

2026 NBA Playoffs

Your Name Jack

PLAYER PICKS

Scoring: Standard by Round (R1=4, R2=4, R3=4, R4=6, R5=8, R6=10)
Underdog using Seed Difference

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 5	Round 4	Round 3	Round 2	Round 1	
R E G I O N 1	(3) Knicks (53-29-)	Knicks (0,0)									(3) Nuggets (54-28-)	R E G I O N 3
	BYE		Knicks (4,0)						Nuggets (4,0)	Nuggets (0,0)	BYE	
	-	(0,0)								(0,0)	-	
	BYE			Knicks (4,0)				Nuggets			BYE	
	(6) Hawks (46-36-)	Hawks (0,0)								Twolves (0,0)	(6) Twolves (49-33-)	
	BYE		Hawks (4,0)						Twolves (4,0)		BYE	
	-	(0,0)								(0,0)	-	
	BYE			Celtics			Nuggets				BYE	
	(2) Celtics (56-26-)	Celtics (0,0)								Spurs (0,0)	(2) Spurs (62-20-)	
	BYE		Celtics (4,0)						Spurs (4,0)		BYE	
R E G I O N 2	-	(0,0)								(0,0)	-	R E G I O N 4
	BYE			Celtics				Spurs (4,0)			BYE	
	(7) 76ers (45-37-)	76ers (0,0)								Suns (0,0)	(7) Suns (45-37-)	
	BYE		76ers (4,0)			Celtics			Suns		BYE	
	(8) Magic (45-37-)	Magic (0,0)								Blazers (0,0)	(8) Blazers (42-40-)	
	BYE										BYE	
	(1) Pistons (60-22-)	Pistons (0,0)				Thunder				Thunder (0,0)	(1) Thunder (64-18-)	
	BYE		Pistons (4,0)						Thunder (4,0)		BYE	
	-	(0,0)								(0,0)	-	
	BYE			Pistons (4,0)				Thunder (4,0)			BYE	
R E G I O N 3	(9) Hornets (44-38-)	Heat								Warriors (4,1)	(9) Clippers (42-40-)	R E G I O N 4
	(10) Heat (43-39-)		Heat								(10) Warriors (37-45-)	
	(8) Magic	Magic (0,0)							Suns (4,0)	Suns (0,0)	(7) Suns	
	BYE			Pistons			Thunder (6,0)				BYE	
	(4) Cavs (52-30-)	Cavs (0,0)				Thunder				Lakers (0,0)	(4) Lakers (53-29-)	
	BYE		Cavs (4,0)			Champion			Lakers (4,0)		BYE	
	-	(0,0)								(0,0)	-	
	BYE			Cavs (4,0)				Rockets			BYE	
	(5) Raptors (46-36-)	Raptors (0,0)								Rockets (0,0)	(5) Rockets (52-30-)	
	BYE		Raptors (4,0)						Rockets (4,0)		BYE	
R E G I O N 4	-	(0,0)								(0,0)	-	R E G I O N 4
	BYE										BYE	
	(5) Raptors (46-36-)	Raptors (0,0)										
	BYE		Raptors (4,0)									
	-	(0,0)										
	BYE											
	(5) Raptors (46-36-)	Raptors (0,0)										
	BYE		Raptors (4,0)									
	-	(0,0)										
	BYE											