative together.
The result is

PBiR

HOW A SEASON SCORE IS BUILT

Season PBiR = PBiR per minute × minutes played

Performance is how much value a player creates every minute on the floor. **Opportunity** is how many minutes they earned across the season. Two players with the same total can be very different players, which is why this report prints the rate and the minutes beside every total.

2 • THE SAME VALUE, FOUR WAYS

ONE PLAYER'S SEASON TOTAL

+1,052

everything that player produced across the season

PBiR PER GAME

26.3

the season total divided by games played

PBiR PER MINUTE

1.13

value produced for each minute on the floor

PBiR PER POSSESSION

0.62

value produced each time the team had the ball

The total shows volume. The rates show efficiency. A bench player with a high per-minute number is a rotation decision waiting to be made, and a season average will never show them to you. Figures above are Aday Mara's.

3 • PLAYER VALUE ADDS UP TO TEAM VALUE

Every player's certified value, added together, is the team's value — there is no separate team number handed down from anywhere. **Which five players on the floor together produced what is measured separately**, from the substitution record, and appears later in this report.

Mara + Lendeborg + Johnson + the other 11 players
=
+4,474
all 14 players, certified

4 • EVERY GAME STANDS ON ITS OWN



Green means the player added value that night. **Red** means they surrendered more than they created. **Grey** means they came out even. **It does not mean the team won or lost that game.** Green, red and grey always add up to the games played.

5 • EVERY PLAYER HAS A NUMBER

Every player on this roster has a PBiR of their own, and a page of their own later in this report — their total, their rate, their best and worst nights, and the exact categories that added value or cost it. **A player cannot argue with a possession, and they cannot hide from one either.** The number moves when the habits move: one fewer turnover, one more defensive rebound secured, one more possession finished. That makes PBiR something a player can compete against — last week's number, the teammate beside them, the standard the staff sets. Coaches get the roster. **Players get themselves.**

WHAT THIS REPORT IS NOT. Not a projection, not a model, not an opinion. Nothing is predicted and nothing is estimated. Season and player totals derive from verified official box-score cells; sequence-dependent findings derive only from games whose event feeds passed the integrity gate, at the scope stated on each page.



THE ANCHOR • WHAT THE BOX SCORE SAYS

The roster, in traditional statistics

This page is the part a coach already has. Every player, ranked the way every other site ranks them — by scoring. Read it, then turn the page.

PLAYER	APPEARANCES	MPG	PPG	RPG	APG	TOTAL POINTS
Yaxel Lendeborg	40	30.2	15.1	6.8	3.2	603
Morez Johnson Jr.	40	25.1	13.1	7.3	1.2	524
Aday Mara	40	23.4	12.1	6.8	2.4	484
Elliot Cadeau	40	27.3	10.5	2.7	5.8	420
Trey McKenney	40	22.0	9.9	2.8	0.9	397
L.J. Cason	28	18.6	8.4	1.9	2.4	234
Nimari Burnett	40	19.8	8.2	2.8	1.2	329
Roddy Gayle Jr.	39	21.0	7.3	3.3	1.3	286
Will Tschetter	40	13.7	3.5	1.9	0.6	141
Winters Grady	9	5.7	2.9	1.1	0.2	26
Oscar Goodman	16	5.2	1.4	1.2	0.4	22
Malick Kordel	14	4.1	1.2	1.5	0.1	17
Charlie May	8	2.4	0.9	0.4	0.1	7
Howard Eisley Jr.	9	1.3	0.3	0.1	0.0	3

THE TURN

That is what the box score says, and it is available anywhere. **Every page from here is what the engine found** — and the order changes.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



WHAT THE ENGINE FOUND

Every player, ranked by PBiR

The same roster as the page before, ordered by what each player's complete production was worth. The last column shows where the scoring line had them and where the engine put them.

#	PLAYER		SEASON PBIR	PBiR PER MINUTE	TOTAL MINUTES	SHARE OF TEAM PBIR	GAMES LED IN PBIR	MOST USED AS	PPG RANK → PBIR RANK
1	Aday Mara		+1,052	1.13	935	24%	14	STARTER	#3 → #1
2	Yaxel Lendeborg		+1,048	0.87	1210	23%	14	STARTER	#1 → #2
3	Morez Johnson Jr.		+973	0.97	1005	22%	11	STARTER	#2 → #3
4	Elliot Cadeau		+337	0.31	1091	8%	0	STARTER	#4 → #4
5	Roddy Gayle Jr.		+312	0.38	819	7%	1	RESERVE	#8 → #5
6	Nimari Burnett		+227	0.29	792	5%	0	STARTER	#7 → #6
7	Trey McKenney		+184	0.21	881	4%	0	RESERVE	#5 → #7
8	L.J. Cason		+161	0.31	522	4%	0	RESERVE	#6 → #8
9	Will Tschetter		+109	0.20	547	2%	0	RESERVE	#9 → #9
10	Malick Kordel		+53	0.91	58	1%	0	RESERVE	#12 → #10
11	Oscar Goodman		+33	0.40	83	1%	0	RESERVE	#11 → #11
12	Charlie May		+0	not published	19	0%	0	RESERVE	#13 → #12
13	Howard Easley Jr.		-6	not published	12	0%	0	RESERVE	#14 → #13
14	Winters Grady		-9	-0.18	51	0%	0	RESERVE	#10 → #14

HOW TO READ THIS TABLE. Season PBiR is per-minute value multiplied by minutes played — the three columns together show what each player produced, how efficient they were while producing it, and how much opportunity they had. A rate is printed once a player passes 40 minutes and is ranked against the roster once they pass 100; below 40 minutes no rate is published, because one good week is not a rate. **SHARE OF TEAM PBiR** is the percentage of the team's total PBiR this player produced — not a share of points, minutes or possessions. In the last column, green means the engine ranks that player higher than the scoring line does; the value comes from work a box score undercounts. Red means the scoring line flatters them. **MOST USED AS** records how the player was used most often; it is not a judgement about which role is better. Full definitions are in Appendix A.

THE ENGINE'S FINDING

This roster had a clear top three. **Aday Mara, Yaxel Lendeborg and Morez Johnson Jr. produced 69% of the team's total value and led it in 39 of 40 games**, with Roddy Gayle Jr. leading the other. And the scoring line had the order wrong: Aday Mara ranked **#3 in points** and **#1 in value**. **The next page is why the order changed.**

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



THE SCORING ORDER WAS NOT THE VALUE ORDER

What changed when every action was counted

Points per game ranked this roster one way. PBIR ranked it again after every make, miss, rebound, assist, steal, block, turnover and foul was valued. **All 14 players appear below**, grouped by which direction they moved and by how far. The last two columns show what earned each grade and what cost it most.

PBIR RANKED THEM HIGHER THAN SCORING DID

their production came from work a scoring rank does not count — recorded in the box score, but not used when ordering players by points

PLAYER	PPG RANK → PBIR RANK	PPG	PBIR	LARGEST VALUE SOURCE	LARGEST VALUE COST	TOTAL MINUTES
Roddy Gayle Jr.	#8 → #5 UP 3	7.3	+312	defensive rebounding	turnovers	819
Aday Mara	#3 → #1 UP 2	12.1	+1,052	two-point scoring	turnovers	935
Malick Kordel	#12 → #10 UP 2	1.2	+53	defensive rebounding	fouls	58
Nimari Burnett	#7 → #6 UP 1	8.2	+227	three-point shooting	missed threes	792
Charlie May	#13 → #12 UP 1	0.9	+0	three-point shooting	turnovers	19
Howard Easley Jr.	#14 → #13 UP 1	0.3	-6	three-point shooting	missed threes	12

PBIR RANKED THEM LOWER THAN SCORING DID

the points are real; the rest of the graded record placed them lower

PLAYER	PPG RANK → PBIR RANK	PPG	PBIR	LARGEST VALUE SOURCE	LARGEST VALUE COST	TOTAL MINUTES
Winters Grady	#10 → #14 DOWN 4	2.9	-9	defensive rebounding	missed threes	51
Trey Mc Kenney	#5 → #7 DOWN 2	9.9	+184	three-point shooting	missed threes	881
L.J. Cason	#6 → #8 DOWN 2	8.4	+161	assists	missed threes	522
Yaxel Lendeborg	#1 → #2 DOWN 1	15.1	+1,048	defensive rebounding	missed threes	1210
Morez Johnson Jr.	#2 → #3 DOWN 1	13.1	+973	defensive rebounding	missed twos	1005

NO MOVEMENT

the scoring rank and the value rank agreed exactly

PLAYER	PPG RANK → PBIR RANK	PPG	PBIR	LARGEST VALUE SOURCE	LARGEST VALUE COST	TOTAL MINUTES
Elliot Cadeau	#4 → #4 NO MOVEMENT	10.5	+337	assists	missed threes	1091
Will Tschetter	#9 → #9 NO MOVEMENT	3.5	+109	defensive rebounding	missed threes	547
Oscar Goodman	#11 → #11 NO MOVEMENT	1.4	+33	defensive rebounding	missed threes	83

THE VERDICT

Roddy Gayle Jr. ranked #8 in scoring and #5 in value — that value is in defensive rebounding, recorded in the box score but not counted by a scoring rank. Winters Grady is the mirror: #10 in scoring, #14 in value, with missed threes costing the grade most. Both facts are certified. Only one of them shows up on a stat sheet.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



WHO CARRIED THE SEASON • AND WHERE THE ROTATION NEEDS ANOTHER LOOK

Highest and lowest season totals

Ranked by certified season PBiR, with games and minutes beside it, because a season total is a product of rate and opportunity. **ADDED** and **SURRENDERED** count the games where a player finished with net positive or net negative value; **EVEN** counts games that graded flat.

FIVE HIGHEST INDIVIDUAL PBiR TOTALS

the most complete production on the roster — these are individual totals, not a five-player unit; which five produced together is measured later in this report

RANK	PLAYER	PBiR	GAMES	TOTAL MINUTES	PBiR PER MINUTE	POSITIVE	NEGATIVE	ZERO
#1	Aday Mara	+1,052	40	935	1.13	40	0	0
#2	Yaxel Lendeborg	+1,048	40	1210	0.87	37	3	0
#3	Morez Johnson Jr.	+973	40	1005	0.97	39	0	1
#4	Elliot Cadeau	+337	40	1091	0.31	31	7	2
#5	Roddy Gayle Jr.	+312	39	819	0.38	27	11	1

FIVE LOWEST SEASON PBiR TOTALS

a low season total can reflect negative production, few minutes, or both — read the total beside the per-minute rate and the minutes

RANK	PLAYER	PBiR	GAMES	TOTAL MINUTES	PBiR PER MINUTE	POSITIVE	NEGATIVE	ZERO
#10	Malick Kordel	+53	14	58	0.91	11	1	2
#11	Oscar Goodman	+33	16	83	0.40	9	4	3
#12	Charlie May	+0	8	19	not published	3	2	3
#13	Howard Eisley Jr.	-6	9	12	not published	2	3	4
#14	Winters Grady	-9	9	51	-0.18	3	6	0

MIDDLE 4

#6 Nimari Burnett, #7 Trey McKenney, #8 L.J. Cason, #9 Will Tschetter. They rank between the two groups above; the full roster board is on page 4.

THE READ

The five highest producers accounted for **83% of this team's total value**, and the top three alone for **69%**. Only **2** players finished the season with negative value. And Malick Kordel sits in the lowest five on total while producing **0.91 per minute** across 58 minutes in 14 games. That is a short sample and a question for the staff, not an answer from the record.

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VALUE PER MINUTE ON THE FLOOR

Who is efficient with their minutes

Total production rewards the player who plays. This page rewards the player who produces while on the floor.

Every player on the roster appears here. A qualifying minimum of 100 minutes marks which rates carry a real sample — it does not remove anyone from the page.

PLAYER	PBIR PER MINUTE	RATE	TOTAL MINUTES	GAMES	PBIR PER GAME	PBIR/MIN RANK
Aday Mara		1.13	935	40	26.3	QUALIFIED RANK #1
Yaxel Lendeborg		0.87	1210	40	26.2	QUALIFIED RANK #3
Morez Johnson Jr.		0.97	1005	40	24.3	QUALIFIED RANK #2
Elliot Cadeau		0.31	1091	40	8.4	QUALIFIED RANK #5
Roddy Gayle Jr.		0.38	819	39	8.0	QUALIFIED RANK #4
Nimari Burnett		0.29	792	40	5.7	QUALIFIED RANK #7
Trey McKenney		0.21	881	40	4.6	QUALIFIED RANK #8
L.J. Cason		0.31	522	28	5.8	QUALIFIED RANK #6
Will Tschetter		0.20	547	40	2.7	QUALIFIED RANK #9
Malick Kordel *		0.91	58	14	3.8	LIMITED SAMPLE
Oscar Goodman *		0.40	83	16	2.1	LIMITED SAMPLE
Charlie May *		not published	19	8	0.0	RATE NOT PUBLISHED
Howard Eisley Jr. *		not published	12	9	-0.7	RATE NOT PUBLISHED
Winters Grady *		-0.18	51	9	-1.0	LIMITED SAMPLE

TWO THRESHOLDS, TWO DIFFERENT QUESTIONS. A rate becomes stable enough to **publish** at 40 minutes, and stable enough to **rank** against a full season at 100. Players between the two are printed in grey and marked LIMITED SAMPLE: the number is real arithmetic and the coach should see it, but it is not ranked. Below 40 minutes no rate is published at all — one good week is not a rate. **Every player appears on this page either way.**

THE READ

The gap between the top three and the rest of this rotation is the story on this page: 0.99 a minute across the top three against 0.28 for every other qualified player — 249% more value from every minute those three were on the floor. **Malick Kordel is the row worth a conversation.** A rate of 0.91 a minute would place Kordel inside that top group, but 58 minutes is too short a sample to rank against a season, so the engine does not rank it. That is a question for the staff, not an answer from the record.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



GAME BY GAME • POSITIVE-GAME CONSISTENCY ACROSS THE SEASON

Who you could count on

One cell per game, in order, for all 40 games of the season and for every player on the roster. **Green** is a game that added value, **red** a game that surrendered more than it created, **grey** a game that graded flat at zero, and an **empty outlined cell** is a game the player did not appear in. Those four always add to 40. **This page measures how often, not how much** — a +1 night and a +59 night each count as one green game.

