

Wonderful! 402: All the Buckets and Baskets Your Body Can Handle

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[theme music, "Money Won't Pay (feat. Augustus)" by Bo En plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: Hello, this is Griffin McElroy!

Rachel: And this is Wonderful!

Griffin: Thank you so much for listening to our podcast, Wondaful, it is podcast where we talk about things we like, that is good, that we're into.

Rachel: Hey!

Griffin: Wha—

Rachel: Can I do the intro?

Griffin: Yeah, sure.

Rachel: So, I got a little notification on my social media.

Griffin: Okay?

Rachel: That as of the day we're recording this—

Griffin: Holy shit.

Rachel: Nine years ago—

Griffin: Yeah?

Rachel: We launched on the Maximum Fun Network.

Griffin: With rose—with the Rose Buddies podcast, I assume?

Rachel: Yeah, we were like 50 episodes into Rose Buddies at that point.

Griffin: Nine freakin' years, uh?

Rachel: We were in the Nick Viall season.

Griffin: Oh, wow!

Rachel: Yeah.

Griffin: That was a minute ago. And what a... it's really like full circle, but then there's another circle kind of coming off of that, into like I guess a figure eight, I guess infinity, where Nick has also become sort of a podcasting sort of like—

Rachel: He has a podcast, I know! Clearly inspired.

Griffin: So, nine years ago, the tesseract was sort of formed.

Rachel: Uh-huh.

Griffin: And I don't want to say we started the tesseract, but we definitely had a hand in its creation.

Rachel: No, for sure. I mean, I imagine, much like the Canadian Bachelorette, he was listening to our episodes at home.

Griffin: Yes.

Rachel: And he was like, "I want to have a voice in how this franchise is talked about."

Griffin: Right.

Rachel: And then he started his own podcast.

Griffin: Yeah, pretty much anybody can have a voice in how the franchise is talked about. You just open it up and you just start...

Rachel: I guess that's true.

Griffin: You just start blatin'. But yeah, that's so—that's so wonderful. It is a new year, it's a new era for... that we're changing the whole thing again.

Rachel: Oh, are we?

Griffin: Yeah, sports... now.

Rachel: Oh, sports?

Griffin: Yeah. So, we started out doing sort of romance shows, and then it was sort of like whatever, as we kind of found our purpose, found our way. But we all knew that Wonderful was like a stop gap. Sort of like a—

Rachel: Uh-huh! [chuckles]

Griffin: Sojourn, sort of like a gap year.

Rachel: Where is Poetry Corner gonna fall in our sports podcast? Is my question.

Griffin: So, that's actually getting its own... miniseries.

Rachel: Oh, okay?

Griffin: So, that's moving to Quibi.

Rachel: Uh-huh?

Griffin: We're gonna do, Poetry Corner is Quibi, short-form content.

Rachel: Uh-huh? [chuckles]

Griffin: Because that's all that people really have an appetite—and then the rest of it is pretty much just gonna be sports.

Rachel: Just sports.

Griffin: Yeah.

Rachel: And when you say sports, so, there is really only one sports that we follow.

Griffin: Yeah, that's true.

Rachel: And know anything about.

Griffin: That's true.

Rachel: So, are we gonna follow more sports?

Griffin: Yeah, I mean, we're gonna need to. We're gonna need to, I think. And I think it's only fair if we kind of divvy 'em up, because I don't want to watch—I don't want to watch all the sports.

Rachel: I don't know that I want to watch any other sports. Is that a problem?

Griffin: Oh, wow. Okay, so the divvying process is going to—

Rachel: Yeah...

Griffin: I feel like I'm gonna be carrying a lot of the load there.

Rachel: Yeah.

Griffin: If you'll do baseball, I'll do literally all the other ones.

Rachel: Oh, I'll do baseball!

Griffin: Okay. It feels like that one is—you have a little bit of—we both have a little bit of history with baseball.

Rachel: Yeah! I mean, I have been to baseball games.

Griffin: Yeah.

Rachel: I grew up in a place that had a notable baseball team.

Griffin: Yeah.

Rachel: I played softball for two years as a child.

Griffin: I mean, yeah.

Rachel: All of this makes me—

Griffin: What posish? What posish?

Rachel: Oh, it was like third and fourth grade, so there weren't really consistent positions.

Griffin: Oh, okay.

Rachel: I did some short stopping.

Griffin: Oh, yeah?

Rachel: I did some out fielding.

Griffin: Yeah, I really enjoyed short stopping. I always found it... I always found it exciting, because you did—there wasn't a ton of responsibility on you. If they got past you, you can just be like, "What can I say, man? They hit it really hard." You're not touching a base most of the time. Or at least I wasn't. And that's probably why our team never won a single game.

