

2026 NBA Playoffs

Your Name Saif

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