PLAYER	THE SEASON, GAME BY GAME	POSITIVE	NEGATIVE	ZERO	DID NOT PLAY	TOTAL MINUTES	POSITIVE % OF APPEARANCES	HIGH GAME	LOW GAME
Aday Mara		40	0	0	0	935	100%	+59	+5
Yaxel Lendeborg		37	3	0	0	1210	92%	+68	-9
Morez Johnson Jr.		39	0	1	0	1005	98%	+47	+0
Elliot Cadeau		31	7	2	0	1091	78%	+27	-13
Roddy Gayle Jr.		27	11	1	1	819	69%	+29	-8
Nimari Burnett		26	14	0	0	792	65%	+27	-13
Trey McKenney		27	11	2	0	881	68%	+23	-14
L.J. Cason		19	9	0	12	522	68%	+24	-12
Will Tschetter		24	12	4	0	547	60%	+14	-8
Malick Kordel *		11	1	2	26	58	79%	+8	-1
Oscar Goodman *		9	4	3	24	83	56%	+9	-3
Charlie May *		3	2	3	32	19	38%	+4	-6
Howard Eisley Jr. *		2	3	4	31	12	22%	+4	-6
Winters Grady *		3	6	0	31	51	33%	+9	-5

* **QUALIFYING MINIMUM: 100 MINUTES.** 5 players on this roster fell below it — Malick Kordel (58 min), Oscar Goodman (83 min), Charlie May (19 min), Howard Eisley Jr. (12 min), Winters Grady (51 min). Their records are printed in full and in roster order like everyone else; the percentage is shown in grey because the sample is too small to rank against a full season. **Nothing is excluded from this page.**

THE VERDICT

Aday Mara and Morez Johnson Jr. never graded negative in a single game this season. By comparison, **4 rotation players recorded 11 or more negative games.** A season average cannot show you that. The game-by-game record can.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



THE WHOLE TEAM, NOT ONE PLAYER • DID THIS PROGRAM TRAVEL

What happened when the league started

Translation measures how well production carries from non-conference competition into conference play. This is the number that matters first: what the **whole roster** produced per game before the conference schedule began, against what it produced once it did. A national championship is on the record either way — but these are two different teams, and the season average prints only one of them.

127.9

PBIR PER GAME
NON-CONFERENCE • 17 GAMES

100.0

PBIR PER GAME
CONFERENCE • 23 GAMES

-21.8%

CONFERENCE DROP
PRODUCTION LOST ONCE
LEAGUE PLAY BEGAN

+4,474

SEASON TOTAL
2,174 NON-CONF + 2,300
CONF

WHO CARRIED THEIR GAME INTO CONFERENCE PLAY

rotation players who lost less than two points of production a game — what you are actually returning

PLAYER	NON-CONF	CONFERENCE	CHANGE	CHANGE
Aday Mara	26.2	26.4	+0.2	+1%
Yaxel Lendeborg	27.3	25.4	-1.9	-7%
Morez Johnson Jr.	25.2	23.7	-1.5	-6%
Elliot Cadeau	9.1	8.0	-1.1	-12%
L.J. Cason	6.7	5.2	-1.5	-22%
Will Tschetter	3.7	2.0	-1.7	-46%

WHOSE PRODUCTION DROPPED

rotation players who gave back two or more a game once the league started — the questions for next season

PLAYER	NON-CONF	CONFERENCE	CHANGE	CHANGE
Roddy Gayle Jr.	13.0	4.1	-8.9	-68%
Nimari Burnett	9.2	3.0	-6.2	-67%
Trey McKenney	6.9	2.9	-4.0	-58%

LIMITED CONFERENCE SAMPLE

fewer than 20 appearances — their records are printed, but a conference split off this many games is not evidence a staff should act on

PLAYER	NON-CONF	CONFERENCE	CHANGE	CHANGE
Oscar Goodman	1.9	2.5	+0.6	+32%
Malick Kordel	4.3	2.0	-2.3	-53%
Howard Eisley Jr.	-0.4	-1.5	-1.1	-275%
Winters Grady	-1.3	0.0	+1.3	+100%
Charlie May	0.0	0.0	+0.0	+0%

THE READ

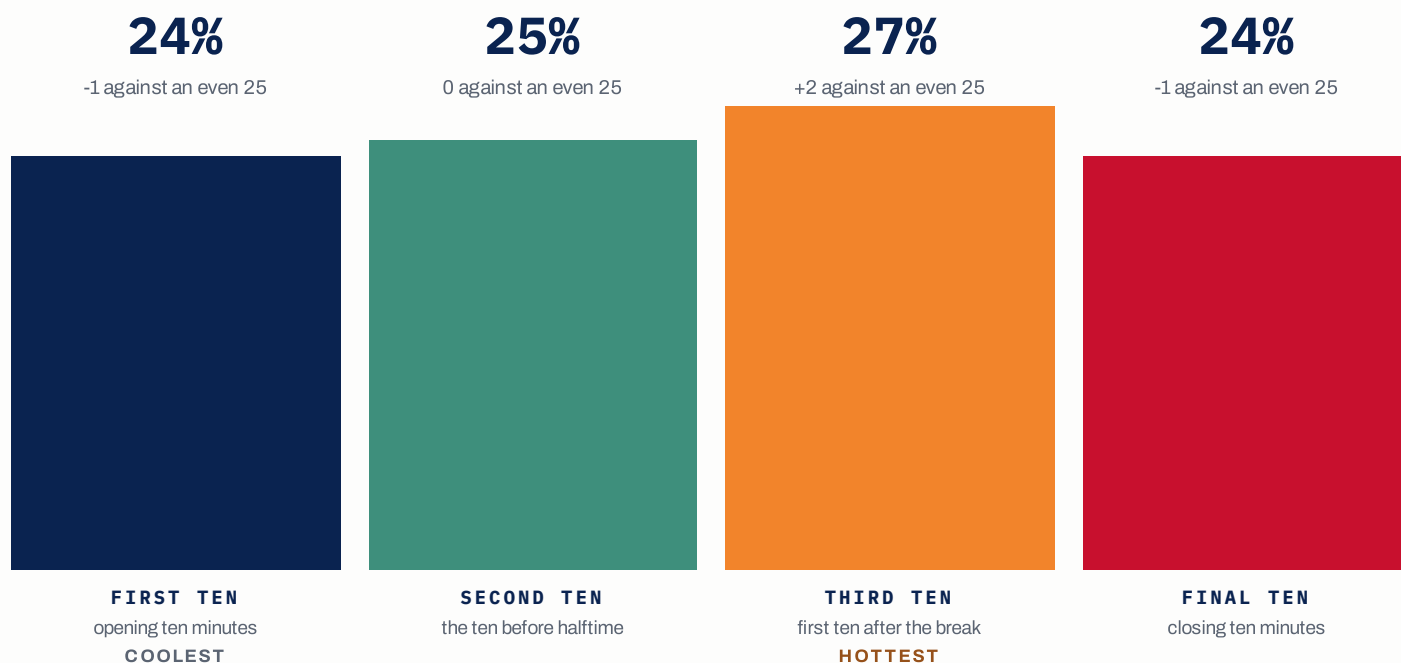
This roster produced **127.9 a game before the league** and **100.0 inside it** — it produced **22% less** once the schedule got harder. **The season average hides that.**



WHEN DID YOUR TEAM CREATE ITS VALUE?

The Efficiency Thermometer

A **window** is a defined segment of game time — here, ten minutes. Regulation divides into four of them; **overtime actions are assigned to the final window**, so an overtime game adds to that window rather than creating a fifth. Every game splits into four of them, two in each half, and each column is the share of this team's certified value produced in that stretch. **Four windows means an even game puts 25% in each one** — so anything above 25 is a stretch where this team did more than its share of its season's work, and anything below is a stretch where it did less.



EACH PLAYER'S HOTTEST AND COOLEST STRETCH

PLAYER	HOTTEST WINDOW	SHARE	COOLEST WINDOW	SHARE	AGAINST THE TEAM
Aday Mara	Third Ten	29%	Second Ten	22%	same stretch as the team
Yaxel Lendeborg	Third Ten	29%	First Ten	22%	same stretch as the team
Morez Johnson Jr.	Second Ten	32%	Final Ten	20%	a different stretch

Player windows are published for the 3 whose play-by-play text **reconciles** — that is, the records **agree closely enough with the official box score** to certify the split. The withheld splits are itemised in Appendix B. **The team columns above use every value-bearing play of every game, with nothing withheld.**

THE READ

This team did its heaviest work in the **third ten** — the first ten after the break — producing **27% of its season value there** against 24% in the first ten. On an even night every window carries 25%. That is a **3-point spread between this team's strongest stretch and its thinnest**, and it says when a staff was getting its money and when it was not.

SCOPE • This module reads the event sequence and includes 38 of 40 games. It is not full-season.
• feed-integrity rule v1.0



WHERE THE SHOTS CAME FROM • AND WHERE THEY WERE ALLOWED

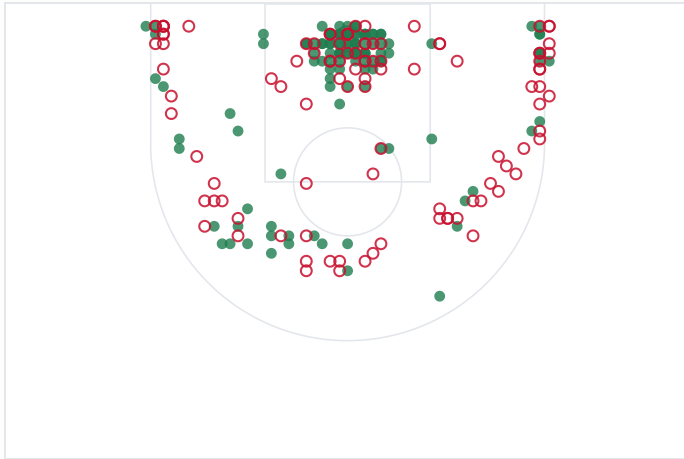
The shot profile

Every located attempt of 40 certified games, plotted where it happened. Basket at the top. Green filled is a make, red ring is a miss. **Each court shows a readability sample of the located attempts; every percentage and zone total on this page uses the full certified set, not the sample.** A representative sample drawn for readability; the counts beside them are certified totals.

WHAT MICHIGAN TOOK

2,409

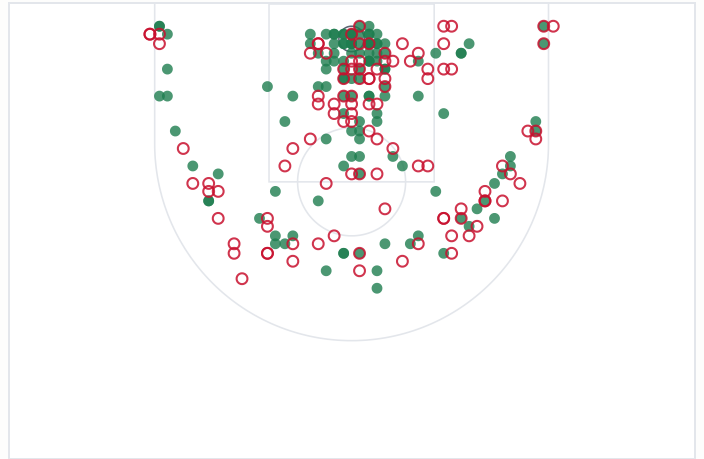
located attempts



WHAT THEY ALLOWED

2,563

located attempts faced



50.7

FIELD GOAL %
1,221 OF 2,408

36.8

THREE-POINT %
367 OF 998

38.2

ALLOWED
OPPONENT FIELD GOAL %

30.4

ALLOWED
OPPONENT THREE-POINT %

BY ZONE • TAKEN AND ALLOWED

ZONE	MADE	ATTEMPTS	PCT	ALLOWED MADE	ALLOWED ATT	ALLOWED PCT	PCT-POINT DIFF
AT THE RIM	516	726	71.1%	278	471	59.0%	+12.1
IN THE PAINT	306	617	49.6%	276	726	38.0%	+11.6
MIDRANGE	32	67	47.8%	94	281	33.5%	+14.3
CORNER THREE	149	400	37.2%	88	273	32.2%	+5.0
ABOVE THE BREAK	218	599	36.4%	242	812	29.8%	+6.6

WHY THIS MATTERS. This page shows where your offence generated its value and where your defence gave it away — the shot profile that defined the season. **How the engine uses it:** PBiR values a make and charges a miss, so where the shots came from is the geography behind the scoring side of every grade in this report.

WHERE THE TWO RECORDS DISAGREE. The official box score credits this team with 2,408 field goal attempts. The play-by-play location feed carries 2,409 located shooting events — 1 more. The official box score controls the certified totals: every percentage and zone total on this page is computed on the official count, and the 1 unmatched located event is plotted but not counted. The discrepancy is identified in Appendix B.

THE READ

This team's biggest edge was **midrange**, where it shot **47.8% against the 33.5% it allowed** — +14.3 points of advantage. It finished ahead of its opponents in every zone on the floor. **Shot geography is what a possession is made of**, so this profile sits underneath every grade in this report.