Rachel: I felt like as a kid, it was like, "We don't really trust you to be in charge of a base, which is kind of an important place to be."

Griffin: Yeah.

Rachel: "And you can't throw very far, so we can't put you out back."
[chuckles]

Griffin: Yeah. Doesn't this feel natural, though? This like sports chatter?

Rachel: [chuckles] Yeah, this is sportsy!

Griffin: Yeah.

Rachel: We're ready!

Griffin: And football is like easy, because I can just like listen to a football show and then just kind of repeat what they said.

Rachel: Uh-huh.

Griffin: Like there's only like 10 football games a year. It's like not that hard.

Rachel: True.

Griffin: Football, baseball, hockey, that's the three. Football, baseball, hockey... basketball!

Rachel: Basketball.

Griffin: Oof! Yeah, there's a lot of basketball games.

Rachel: You know, the points get so high in basketball.

Griffin: The points get so high in basketball. I've been to one—I went to a Houston Rockets game, and it was—it was a lot of fun. It was a great deal of fun.

Rachel: I kind of feel like—

Griffin: But there's just so many goals. They go—they score so many goals.

Rachel: Yes, with the number of points it seems like, why am I even watching the first three quarters? Right?

Griffin: Yeah, I don't think they call them that, but...

Rachel: What do they call 'em?

Griffin: I think—I think they call them periods?

Rachel: No, I think it's quarters.

Griffin: First quarter, that's—I mean, they definitely do that in football. I don't think they call 'em...

Rachel: [chuckles]

Griffin: What do you call—what is... does basketball...

Rachel: [laughs]

Griffin: Does basketball have periods or quarters? Basketball primary... yeah, it does use—yeah, it does use quarters.

Rachel: Hey!

Griffin: Do they call 'em—do they call 'em quarters?

Rachel: I'm kind of a jock over here. I mean, there's four of 'em?

Griffin: All quarters are periods, but not all—not all—wait... Who calls them periods? It's interchangeable. We're both right.

Rachel: Oh, is that what it says in there? [chuckles]

Griffin: Listen, if I'm handling basketball, I'm gonna call the dang things whatever.

Rachel: Yeah. Anyway.

Griffin: If I'm gonna watch every basketball game.

Rachel: Anyway, so many points.

Griffin: Yeah.

Rachel: It feels like, well, why would I even... The beginning ones I guess give you a good sense of who they are and kind of how good they are.

Griffin: Yeah.

Rachel: But like, anything can happen there at the end?

Griffin: What are they gonna—if there's a huge deficit going into the fourth quarter, or period—

Rachel: [chuckles]

Griffin: Is the expect—I mean, that's it, right? Because what are they gonna do, just start scoring a bunch of three pointers? Like they're all gonna turn—they're all gonna gulp down Michael's secret stuff. Like, I just don't—

Rachel: Maybe. Or they draw a bunch of fouls, and then it's just... you know.

Griffin: But I don't think that works the same way either. Okay, fuck it, no—

Rachel: We can't.

Griffin: We can't.

Rachel: We have to go back to Wonderful.

Griffin: We're just gonna go back to Wonderful and do general-purpose sort of sports talks. Do you have any Small Wonders?

Rachel: Oh, it's been a while since we recorded.

Griffin: It has been. We took a holiday break. Took a lovely trip to Huntington, West Virginia, and back.

Rachel: Mm-hm.

Griffin: And we've just been sort of recovering.

Rachel: I'm gonna say, last evening, we hosted our first slumber party at our house.

Griffin: Hell yeah, we did.

Rachel: Our big son is in third grade.

Griffin: Yeah.

Rachel: And so, we made it, I'd say, pretty far. Not like super far, but pretty far. I think I started having slumber parties in second grade.

Griffin: Whoa? Damn!

Rachel: I know. I'm very mature.

Griffin: You're so mature and cool.

Rachel: And I've always been mature.

Griffin: Yeah.

Rachel: But we hosted a young friend of Big Son's, and it went okay!

Griffin: It went good. I think it went great.

Rachel: No, destruction of the house.

Griffin: No.

Rachel: No like late-night yelling. They did sleep a fair amount.

Griffin: Yeah.

Rachel: And they weren't fighting. There was no—Small Son I think probably wanted more face time, but I think got enough to feel like he was part of it.

Griffin: I love that—I love that shit. As the youngest brother—

Rachel: Did it bring back any memories?