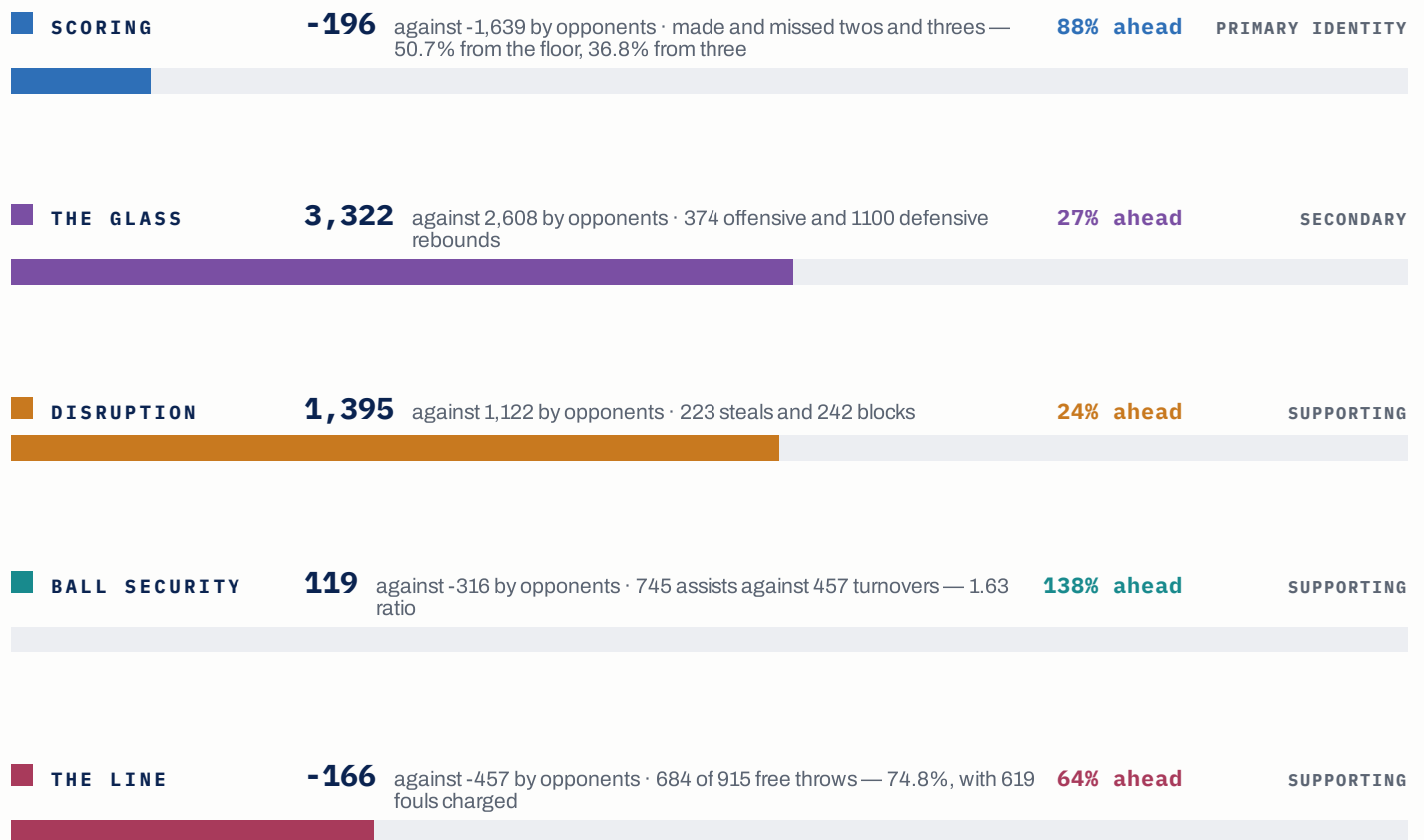


WHAT THIS TEAM IS, ON THE INSIDE

Team DNA — the five strands

DNA is not what shows on the outside. These are the five things a possession is made of, and how much of each this team won across 40 certified games. The bar is this team's share against everything its opponents produced. **“Ahead” is how far this team out-produced its opponents in that strand**; the tier on the right is where that strand placed among the five.

THESE FIVE ADD UP. Every strand is measured in PBiR, and no action is counted twice — free throws and fouls belong to THE LINE only. The five strands sum to **+4,474**, which is this team's season PBiR exactly.



WHAT THEY WERE BEST AT

Ball Security

138% ahead of what opponents produced — the widest proportional edge on the roster

WHERE THE ADVANTAGE CAME FROM

Scoring

+1,443 PBiR clear of opponents — this team's largest margin — more than any other strand

THE DNA

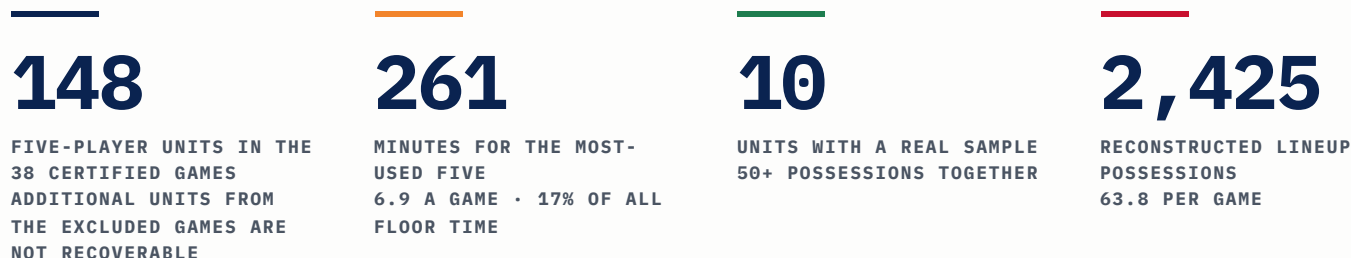
This team won all five strands. **Its widest edge was ball security**, 138% ahead of what its opponents produced — but **the advantage itself came mostly from scoring**, which produced the largest PBiR margin over opponents at +1,443, with the glass next at +714. **Those are two different answers to “who are we”** — the first is what this team did best, the second is what actually carried it — and a staff needs both, because the habits that carry a season are the ones the staff can measure against next season as the roster around them changes.



HOW THIS TEAM WAS REALLY BUILT • THE ROTATION BEHIND THE SEASON

**38 games. 1,525 minutes.
148 different fives.**

A five-player unit exists only until one of the five sits down. That is why no lineup plays most of a game — and why which five you use, and when, is a decision rather than an accident. Here is what Michigan Wolverines actually did with 1,525.0 minutes of basketball.



ALL 148 UNITS, BANDED BY HOW MUCH THEY ACTUALLY PLAYED

Almost every combination a staff uses appears for a handful of possessions and then never again.



The bottom band is the reason most lineup numbers you have seen elsewhere are noise — a five that went +12 across four possessions will top any list that does not ask how long it was out there.

HOW TO READ THESE LINEUP PAGES. 1 — Only established samples are ranked. Established sample: 50 or more possessions together. **Developing sample:** 20 to 49. **Limited sample:** fewer than 20, never ranked. A five that went +12 across four possessions is not a proven unit. **2 — Per 100 possessions scales production to the same number of possessions** so lineups with different playing time compare fairly. Total and rate are both printed, always. **3 — Every lineup is reconciled** against the official substitutions and published minutes before it prints.

THE POINT

Only 10 of this team's 148 five-player units played together long enough to draw a reliable conclusion from — 7%. That is not a flaw in the season; it is what a rotation looks like once you count it honestly. Games whose event sequence does not pass the applicable feed-integrity gate are excluded from lineup-dependent findings. Nothing is repaired or estimated.

SCOPE • Lineup analysis includes 38 of 40 games. 2 games were excluded because their event sequences did not pass the feed-integrity gate. • feed-integrity rule v1.0



WHICH FIVE ACTUALLY PRODUCED

Your five-player units, ranked

Every combination with a real sample — 50 or more possessions together — ranked by what it produced every hundred times it had the ball. The last two columns show how much of the season each one actually played.

Highest-rate established lineup means exactly that: the best rate among units with a real sample, not a claim about a unit that played four possessions.

230.7		163.9		+66.8		4.7x	
BEST ESTABLISHED UNIT 88 POSSESSIONS • 1.5 MIN A GAME		MOST-USED FIVE 410 POSSESSIONS • 6.9 MIN A GAME		THE GAP PER 100 POSSESSIONS		THE SAMPLE DIFFERENCE MOST-USED FIVE'S POSSESSIONS AGAINST THE OTHER'S	
#	THE FIVE		PBIR PER 100	TOTAL PBIR	POSSESSIONS	TOTAL MINUTES	MIN / GAME
1	Mara • Cadeau • Gayle • McKenney • Lendeborg BEST ESTABLISHED UNIT		230.7	+203	88	58.5	1.5
2	Mara • Cason • Gayle • McKenney • Lendeborg		207.1	+145	70	38.5	1.0
3	Mara • Cadeau • Burnett • Gayle • Lendeborg		198.7	+151	76	46.2	1.2
4	Mara • Cadeau • Johnson • Burnett • Lendeborg MOST-USED FIVE		163.9	+672	410	260.9	6.9
5	Cadeau • Johnson • McKenney • Tschetter • Lendeborg		158.9	+89	56	31.4	0.8
6	Cadeau • Johnson • Burnett • Gayle • Lendeborg		158.2	+299	189	118.2	3.1
7	Cadeau • Johnson • Gayle • McKenney • Lendeborg		147.5	+118	80	53.5	1.4
8	Cadeau • Johnson • Burnett • McKenney • Lendeborg		144.7	+110	76	47.6	1.3
9	Cason • Johnson • Gayle • McKenney • Lendeborg		141.5	+75	53	30.5	0.8
10	Mara • Cason • Gayle • McKenney • Tschetter		115.7	+118	102	70.0	1.8

THIS PAGE IDENTIFIES WHAT HAPPENED, NOT WHAT SHOULD HAVE HAPPENED. Rotation decisions carry defence, foul trouble, injuries, matchups, fatigue and score situation — none of which appear in a production rate. A unit that produced at a high rate in limited opportunity has not been shown to be the better choice over a season; it has been shown to be worth studying.

PBIR DISCOVERY

This team's highest-producing established lineup was not its most-used five. **Mara • Cadeau • Gayle • McKenney • Lendeborg produced 230.7 per 100** across 88 possessions; the most-used five produced **163.9** across 410 — 4.7 times the opportunity, which is what made it the staff's foundation. **The question is not whether to replace the starters.** It is what that other combination brought to the floor, and whether it can be repeated.

SCOPE • Lineup analysis includes 38 of 40 games. 2 games were excluded because their event sequences did not pass the feed-integrity gate. • feed-integrity rule v1.0



WHAT THE TEAM WAS WORTH WITH EACH PLAYER — AND WITHOUT

On the floor, off the floor

Players with the largest positive swings were consistently present when this team created value. For every player with 100 or more minutes: what this team produced per minute while that player was on the court, against what it produced while they sat. **A swing is the difference between the team's production rate with a player on the floor and its rate with that player off it — on-court rate minus off-court rate.** This does not show they produced it — teammates, opponents and game situation all move a swing — but it says plainly which players were present when the team played well. **The minutes in this table are reconstructed minutes** — they count only the games whose substitutions reconciled to the published box score, so they run below the season minutes printed earlier in this report. Every rate here is computed inside that same certified window.

PLAYER	TOTAL MINUTES	ON / MIN	OFF / MIN	SWING ON - OFF
Yaxel Lendeborg	1147	2.93	2.17	+0.76
L.J. Cason	483	2.87	2.68	+0.19
Aday Mara	895	2.82	2.64	+0.18
Trey McKenney	839	2.79	2.69	+0.10
Will Tschetter	531	2.75	2.74	+0.01
Nimari Burnett	757	2.66	2.82	-0.16
Elliot Cadeau	1041	2.68	2.87	-0.19
Roddy Gayle Jr.	785	2.60	2.90	-0.30
Morez Johnson Jr.	954	2.62	2.95	-0.33

THE COMBINATIONS THAT WORKED

two-player pairs with 40 or more minutes together, by value produced per minute on the floor

PAIR	PBIR / MIN	TOTAL	MINUTES TOGETHER
Cason + Burnett	3.51	+259	74
Cason + Lendeborg	3.42	+905	265
Tschetter + Lendeborg	3.25	+863	266
Cadeau + Cason	3.13	+389	124
McKenney + Lendeborg	3.11	+1,588	511
Mara + Lendeborg	3.07	+2,058	670

PBIR DISCOVERY

Yaxel Lendeborg produced the largest positive on/off impact on this roster. The team created value at 2.93 a minute with that player on the floor against 2.17 while they sat — a swing of +0.76 across 1147 reconstructed minutes. Morez Johnson Jr. carries the largest negative at -0.33. **This does not prove causation** — it identifies one of the strongest relationships in the season. A swing is not blame; it is a question worth asking about who they played beside.

SCOPE • On/off and pair findings include 38 of 40 games; 2 games excluded. • feed-integrity rule v1.0

WHOEVER CONTROLS THE RUNS CONTROLS THE GAME

Momentum, measured

Who was actually on the floor when games changed?

A run is 8 or more consecutive points scored by one team without the other team scoring. That is objective and reproducible — anyone with the same certified event sequence counts the same runs. **This page carries two scopes:** run counts use every game whose scoring sequence is usable; player and lineup exposure additionally needs a reconstructable substitution clock, so its set is smaller. Each figure states the games behind it. Run counts cover 40 games, then asks who was on the floor while they happened.

73 RUNS THIS TEAM WENT ON 764 POINTS INSIDE THEM	22 RUNS IT GAVE UP 196 POINTS INSIDE THEM	17 v 2 RUNS OF 12+ POINTS FOR AGAINST	21 LONGEST RUN OF THE SEASON LONGEST ALLOWED 12
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EXPOSURE TO RUNS • MINUTES ON THE FLOOR WHILE A RUN WAS HAPPENING

Reconstructed from the 37 games whose substitutions reconciled to the published minutes. Every player on the roster appears; a qualifying minimum of 100 minutes marks which figures carry a real sample.

PLAYER	MIN ON OUR RUNS	MIN ON THEIR RUNS	NET	RATIO OURS : THEIRS	TOTAL MIN	OWN MIN IN A RUN
Yaxel Lendeborg	157.8	26.2	+131.6	6.0 : 1	1106	14%
Morez Johnson Jr.	139.9	26.7	+113.2	5.2 : 1	924	15%
Aday Mara	124.7	23.3	+101.4	5.4 : 1	875	14%
Elliot Cadeau	132.1	31.3	+100.8	4.2 : 1	1008	13%
Trey McKenney	124.2	24.7	+99.5	5.0 : 1	819	15%
L.J. Cason	85.0	6.6	+78.4	12.9 : 1	489	17%
Roddy Gayle Jr.	98.3	26.2	+72.1	3.8 : 1	755	13%
Nimari Burnett	97.0	28.5	+68.5	3.4 : 1	735	13%
Will Tschetter	82.4	14.6	+67.8	5.6 : 1	502	16%
Winters Grady *	8.9	1.8	+7.1	4.9 : 1	47	19%
Oscar Goodman *	9.9	3.7	+6.2	2.7 : 1	82	12%
Malick Kordel *	8.9	3.2	+5.7	2.8 : 1	56	16%
Howard Easley Jr. *	1.1	0.0	+1.1	no runs against	11	10%
Charlie May *	0.0	0.1	-0.1	0.0 : 1	17	0%

THE FIVES WITH THE BEST RUN DIFFERENTIAL

units with 40 or more reconstructed minutes together — minutes shown so the sample is never hidden

THE FIVE	MIN ON OUR RUNS	MIN ON THEIR RUNS	NET	MIN TOGETHER
Mara • Cadeau • Johnson • Burnett • Lendeborg	32.6	6.5	+26.1	246.7
Cadeau • Johnson • Burnett • Gayle • Lendeborg	15.5	5.1	+10.4	115.4
Mara • Cadeau • Gayle • McKenney • Lendeborg	9.8	2.5	+7.3	56.4
Mara • Cason • Gayle • McKenney • Tschetter	8.1	2.3	+5.8	64.0
Cadeau • Johnson • Burnett • McKenney • Lendeborg	6.4	1.1	+5.3	46.5

WHAT THIS PAGE MEASURES, AND WHAT IT DOES NOT. It measures **exposure** — how long a player was on the floor while a run was under way, on both sides. **Presence is not cause** — nothing here shows that a player started a run, and no lineup on this page is being recommended as a way to start one. Teammates, opponents, foul trouble and score situation all put players on the floor at particular moments. **Read the ratio beside the total minutes:** a high ratio on a short season is a different fact from a high ratio on a long one, and the ratio describes **when** a player was on the floor relative to runs — not their overall value, which is graded elsewhere in this report. * 5 player(s) fall below 100 minutes and are marked; their figures are printed in full.

PBIR DISCOVERY

This team did not simply go on more runs than its opponents — **73 against 22**, and **17 of 12 points or more against 2**. It had the **same core players on the floor while those runs happened**. L.J. Cason spent 85 minutes inside this team's runs against 6.6 inside its opponents' — the widest ratio on the roster. These are the players and lineups **most consistently present when momentum shifted in this team's favour**. That is a relationship worth studying, not a claim about who created it.

SCOPE • This module reads the event sequence and includes 38 of 40 games. It is not full-season. • feed-integrity rule v1.0



WHAT KIND OF ROSTER WAS THIS?

Roles the certified record supports

Not a projection — a read of what 40 graded games actually show about how this roster produced. Every name is placed by its own PBiR record, nothing else.

THE ENGINE

These three carried this roster.

Together they produced +3,073 of the team's +4,474 — 69% of everything it created.

Aday Mara

+1,052

26.3 a game · 14 games led

Yaxel Lendeborg

+1,048

26.2 a game · 14 games led

Morez Johnson Jr.

+973

24.3 a game · 11 games led

WHO LED THE TEAM, AND HOW OFTEN

the player with the highest certified grade on the night — a number no box score publishes

PLAYER	GAMES LED IN PBIR			SHARE	SEASON PBIR
Aday Mara	14	of 40		35%	+1,052
Yaxel Lendeborg	14	of 40		35%	+1,048
Morez Johnson Jr.	11	of 40		28%	+973
Roddy Gayle Jr.	1	of 40		2%	+312

THE STARTERS • 5 PLAYERS

+3,637

THE BENCH • 9 PLAYERS

+837

81% of the roster's value · Aday Mara · Yaxel Lendeborg · Morez Johnson Jr. · Elliot Cadeau · Nimari Burnett

19% of the roster's value · Roddy Gayle Jr. · Trey McKenney · L.J. Cason · Will Tschetter · Malick Kordel · Oscar Goodman · Charlie May · Howard Easley Jr. · Winters Grady

THE WORKHORSES

Yaxel Lendeborg · Elliot Cadeau · Morez Johnson Jr.
carried the most minutes

ROTATION QUESTIONS

Roddy Gayle Jr. · L.J. Cason
top per-minute production in a limited role — their rates and lineup results warrant further staff review

WHAT DRIVES THE GRADES ON THIS ROSTER

DEFENSIVE REBOUNDING

7 players

Yaxel Lendeborg · Morez Johnson Jr. · Roddy Gayle Jr. · Will Tschetter · Malick Kordel · Oscar Goodman · Winters Grady

THREE-POINT SHOOTING

4 players

Nimari Burnett · Trey McKenney · Charlie May · Howard Easley Jr.

ASSISTS

2 players

Elliot Cadeau · L.J. Cason

TWO-POINT SCORING

1 player

Aday Mara

THESE ARE NOT LINEUPS.

Every player here is placed by their own certified grade, not by who they stood beside. Five-player units are reconstructed separately on the lineup pages.



THE ENGINES • PLAYER FILE • RANKED #1 OF 14

Aday Mara

The engine identified Aday Mara as this team's most valuable player — ranked #1 by total value despite finishing #3 in scoring, and the highest rate among players with 100 or more minutes at 1.13 a minute.

Aday Mara produced +1,052 PBiR across 40 certified games — 26.3 a game, 1.13 a minute.

Most of that value came from two-point scoring. The largest deduction against it was turnovers. The scoring line ranked Mara #3; the engine ranks Mara #1.





THE ENGINES • PLAYER FILE • RANKED #2 OF 14

Yaxel Lendeborg

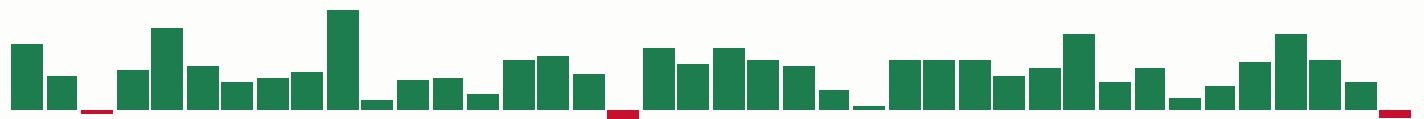
Led this team in scoring with 603 points, and ranked #2 once every graded action was counted.

Yaxel Lendeborg produced +1,048 PBiR across 40 certified games — 26.2 a game, 0.87 a minute.

Most of that value came from defensive rebounding. The largest deduction against it was missed threes. The scoring line ranked Lendeborg #1; the engine ranks Lendeborg #2.

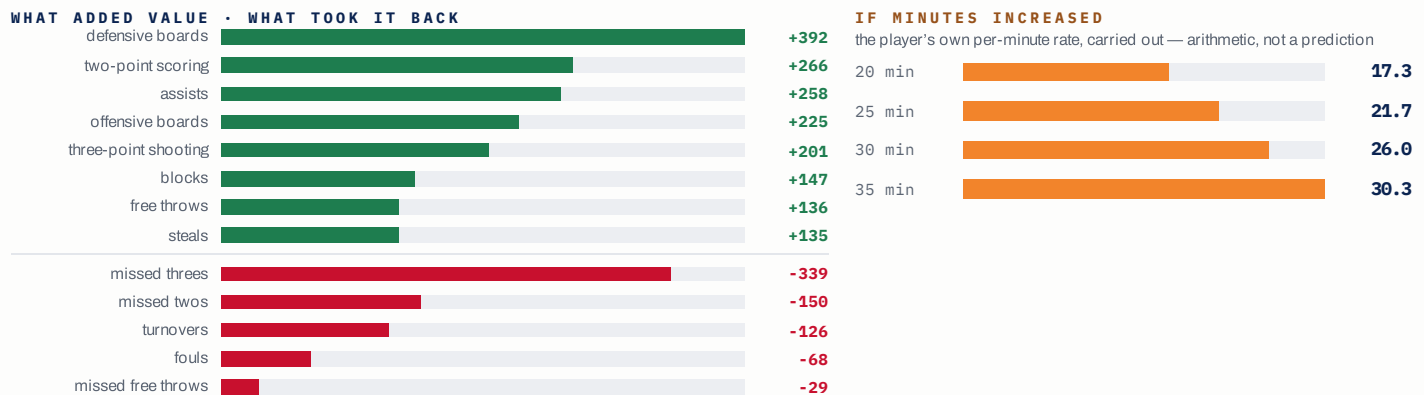


EVERY GAME, IN ORDER • ABOVE THE LINE, VALUE ADDED • BELOW IT, VALUE COST



1 5 10 15 20 25 30 35 40
Game order, first to last. High +68 · low -9. Opponent and date for every game number are listed in the appendix.

WHERE THAT VALUE CAME FROM • BY TEN-MINUTE WINDOW



COACH'S READ

Yaxel Lendeborg graded below the scoring line — #1 in points, #2 in value; added value in 37 of 40 games; the #3 rate on the roster at 0.87 a minute; led the team in 14 of the 40 played. That value came from defensive rebounding, and missed threes cost the most against it. Built from 200 made field goals and 188 missed field goals, 136 made free throws and 29 missed free throws, 75 offensive rebounds, 196 defensive rebounds, 129 assists, 45 steals and 49 blocks, charged against 42 turnovers and 68 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



THE ENGINES • PLAYER FILE • RANKED #3 OF 14

Morez Johnson Jr.

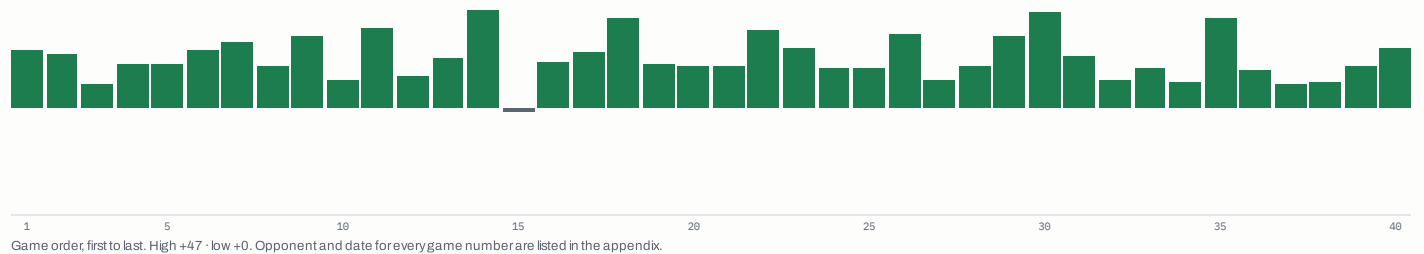
Never surrendered net value in a game all season — 39 games adding value, none costing it.

Morez Johnson Jr. produced +973 PBiR across 40 certified games — 24.3 a game, 0.97 a minute.

Most of that value came from defensive rebounding. The largest deduction against it was missed twos. The scoring line ranked Morez Johnson Jr. #2; the engine ranks Morez Johnson Jr. #3.



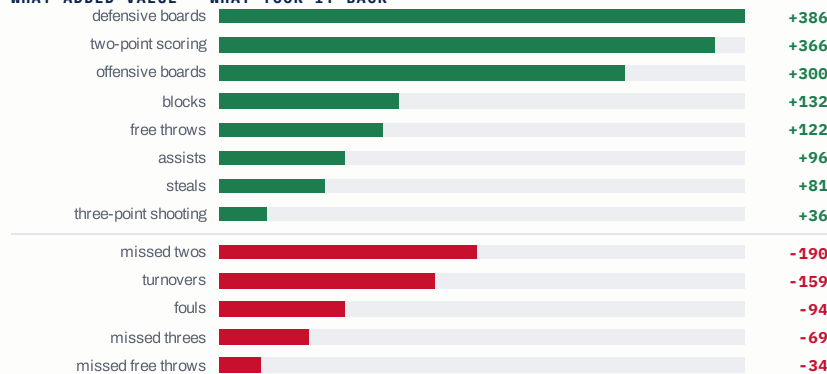
EVERY GAME, IN ORDER • ABOVE THE LINE, VALUE ADDED • BELOW IT, VALUE COST



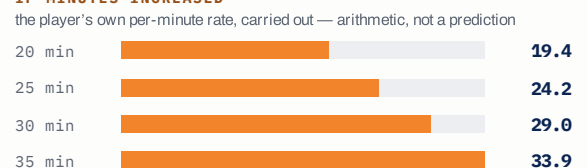
WHERE THAT VALUE CAME FROM • BY TEN-MINUTE WINDOW



WHAT ADDED VALUE • WHAT TOOK IT BACK



IF MINUTES INCREASED



COACH'S READ

Morez Johnson Jr. graded below the scoring line — #2 in points, #3 in value; never cost this team value in a game; the #2 rate on the roster at 0.97 a minute; led the team in 11 of the 40 played. That value came from defensive rebounding, and missed twos cost the most against it. Built from 195 made field goals and 118 missed field goals, 122 made free throws and 34 missed free throws, 100 offensive rebounds, 193 defensive rebounds, 48 assists, 27 steals and 44 blocks, charged against 53 turnovers and 94 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



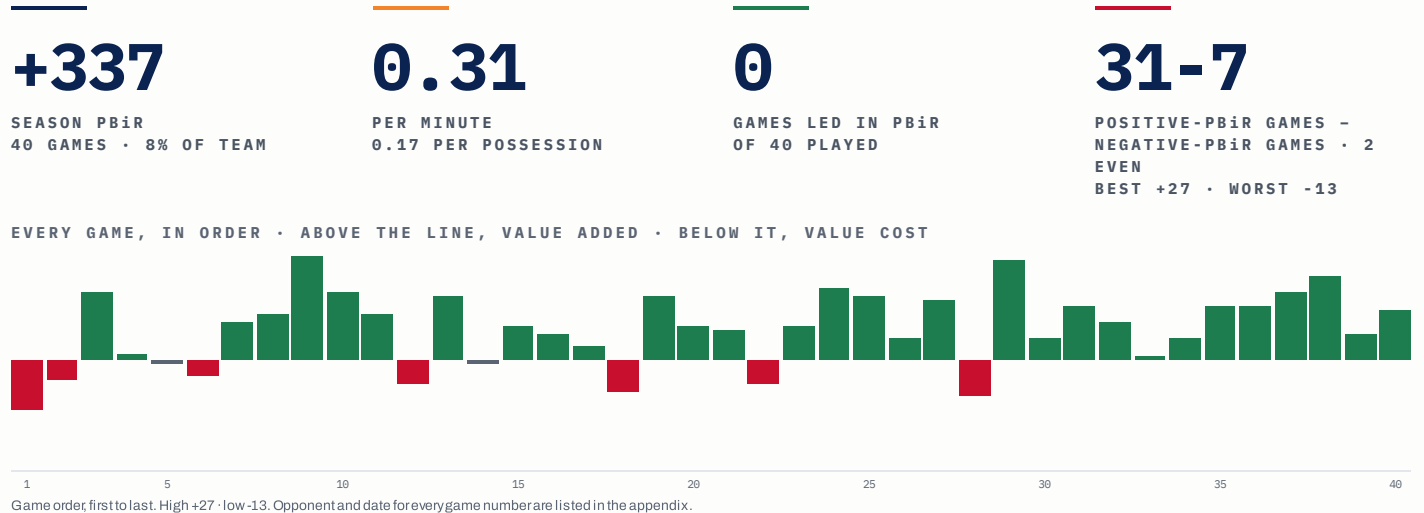
THE ROTATION CORE • PLAYER FILE • RANKED #4 OF 14

Elliot Cadeau

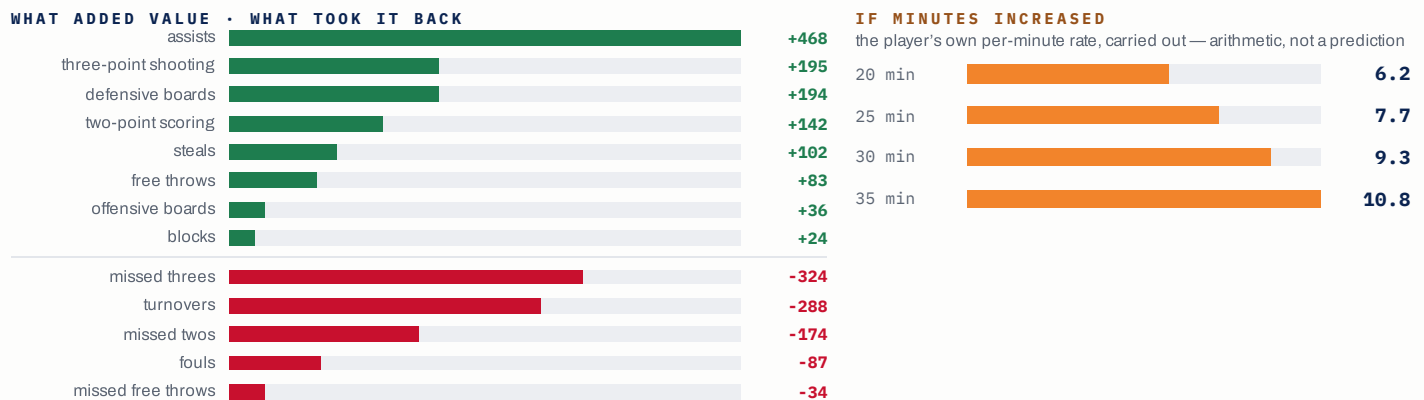
Ranked #4 of 14 by certified value at +337. The grade is driven by assists; what costs it most is missed threes.