Griffin: Oh my god, yes! Like all I wanted to do was like hang out with my brothers' friends. Because like, to me, that was cool.

Rachel: You always gave me the vibe of like you guys did, you like all hung out together, all the time.

Griffin: No, I mean, yeah, for sure. But less so with Justin's friends, when I was like a little guy.

Rachel: Yeah. Because you were—

Griffin: Once he was in college and I was in high school, the gap there wasn't as—and also like I was doing plays at Marshall, and so there was—

Rachel: And it was fun to like, "Let's get little brother messed up on this crazy substance and see what happens." [chuckles]

Griffin: Yeah, "Let's get him—let's all just, you know, start huffin' whippets with this—with this 16—" No, I wasn't huffin' whippets.

Rachel: [chuckles]

Griffin: But yeah, I mean, that's very, very charming.

Rachel: Yeah. He really—he really wanted to show Big Son's friend like his toys in his room. And he kept like—

Griffin: It's adorable.

Rachel: Like wondering like when were they going to come back downstairs so that he could be with them again.

Griffin: Props to Big Son's friend also for playing along.

Rachel: Yeah, he himself is a little brother.

Griffin: Yeah.

Rachel: He has an older sister.

Griffin: He gets it.

Rachel: So, I think he maybe got it.

Griffin: I want—I'll bring to the table... we finished Stranger Things. I don't know that I want to sound off on that, actually.

Rachel: Yeah, I mean—

Griffin: I liked—I like—I thought it was fun.

Rachel: Yeah, we enjoyed it. I felt like it was consistent. I felt like if there are things you don't like about the show, then you probably had things you didn't like about the finale.

Griffin: Yeah.

Rachel: And if you really liked the show, then you probably really liked the finale. I don't know, it seemed like this is about what I wanted.

Griffin: Yeah.

Rachel: And it delivered.

Griffin: But the... putting aside the like things I did not like about it, because that's not really what we do here, that show went places that was so like bonkers. Like the final episode has so many like... I don't know, it really felt like the conclusion to a D&D campaign where it's like they've saved all of the big kind of like set pieces and crazy sequences for last.

Rachel: And they went hard, too, with like the fact that these children were now adults.

Griffin: Yeah.

Rachel: Like, this season, definitely adult topics, themes.

Griffin: Yeah.

Rachel: A lot of violence.

Griffin: A lot of violence! There's a lot of just shooting army guys, because they're trying to stop them. And I—that never really...

Rachel: [chuckles] Yeah.

Griffin: They never really... I don't know, kind of stop to really think about that.

Rachel: No.

Griffin: Like, hey, you killed like four guys.

Rachel: They made very clear like who the enemy was, and that if you killed the enemy, that was a good thing.

Griffin: That's good.

Rachel: But like, these are—these are very young people who have taken human lives now. [chuckles]

Griffin: Yes. [chuckles] It had its faults, but I was... I was satisfied.

Rachel: Yeah! Me too.

Griffin: I want to talk about this week, as my major topic, I want to talk about logical diagrams.

Rachel: [chuckles]

Griffin: I want to talk about logical diagrams with you and our listening audience.

Rachel: This is such a great topic, by the way.

Griffin: It is a huge—there is no—there's going to be zero Dharma energy included in this whole conversation.

Rachel: [chuckles]

Griffin: And I don't know—

Rachel: And hey, you know what? I think, hey, 2026, we can be both.

Griffin: Nah...

Rachel: You don't think?

Griffin: It's not called Dharma or Greg. We've talked about this before. It's not called Dharma, and sometimes Greg. It's Dharma and Greg. And there is a—I don't believe—

Rachel: I was suggesting—

Griffin: I don't believe in the gender binary. I firmly believe in the Dharma and Greg binary.

Rachel: I'm suggesting Gramma. [titters] Why not both?

Griffin: Not Dreg?

Rachel: No, that's—I mean, that sounds like a negative thing. [chuckles]

Griffin: No, that doesn't sound good, does it? I want to talk about logical diagrams. How good is it to have a complicated topic or problem or thing that you make manageable with the help of a good diagram? The answer is very good, maybe the best.

Rachel: [laughs]

Griffin: Maybe the best thing, is that.

Rachel: Can you give me some real-life examples?

Griffin: So, I'll start here. The reason I am talking about this is I've been playing a game that Travis turned me on to called Satisfactory, that is part of this burgeoning genre of indie video games, where you are essentially managing a factory. So, you land on this alien planet and you have like simple tools to like harvest resources, but ultimately, the end goal is like you want to automate that process.