Elliot Cadeau produced +337 PBiR across 40 certified games — 8.4 a game, 0.31 a minute.

Most of that value came from assists. The largest deduction against it was missed threes. The scoring line ranked Cadeau #4; the engine ranks Cadeau #4.



Window-by-window grading is not published for Elliot Cadeau: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.



COACH'S READ

Elliot Cadeau graded exactly where the scoring line had them, #4; added value in 31 of 40 games. That value came from assists, and missed threes cost the most against it. Built from 136 made field goals and 195 missed field goals, 83 made free throws and 34 missed free throws, 12 offensive rebounds, 97 defensive rebounds, 234 assists, 34 steals and 8 blocks, charged against 96 turnovers and 87 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



THE ROTATION CORE • PLAYER FILE • RANKED #5 OF 14

Roddy Gayle Jr.

No player on this roster moved further up when every action was counted: #8 in scoring, #5 in value.

Roddy Gayle Jr. produced +312 PBiR across 39 certified games — 8.0 a game, 0.38 a minute.
Most of that value came from defensive rebounding. The largest deduction against it was turnovers. The scoring line ranked Roddy Gayle Jr. #8; the engine ranks Roddy Gayle Jr. #5.

+312

SEASON PBiR
39 GAMES • 7% OF TEAM

0.38

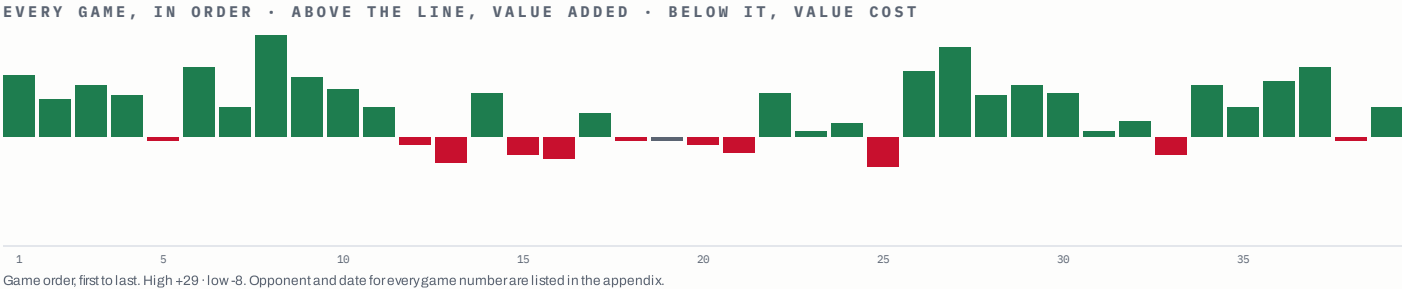
PER MINUTE
0.21 PER POSSESSION

1

GAMES LED IN PBiR
OF 39 PLAYED

27-11

POSITIVE-PBiR GAMES -
NEGATIVE-PBiR GAMES • 1
EVEN
BEST +29 • WORST -8



Window-by-window grading is not published for Roddy Gayle Jr.: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.

WHAT ADDED VALUE • WHAT TOOK IT BACK

defensive boards	+188
two-point scoring	+160
assists	+104
offensive boards	+102
steals	+84
three-point shooting	+63
free throws	+63
blocks	+60
turnovers	-150
missed twos	-144
missed threes	-135
fouls	-62
missed free throws	-21

IF MINUTES INCREASED

the player's own per-minute rate, carried out — arithmetic, not a prediction

20 min	7.6
25 min	9.5
30 min	11.4
35 min	13.3

COACH'S READ

Roddy Gayle Jr. produced more value than the scoring line credited — #8 in points, #5 in value; added value in 27 of 39 games; led the team in 1 of the 39 played. That value came from defensive rebounding, and turnovers cost the most against it. Built from 101 made field goals and 117 missed field goals, 63 made free throws and 21 missed free throws, 34 offensive rebounds, 94 defensive rebounds, 52 assists, 28 steals and 20 blocks, charged against 50 turnovers and 62 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



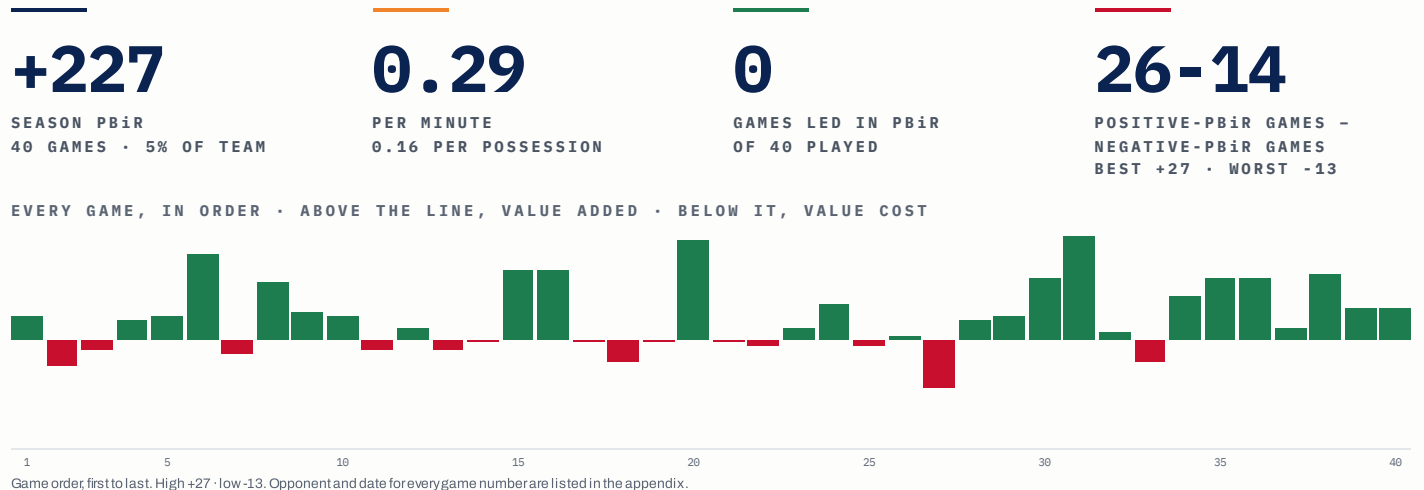
THE ROTATION CORE • PLAYER FILE • RANKED #6 OF 14

Nimari Burnett

Ranked #6 of 14 by certified value at +227. The grade is driven by three-point shooting; what costs it most is missed threes.

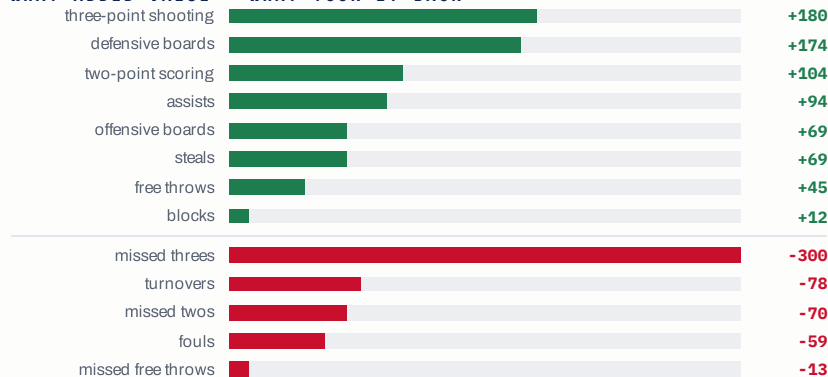
Nimari Burnett produced +227 PBiR across 40 certified games — 5.7 a game, 0.29 a minute.

Most of that value came from three-point shooting. The largest deduction against it was missed threes. The scoring line ranked Burnett #7; the engine ranks Burnett #6.



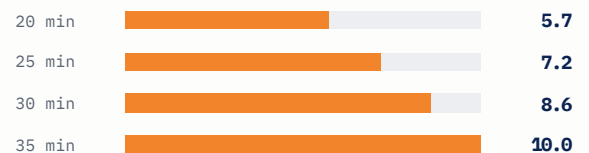
Window-by-window grading is not published for Nimari Burnett: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.

WHAT ADDED VALUE • WHAT TOOK IT BACK



IF MINUTES INCREASED

the player's own per-minute rate, carried out — arithmetic, not a prediction



COACH'S READ

Nimari Burnett produced more value than the scoring line credited — #7 in points, #6 in value; added value in 26 of 40 games. That value came from three-point shooting, and missed threes cost the most against it. Built from 112 made field goals and 135 missed field goals, 45 made free throws and 13 missed free throws, 23 offensive rebounds, 87 defensive rebounds, 47 assists, 23 steals and 4 blocks, charged against 26 turnovers and 59 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



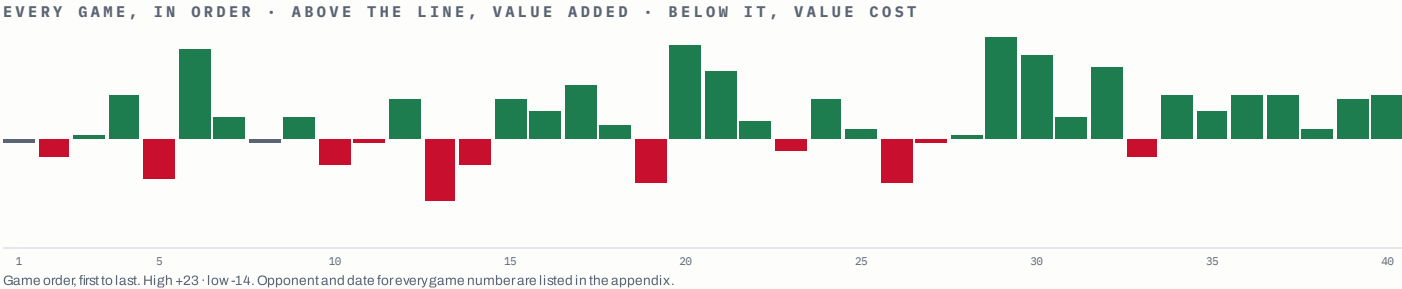
THE ROTATION CORE • PLAYER FILE • RANKED #7 OF 14

Trey McKenney

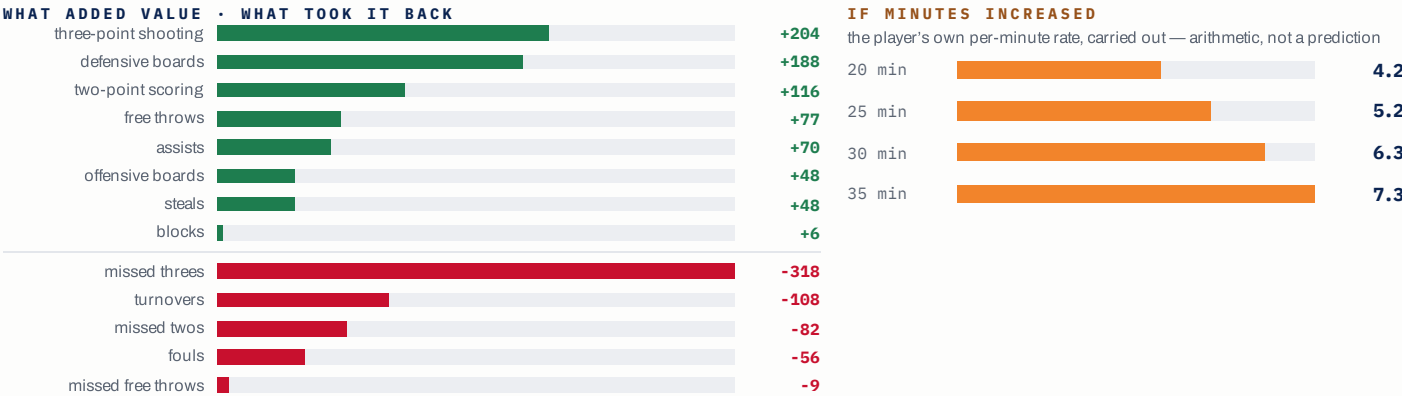
Ranked #7 of 14 by certified value at +184. The grade is driven by three-point shooting; what costs it most is missed threes.

Trey McKenney produced +184 PBiR across 40 certified games — 4.6 a game, 0.21 a minute.

Most of that value came from three-point shooting. The largest deduction against it was missed threes. The scoring line ranked McKenney #5; the engine ranks McKenney #7.



Window-by-window grading is not published for Trey McKenney: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.



COACH'S READ

Trey McKenney graded below the scoring line — #5 in points, #7 in value; added value in 27 of 40 games. That value came from three-point shooting, and missed threes cost the most against it. Built from 126 made field goals and 147 missed field goals, 77 made free throws and 9 missed free throws, 16 offensive rebounds, 94 defensive rebounds, 35 assists, 16 steals and 2 blocks, charged against 36 turnovers and 56 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



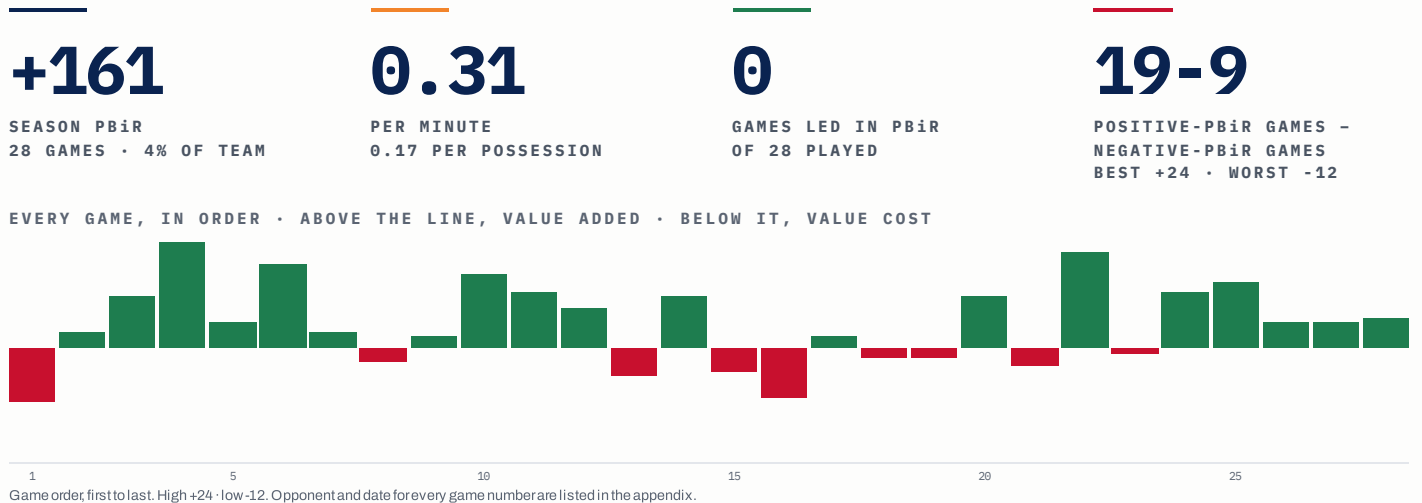
THE ROTATION CORE • PLAYER FILE • RANKED #8 OF 14

L.J. Cason

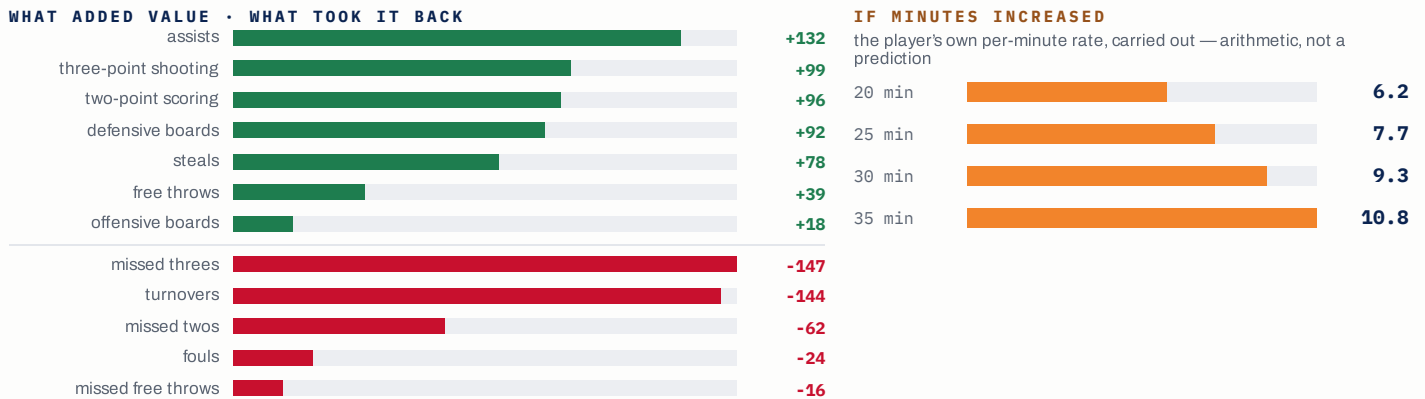
Ranked #8 of 14 by certified value at +161. The grade is driven by assists; what costs it most is missed threes.

L.J. Cason produced +161 PBiR across 28 certified games — 5.8 a game, 0.31 a minute.

Most of that value came from assists. The largest deduction against it was missed threes. The scoring line ranked Cason #6; the engine ranks Cason #8.



Window-by-window grading is not published for L.J. Cason: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.



COACH'S READ

L.J. Cason graded below the scoring line — #6 in points, #8 in value; added value in 19 of 28 games. That value came from assists, and missed threes cost the most against it. Built from 81 made field goals and 80 missed field goals, 39 made free throws and 16 missed free throws, 6 offensive rebounds, 46 defensive rebounds, 66 assists, 26 steals and 0 blocks, charged against 48 turnovers and 24 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



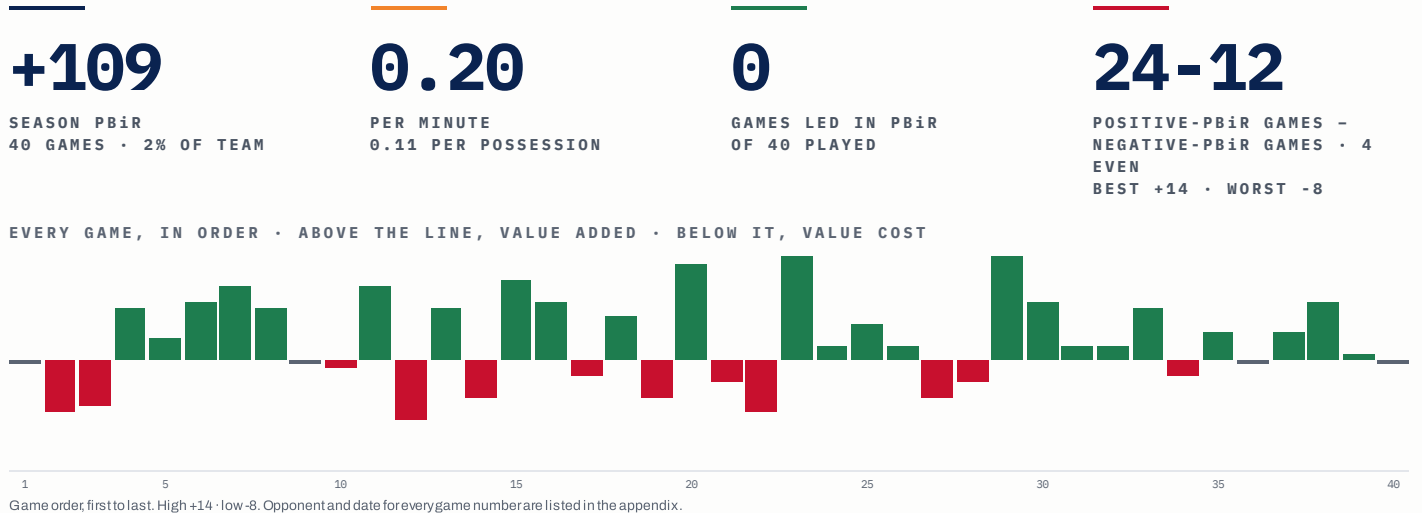
THE ROTATION CORE • PLAYER FILE • RANKED #9 OF 14

Will Tschetter

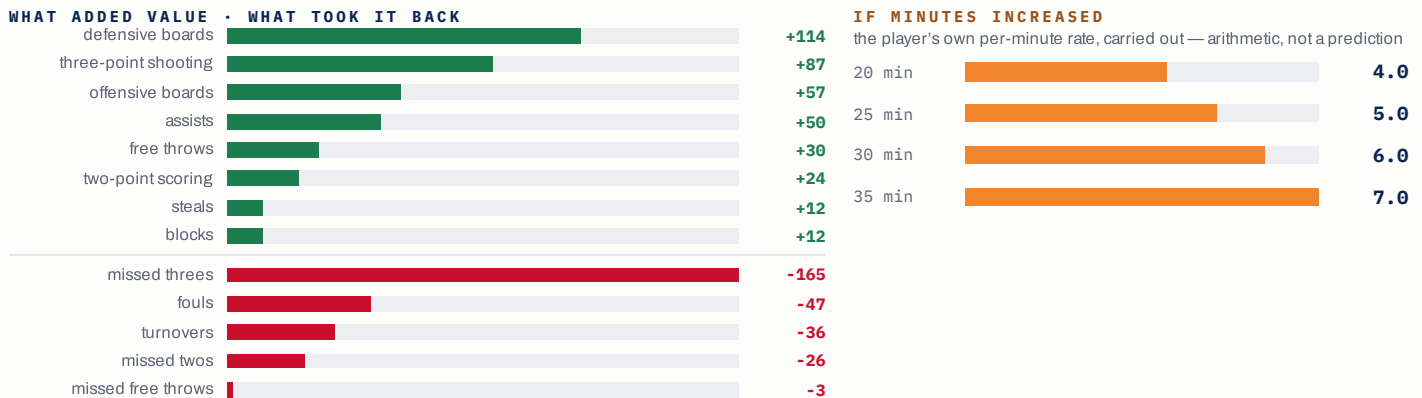
The least dependable game to game of anyone with a full season: added value in 24 of 40, surrendered it in 12.

Will Tschetter produced +109 PBiR across 40 certified games — 2.7 a game, 0.20 a minute.

Most of that value came from defensive rebounding. The largest deduction against it was missed threes. The scoring line ranked Tschetter #9; the engine ranks Tschetter #9.



Window-by-window grading is not published for Will Tschetter: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.



COACH'S READ

Will Tschetter graded exactly where the scoring line had them, #9; added value in 24 of 40 games. That value came from defensive rebounding, and missed threes cost the most against it. Built from 41 made field goals and 68 missed field goals, 30 made free throws and 3 missed free throws, 19 offensive rebounds, 57 defensive rebounds, 25 assists, 4 steals and 4 blocks, charged against 12 turnovers and 47 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



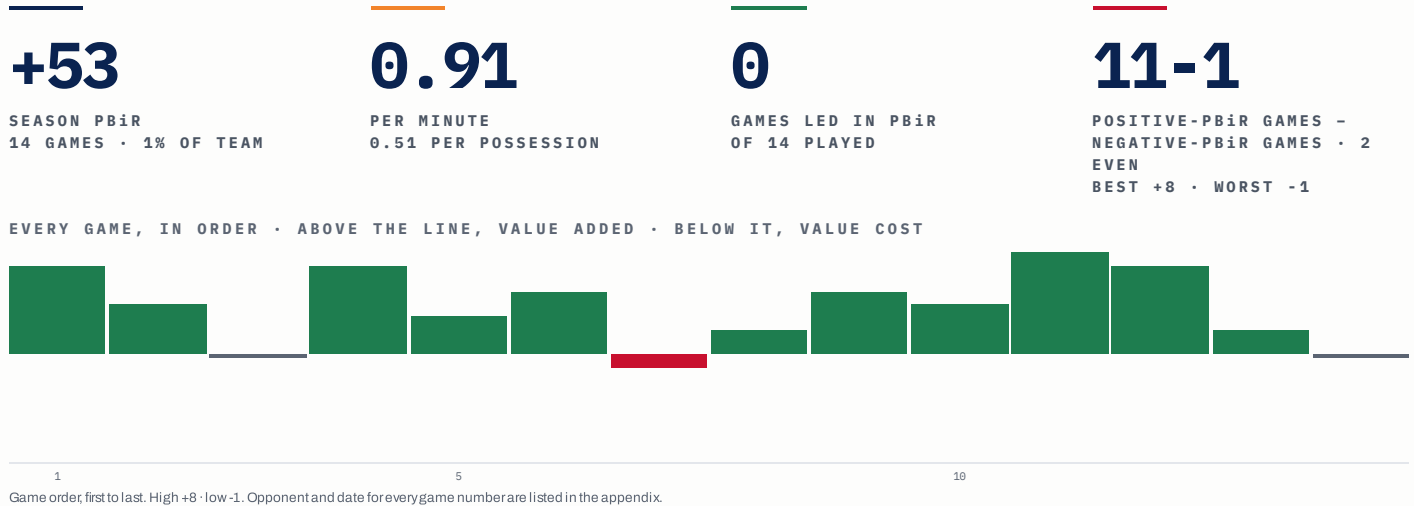
LIMITED OPPORTUNITY • PLAYER FILE • RANKED #10 OF 14

Malick Kordel

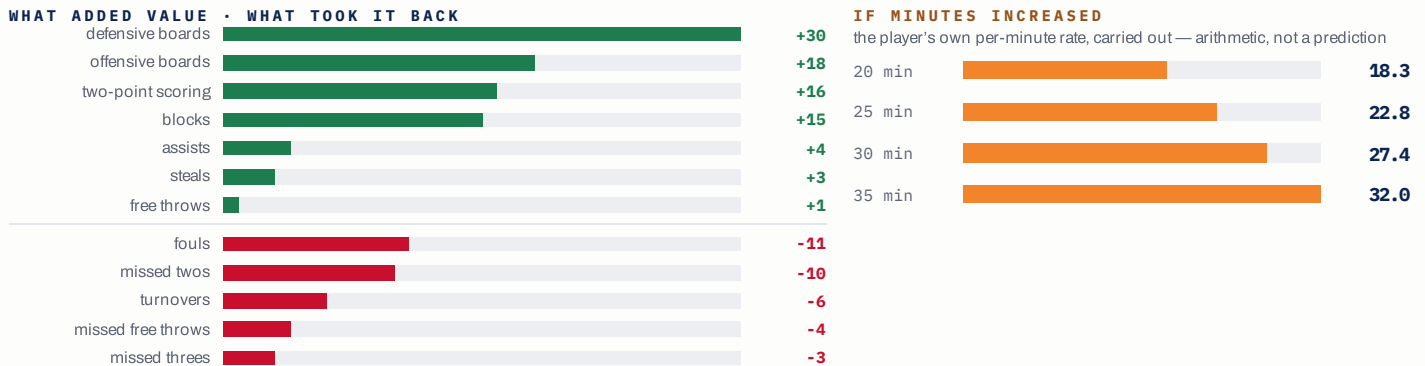
Produced 0.91 a minute — the #0 rate on this roster — across only 58 minutes. A limited sample, and a question for the staff.

Malick Kordel produced +53 PBiR across 14 certified games — 3.8 a game, 0.91 a minute.

Most of that value came from defensive rebounding. The largest deduction against it was fouls. The scoring line ranked Kordel #12; the engine ranks Kordel #10.