And now you have a mining thing that's pulling up iron and processing it, and you're literally building a factory. And I've been learning a lot about manufacturing, like playing this game. Things like manifold belts and like how, you know, automation works on an assembly line and stuff like that. That is like kind of what the whole game is about.

But it's still really, really complicated. It's a complicated game, if you want to feel like, you know, you're doing things efficiently. But there's a *huge* community for the game, who are like die hard for it. And they communicate through like diagrams. Like, here's your inputs and your outputs, here's how

you daisy chain the power. And they show it through like a simple kind of... a simple kind of design.

Rachel: Okay, so not—like not necessarily a map?

Griffin: So, maps are... you know, all diagrams are beautiful. Logical diagrams that I'm talking about here specifically is... I had it sort of defined here. Okay, so, logical diagrams take items and their relationships and map them out on a 2D plane, right? So, a Venn diagram is a logical diagram, because it's showing those things. Maps, not so much. I guess like you're showing where places are in relationship to each other. What I'm talking about is much more in the kind of like flow chart realm.

Rachel: Okay.

Griffin: Or things like that.

Rachel: Yeah.

Griffin: I use these I feel like a lot, and I get a lot of satisfaction out of them. I'm in the process right now, I was talking to you before we started recording, of upgrading my whole kind of like AV setup for video and streaming and stuff like that. And being able to kind of like make a little flow chart showing what's plugging into what and what power is routing where and where the switches go, like that is a fun little puzzle for me to solve. I very, very much enjoy kind of mapping that stuff out.

Rachel: Yeah. No, I'm trying to decide if I can call some things that I've done that. Like, for grants, a lot of times you have to do like what's called like a logic model, or like a flow chart. And the idea is you're showing like inputs and outputs, and like what you're going to achieve. And you know, like this idea of like, we're gonna take this many staff people and we're gonna serve this many people, and we're gonna get these things out of it.

Griffin: Hell yes.

Rachel: And I feel like that should maybe count?

Griffin: That definitely counts!

Rachel: Okay.

Griffin: I think that for sure, for sure—once you start talking about inputs and outputs, baby, that's a logical diagram.

Rachel: [chuckles] Okay.

Griffin: I mean, floor plans, technically. Like, I'm going to have to move a bunch of shit around in my office, so I have started like drawing up a floor plan of what that would look like. And doing that to figure out where you're going to put furniture in your room, making little discrete layers for the big items of furniture that you can kind of drag and move around and put—that shit is so good!

Rachel: That is really nice.

Griffin: That shit's so good! I know there's software that lets you do that, but like opening up Procreate and just like doodling that stuff by hand, god, I love it! It's so fun.

Rachel: No, that is nice. That is—that is like an adult thing that I have discovered of like, if I'm going to buy a piece of furniture, I should measure the space.

Griffin: Yes.

Rachel: And then know how much space I have before I buy a piece of furniture.

Griffin: Yes, absolutely.

Rachel: [chuckles] And it feels like a revelation.

Griffin: A big one last year for me was when I was writing the Choose Your Own Adventure book. Before I could really get started writing the text of

the—of the book, I had to figure out how it would be outlined. I would—I would—

Rachel: Yeah!

Griffin: And that process involved basically creating the most ambitious flow chart I've ever designed.

Rachel: Yeah!

Griffin: Which I started out with like, you know, 50 or 60 index cards scattered across my—

Rachel: Yeah!

Griffin: The floor of my office that I was kind of like moving stuff around, like I was hunting a serial killer or something. And then taking that and putting it in a draw.io, which is a website that lets you kind of create flow charts that upload to Google Drive, and they're like a simple drag and drop kind of interface. And then once I had that, I was like, okay, now I can write—now I can write this book.

Rachel: Because with that—I haven't read your book yet, but—

Griffin: It ain't out yet.

Rachel: Yeah.

Griffin: You'll read it when everyone else does. No spoilers.

Rachel: [laughs]

Griffin: That's not true, you can read it.

Rachel: I'll go to the store and I'll buy a copy, like everyone else.

Griffin: Right. [Bit.ly/griffinstowaway](https://bit.ly/griffinstowaway), by the way, if you want to pre-order my book.

Rachel: [chuckles]

Griffin: It comes out on March 10th. It's really good.

Rachel: Is it set up, though, I remember this with previous Choose Your Own Adventure books I read, where you can take different paths, but you will still end up at the same destination?

Griffin: Absolutely not, no. There are some—there are some—

Rachel: So like, I could go right or left, but then if I do a certain sequence of turns, like I will still end up in the same place?

Griffin: No, it's much more tree-based than what you're—

Rachel: So there's like a *bunch* of different endings?