Window-by-window grading is not published for Malick Kordel: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.



COACH'S READ

Malick Kordel produced more value than the scoring line credited — #12 in points, #10 in value; added value in 11 of 14 games; across 58 minutes — a limited sample. That value came from defensive rebounding, and fouls cost the most against it. Built from 8 made field goals and 6 missed field goals, 1 made free throw and 4 missed free throws, 6 offensive rebounds, 15 defensive rebounds, 2 assists, 1 steal and 5 blocks, charged against 2 turnovers and 11 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0

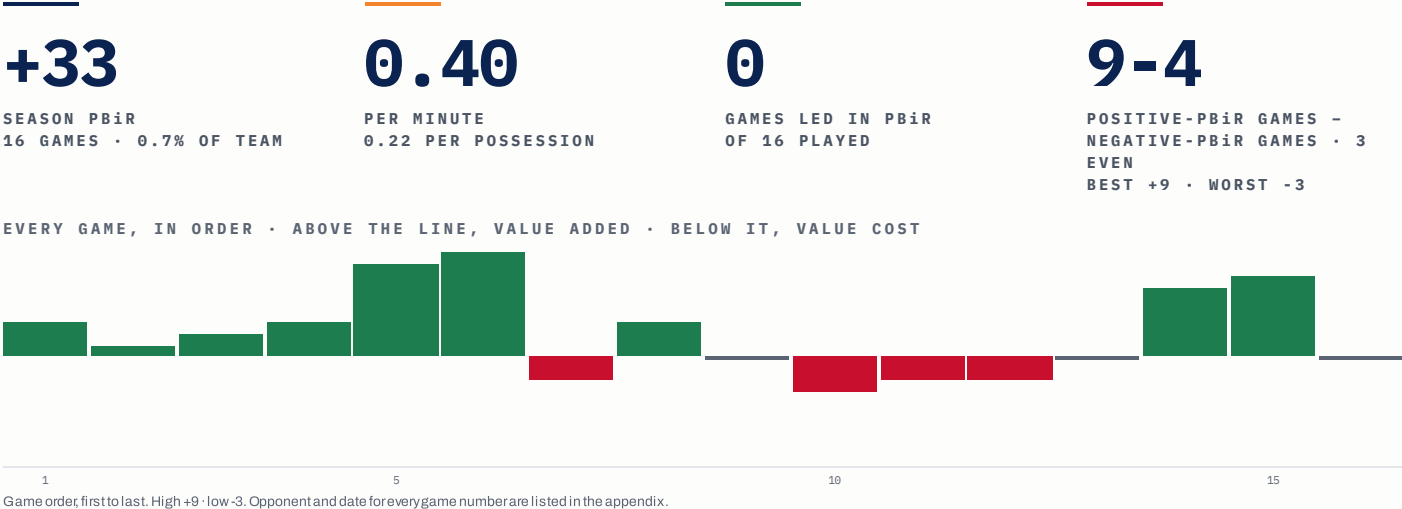


LIMITED OPPORTUNITY • PLAYER FILE • RANKED #11 OF 14

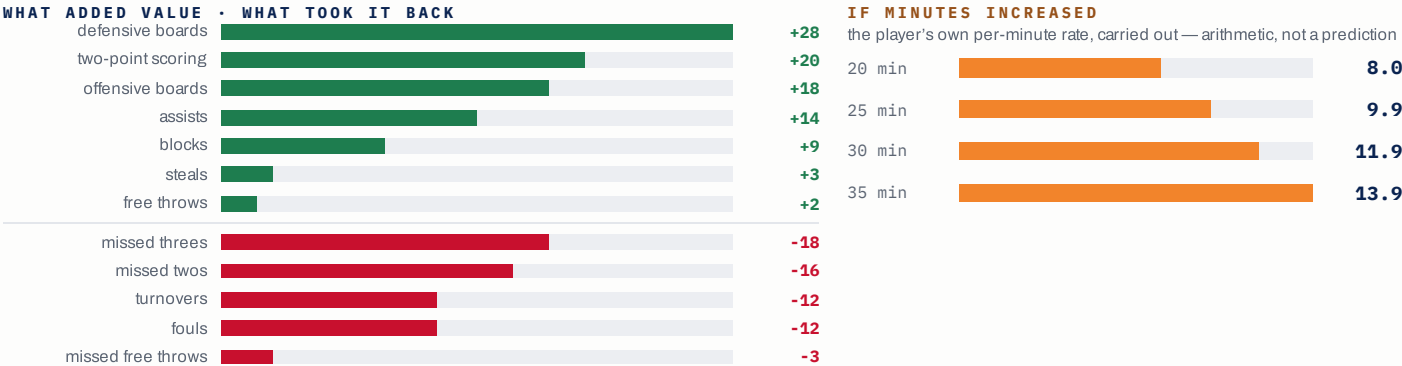
Oscar Goodman

Ranked #11 of 14 by certified value at +33. The grade is driven by defensive rebounding; what costs it most is missed threes.

Oscar Goodman produced +33 PBiR across 16 certified games — 2.1 a game, 0.40 a minute.
Most of that value came from defensive rebounding. The largest deduction against it was missed threes. The scoring line ranked Goodman #11; the engine ranks Goodman #11.



Window-by-window grading is not published for Oscar Goodman: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.



COACH'S READ

Oscar Goodman graded exactly where the scoring line had them, #11; added value in 9 of 16 games; across 83 minutes — a limited sample. That value came from defensive rebounding, and missed threes cost the most against it. Built from 10 made field goals and 14 missed field goals, 2 made free throws and 3 missed free throws, 6 offensive rebounds, 14 defensive rebounds, 7 assists, 1 steal and 3 blocks, charged against 4 turnovers and 12 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



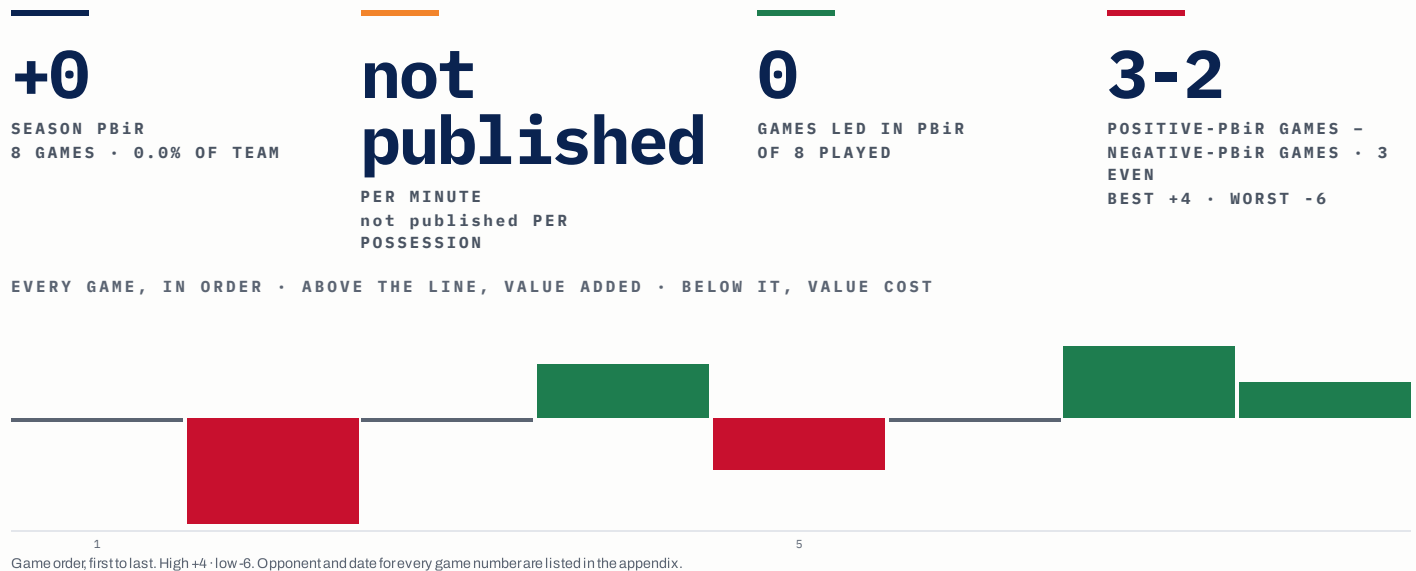
LIMITED OPPORTUNITY • PLAYER FILE • RANKED #12 OF 14

Charlie May

Ranked #12 of 14 by certified value at +0. The grade is driven by three-point shooting; what costs it most is turnovers.

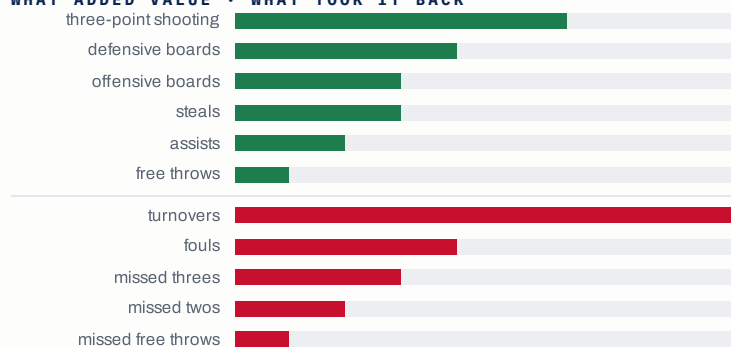
Charlie May produced +0 PBiR across 8 certified games — 0.0 a game, not published a minute.

Most of that value came from three-point shooting. The largest deduction against it was turnovers. The scoring line ranked May #13; the engine ranks May #12.



Window-by-window grading is not published for Charlie May: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.

WHAT ADDED VALUE • WHAT TOOK IT BACK



IF MINUTES INCREASED

+6 Not carried out. This certified rate is not positive, so extending it over more minutes would print a number that says nothing a staff can use. What those minutes are worth is a coaching question, not an arithmetic one.

COACH'S READ

Charlie May produced more value than the scoring line credited — #13 in points, #12 in value; added value in 3 of 8 games; across 19 minutes — a limited sample. That value came from three-point shooting, and turnovers cost the most against it. Built from 2 made field goals and 2 missed field goals, 1 made free throw and 1 missed free throw, 1 offensive rebound, 2 defensive rebounds, 1 assist, 1 steal and 0 blocks, charged against 3 turnovers and 4 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



LIMITED OPPORTUNITY • PLAYER FILE • RANKED #13 OF 14

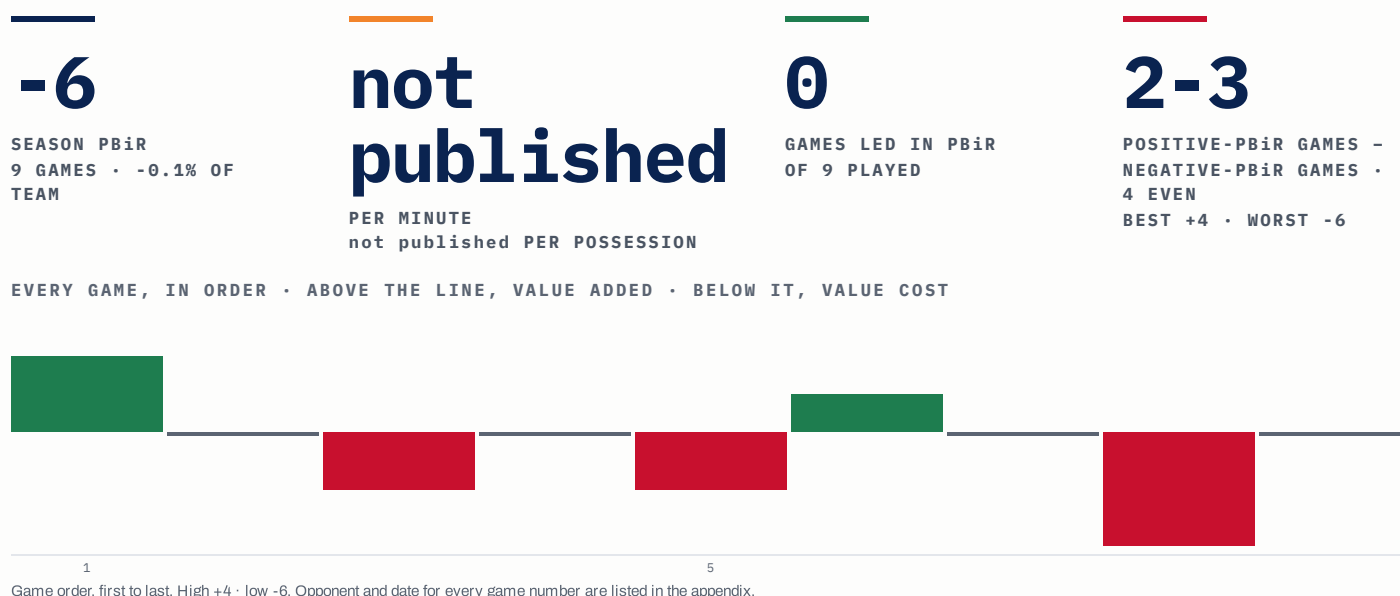
Howard Eisley Jr.

Howard Eisley Jr. finished the season with negative certified value: 2 games adding, 3 surrendering more than created.

Howard Eisley Jr. produced -6 PBiR across 9 certified games — -0.7 a game, not published a minute.

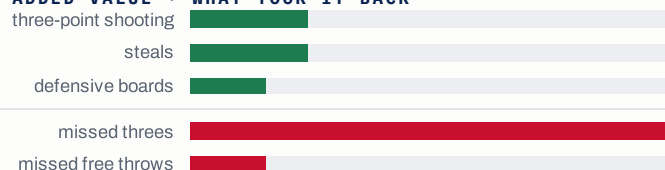
Most of that value came from three-point shooting. The largest deduction against it was missed threes.

The scoring line ranked Howard Eisley Jr. #14; the engine ranks Howard Eisley Jr. #13.



Window-by-window grading is not published for Howard Eisley Jr.: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.

WHAT ADDED VALUE • WHAT TOOK IT BACK



IF MINUTES INCREASED

+3 Not carried out. This certified rate is not positive, so extending it over more minutes would print a number that says nothing a staff can use. What those minutes are worth is a coaching question, not an arithmetic one.

COACH'S READ

Howard Eisley Jr. produced more value than the scoring line credited — #14 in points, #13 in value; added value in 2 of 9 games; across 12 minutes — a limited sample. That value came from three-point shooting, and missed threes cost the most against it. Built from 1 made field goal and 4 missed field goals, 0 made free throws and 2 missed free throws, 0 offensive rebounds, 1 defensive rebound, 0 assists, 1 steal and 0 blocks, charged against 0 turnovers and 0 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0



LIMITED OPPORTUNITY • PLAYER FILE • RANKED #14 OF 14

Winters Grady

No player on this roster moved further down when every action was counted: #10 in scoring, #14 in value.

Winters Grady produced -9 PBiR across 9 certified games — -1.0 a game, -0.18 a minute.

Most of that value came from defensive rebounding. The largest deduction against it was missed threes. The scoring line ranked Grady #10; the engine ranks Grady #14.

-9

SEASON PBiR
9 GAMES • -0.2% OF TEAM

-0.18

PER MINUTE
-0.10 PER POSSESSION

0

GAMES LED IN PBiR
OF 9 PLAYED

3-6

POSITIVE-PBiR GAMES -
NEGATIVE-PBiR GAMES
BEST +9 • WORST -5

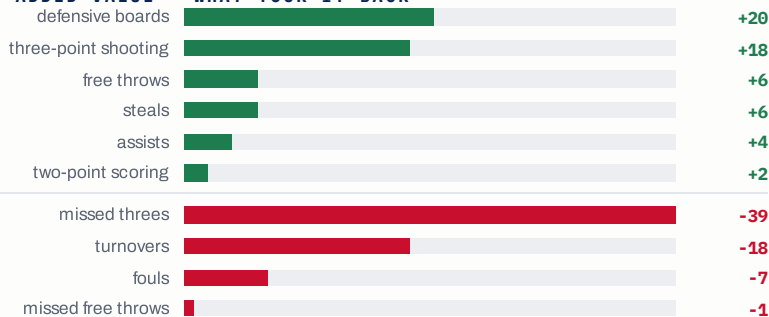
EVERY GAME, IN ORDER • ABOVE THE LINE, VALUE ADDED • BELOW IT, VALUE COST



1 5
Game order, first to last. High +9 • low -5. Opponent and date for every game number are listed in the appendix.

Window-by-window grading is not published for Winters Grady: the play-by-play text could not be reconciled closely enough to the certified total to stand behind a split. Season and per-appearance totals remain certified from the official box score; any rate below the publication threshold stays withheld.

WHAT ADDED VALUE • WHAT TOOK IT BACK



IF MINUTES INCREASED

Not carried out. This certified rate is not positive, so extending it over more minutes would print a number that says nothing a staff can use. What those minutes are worth is a coaching question, not an arithmetic one.

COACH'S READ

Winters Grady graded below the scoring line — #10 in points, #14 in value; added value in 3 of 9 games; across 51 minutes — a limited sample. That value came from defensive rebounding, and missed threes cost the most against it. Built from 7 made field goals and 13 missed field goals, 6 made free throws and 1 missed free throw, 0 offensive rebounds, 10 defensive rebounds, 2 assists, 2 steals and 0 blocks, charged against 6 turnovers and 7 fouls.

SCOPE • Player and team season totals include all 40 official box-score-certified games. • feed-integrity rule v1.0

APPENDIX A • THE WORDS IN THIS REPORT, IN FULL

Appendix A — Definitions

Each of these is defined on the page where it first appears. This is the full version, in alphabetical order, for anyone who wants the precise wording.

PBIr PER GAME	A player's typical production across their appearances. FORMULA: season PBIr ÷ appearances. DENOMINATOR: appearances, not the team's games. GATE: published for every player.
PBIr PER MINUTE	Production adjusted for playing time. FORMULA: season PBIr ÷ total minutes. DENOMINATOR: official player minutes. GATE: published at 40+ minutes; ranked against the roster at 100+.
PBIr PER 100 POSSESSIONS	Lineup production on a common possession scale. FORMULA: lineup PBIr ÷ reconstructed possessions × 100. DENOMINATOR: reconstructed team possessions (see POSSESSION). GATE: ranked at 50+ possessions. It adjusts for possession volume — not for opponent, teammates, score margin or sample reliability.
POSSESSION	One period of team control. FORMULA: a possession ends on a made field goal, a turnover, a defensive rebound, a made last free throw, or the end of a period. An offensive rebound CONTINUES the same possession. DENOMINATOR NOTE: page 1 also prints a box-score possession estimate across all official games; it is labelled separately and is not the lineup denominator.
POSITIVE % OF APPEARANCES	How often a player finished an appearance above zero PBIr. FORMULA: positive-PBIr appearances ÷ total appearances. DENOMINATOR: appearances only — games not played are excluded. This measures frequency, not the size of those performances.
SHARE OF TEAM PBIr	How much of the team's net season PBIr a player produced. FORMULA: player season PBIr ÷ team net season PBIr × 100. DENOMINATOR: team NET PBIr, after deductions. A negative contribution prints as a negative share, never as zero.
SWING • ON / OFF	How the team's rate differed with a player on the floor and off it. FORMULA: team PBIr per lineup-clock minute with the player on the floor, minus the same rate while that player is off. DENOMINATOR: reconstructed lineup-clock minutes. GATE: 100+ reconstructed minutes. It is an association, not proof of cause, and the on-court rate includes that player's own PBIr.
PAIR VALUE	What the TEAM produced while two players shared the floor. FORMULA: team PBIr during shared minutes ÷ shared lineup-clock minutes. DENOMINATOR: shared minutes. Pair totals OVERLAP and cannot be added together — one action is credited to every pair on the floor.
WINDOW	A ten-minute segment of regulation. FORMULA: PBIr in the window ÷ PBIr across all four regulation windows. DENOMINATOR: sequence-eligible games only. Overtime actions are assigned to the final window, never dropped and never given a fifth window.
RANKING-QUALIFIED • DEVELOPING • LIMITED	How much opportunity a five-player unit accumulated together. FORMULA: reconstructed possessions shared by the five. GATE: 50+ possessions is ranked; 20 to under 50 is shown and not ranked; under 20 is shown and not ranked. These are publication thresholds, not proof of reliability.
CERTIFIED	A figure is certified when its source inputs reconcile and its module gate passes. Derived measures cannot reconcile to an official published equivalent — their INPUTS reconcile. Where reconciliation fails the figure is withheld rather than estimated, and the exclusion is itemised by opponent and date in Appendix B.
RECONCILED	The sources agree within the tolerance published for that gate. There are separate reconciliations: official-box player totals, team event-to-box, lineup-clock reconstruction, player-window coverage and shot location. Each has its own tolerance and its own pass or fail; they are not one test.
A BLANK IS NEVER A ZERO	Every empty state is named. 0 is a measured zero. NOT AVAILABLE means the source data is absent. WITHHELD means the source existed and did not pass its gate. NOT APPLICABLE means the measure does not apply. LIMITED SAMPLE means the figure is calculated and published but not ranked.

A BLANK IS NEVER A ZERO

Where a number is measured and the answer is none, this report prints **0**. Where the data was unavailable it says **not available**. Where the data existed but failed the publication gate it says **not certified**. Where the measure does not apply it says **not applicable**. An empty cell never stands in for any of those four.



APPENDIX B • CERTIFICATION AND EXCLUSIONS

Appendix B — What we refused to print

Every figure withheld from this report was withheld on purpose — not because the engine could not produce it, but because it could not certify it. This is the audit trail behind every finding. Most reports show only what was published. This page also shows what was **withheld**, and why.

SEQUENCE SCOPE

38

games carried a certifiable event sequence. Lineups, on/off, pairs, windows and run findings use these games only.

OFFICIAL-BOX SCOPE

40

games kept their verified official box-score values. Season and player totals include every one of them.

WINDOW SPLITS WITHHELD

11

of 14 players whose event text did not account for enough of their certified total to stand behind a ten-minute split.

THE EXCLUSION LEDGER

Sequence-dependent findings need a complete event record. Where one was not available, the game is excluded from those findings and named here. Its official box-score values remain in the season totals. Nothing was repaired or estimated.

OPPONENT	DATE	CLASSIFICATION	REASON	EFFECT
Gonzaga	November 27, 2025	FEED_DEGRADED_NONSCORING	team-level event discrepancy 6 (worst assist -6) — thresholds total>=8	SEQUENCE EXCLUDED
Duke	February 21, 2026	FEED_DEGRADED_NONSCORING	team-level event discrepancy 4 (worst assist -4) — thresholds total>=8	SEQUENCE EXCLUDED

Additional five-player combinations that appeared only inside the excluded games are **not recoverable** from the available source. The engine does not report an unknown quantity as zero.

CERTIFICATION AUDIT • THIS COPY

AUDIT PBiR-AUD-202

CERTIFIED WITH DISCLOSURE

- ✓ Every published figure derives from the source its module requires — all 14 player totals reconcile to the team total of +4,474
- ✓ Lineups reconstructed from the official substitution record and reconciled against published minutes — 99.99% of the certified clock accounted for
- ✓ Two games excluded from sequence-dependent modules; their verified official-box facts remain included, and additional unique lineups from them are not recoverable
- ✓ Every published finding traces to a certified input; the closing page presents the selected discoveries
- ! Automated layout, overflow and contrast gates passed

DISCLOSED

Layout warnings on this copy are recorded in the engineering log; no published number or finding is affected

CLOCK RECONCILIATION. Across the 38 games in scope, reconstructed lineup time is **1,524.9 minutes** against **1,525.0 official minutes** — a variance of -0.1 minutes (-0.01%), within the 3% certification tolerance. Additional five-player units that appeared only inside the excluded games are not recoverable from the available source. **We publish the 148 units this season's certified games support, and make no numeric claim about what the excluded games held.**



EXCLUDED GAMES — 2 of 40. These games did not pass the feed-integrity gate (rule v1.0). Their official box-score facts are still counted. Only the findings that need a complete event sequence exclude them. Nothing was repaired or estimated.

OPPONENT · DATE	FEED CLASSIFICATION	REASON	OFFICIAL FACTS RETAINED	MODULES EXCLUDED
Gonzaga November 27, 2025	FEED_DEGRADED_NONSCORING	team-level event discrepancy 6 (worst assist -6) – thresholds total>=8 / category>=4	verified official box-score values remain in player and season totals	lineups, on/off, pairs, time windows and possession- sequence findings
Duke February 21, 2026	FEED_DEGRADED_NONSCORING	team-level event discrepancy 4 (worst assist -4) – thresholds total>=8 / category>=4	verified official box-score values remain in player and season totals	lineups, on/off, pairs, time windows and possession- sequence findings

OFFICIAL-BOX SCOPE

40

of 40 games. Player and team season totals, category ledgers and game-by-game records use every one.

SEQUENCE SCOPE

38

of 40 games. Lineups, PBiR per 100 possessions, on/off, pairs, time windows and scoring runs use these only.

WHAT AN EXCLUSION CHANGES. Retained: points, attempts, rebounds, assists, steals, blocks, turnovers, fouls, free throws and official minutes — every official-box value stays in the season totals. Withheld: lineups, PBiR per 100 possessions, on/off, pair value, ten-minute windows, scoring runs and run exposure.

Additional unique five-player units that appeared only inside an excluded game are **not recoverable** from the available source. The engine does not report an unknown quantity as zero.



THE PART A STAFF CAN USE

What the engine found — and what it cannot answer

8 selected discoveries and one certification disclosure. Official-box findings use all 40 games; lineup and on/off findings use 38 sequence-certified games. Every one traces to the official record, and not one of them is available from a box score.

THE FINDING TO REMEMBER

Aday Mara was the most valuable player on this roster

+1,052 across 40 games — 26.3 a night, 40 green, 0 red, driven by two-point scoring

PLAYER DISCOVERIES

2 The leading scorer was not the leading producer

Yaxel Lendeborg scored 603 points and grades #2 by the engine

3 The scoring order was not the value order

Roddy Gayle Jr. ranked #8 in scoring and #5 in value; Winters Grady ranked #10 and #14

4 Two qualified players never graded negative in a game

Aday Mara, Morez Johnson Jr. — among players clearing the 100-minute threshold

TEAM DISCOVERIES

5 The top three produced most of this team's value

Aday Mara, Yaxel Lendeborg and Morez Johnson Jr. accounted for 69% of the team's certified value

6 The most-used five was not the highest-rate established unit

across the 38 lineup-certified games, the highest-rate established unit produced 230.7 per 100 over 88.0 possessions; the most-used five produced 163.9 over 410.0

7 Yaxel Lendeborg recorded the largest positive observed on/off swing

across the 38 lineup-certified games, the team produced +0.76 more per minute with that player on the floor over 1147 reconstructed minutes, among players clearing the 100-minute floor — an association, not a cause

8 The whole roster produced less once the league started

127.9 a game across 17 non-conference games against 100.0 across 23 in the league — a 22% drop that the season average of 111.8 hides completely

WHAT THE ENGINE REFUSED

9 2 of 40 games were withheld from the sequence findings

their event feeds did not pass the feed-integrity gate; official box-score facts are still counted, and every exclusion is itemised by opponent and date in Appendix B

WHAT NO REPORT CAN ANSWER YET. This grades what happened. It does not know who a player will stand next to, what a new system will ask of them, or how a first-year player will hold up. Those are coaching questions. This report exists so they get asked about the right players.

THE CLOSE

Anybody can tell you who scored.

PBiR tells you who created value — who gave it back, and where the season was actually decided.



WHAT YOUR PROGRAM BECOMES

This isn't a report. It's your program's basketball intelligence system.

These 35 pages show what one season of certified basketball intelligence looks like. **College basketball is a twelve-month business, so this is a twelve-month program** — the focus changes with the calendar, the standard never does.

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- Every certified possession becomes evidence.
- Every opponent arrives already measured.
- Every player sees what their own game was worth, not just what it scored.
- Delivered in your colors, with your mark, as your program's own system.

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OCTOBER – MARCH COMPETITIVE INTELLIGENCE

40 certified game recaps, about two hours after each buzzer. 37 certified scouting reports, before you play them. Weekly intelligence on what changed and what is now reliable. Team DNA, lineups, momentum and player development as the season moves.

MARCH – JULY ROSTER INTELLIGENCE

The portal, graded on the same scale as your own roster — what a player just did, in conference and out of it, not what a stat sheet counted. Updated team DNA as each piece arrives, so you can see what the roster becomes before the season starts.

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100

certified deliveries across your competitive season

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FROM COACH JOHNSON

Thirty-three years in a firehouse, twenty coaching basketball, some of them on Bob Hurley Sr.'s staff. The box score mattered, but it was never enough — what decided games was knowing what actually happened. **That is all this is:** every graded action of your season, valued the same way every time, in the hands of everybody who needs it.

Herman Johnson Jr.

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