Griffin: Oh, there's a *bunch* of different endings.

Rachel: Okay.

Griffin: My lord, there's—actually, I think I... I did have one over here at some point, but I think I moved it. But there—most of the Choose Your Own Adventure books come with a diagram of the map of the book on the very back of it.

Rachel: Oh?

Griffin: And it doesn't like tell you what happens in it, but it just shows you where—like how many different branching sort of paths there are.

Rachel: Huh.

Griffin: I haven't actually seen my map for—I mean, I guess I made it in this website, but I haven't seen it on the—I don't have the book either. I'll get it when everyone else gets it.

Rachel: [chuckles]

Griffin: But like, I don't—I... that stuff was really hard. That one in particular was hard because it was like a—also a creative sort of challenge. Things like moving shit around in my office or like figuring out my AV setup, that's not really creative, right? That's just like... that's a lot of information. And I can't keep that shit straight, and I do not want to just like get back there and start plugging stuff in and unplugging it, and hope everything works out. If I go in armed with a diagram that I have made for myself—

Rachel: Yeah.

Griffin: That is so good, man! That feels so good. It's fun to make that, and then when you follow it and you feel like you are doing it in, you know, the best way possible, or the way that you have envisioned, it's so satisfying.

Rachel: Yeah, I mean, I imagine people like interior designers—

Griffin: Yes!

Rachel: Like love it.

Griffin: Man, I have no eye for interior design, whatsoever. But like, we've worked with interior designers, one of our friends is an interior designer, and like watching them do their thing, it does—it looks like sim—like it looks like they're playing Sims.

Rachel: [chuckles]

Griffin: But with like huge stakes, high-stakes Sims. So, I'm using logical diagrams here specifically. There's lots of different types of diagrams. There's quantitative diagrams, like you know, line graphs and scatter plots, which do not do it for me. I do not want visual representations of numerical data. It makes me anxious. Give me that shit on a spreadsheet. I'll take a bar graph, I guess, if you've got it. Anything—

Rachel: You would rather see it on a spreadsheet?

Griffin: Yeah, I don't—I don't need—I don't need that stuff—I don't need an abstraction of that data.

Rachel: Hm, okay.

Griffin: It makes me nervous.

Rachel: I mean, I am somebody who likes visuals a lot.

Griffin: I get no satisfaction out of making them. Part of that is—

Rachel: Oh.

Griffin: I don't know how.

Rachel: Okay. [titters]

Griffin: I've never really learned how to use any spreadsheet software. And at our business, Big Giant Head, Amanda—

Rachel: [chuckles] You specifically hired someone.

Griffin: We specifically hired someone.

Rachel: Yeah.

Griffin: I mean, we didn't hire Amanda because of her spreadsheet ability, but it's truly superhuman to a degree where I feel like I don't have to learn it.

Rachel: Yeah.

Griffin: Because she's bearing the weight of sort of the—of the world...

Rachel: [chuckles]

Griffin: Data entry-wise.

Rachel: McElroy Industries.

Griffin: Yes. So, there's a book that came out in 2012 by an author named Scott Christiansen, titled "100 Diagrams That Changed the World," which I perused while prepping this segment. And it's so fascinating kind of how ancient a craft this is. Maybe not specifically like flow charts and logical diagrams, but diagrams in general. Like, there's 30,000-year-old cave paintings that were used as sort of instruction for fledgling hunters. There's like, you know, schematics from the Enlightenment in there. There's Copernicus' heliocentric universe model.

Rachel: Yeah.

Griffin: Like, diagramming out problems, making abstract things understandable through mapping and symbology is something that humans have been doing for like millennia. And I know part of that is sort of necessity is the mother of invention, and we gotta do this stuff or else we're not going to figure it out. But I like to think that also just, there is something so inherently satisfying.

Rachel: Yeah. It's great when you're in a group of people, too. It's like my favorite thing to do when I'm leading a meeting. If I'm like in a group of people and we're trying to like come up with something, I love—man, I love to hop up and get on that whiteboard, because then everybody ends up on the same page.

Griffin: Yes.

Rachel: Because they're all looking at the same thing and they're all agreeing to the same words.

Griffin: Yeah.

Rachel: And it's incredible.

Griffin: That's logical diagrams, which, now that I've talked about it, I think we can agree, also has a little bit of Dharma edge to it. Like there's something cool also about it, don't you think? Mm-hm.

Rachel: [chuckles] I don't know if Dharma's thing was that she was cool.

Griffin: Hey, mm-hm, can I steal you away?

Rachel: [chuckles] Okay.

[theme music plays]

[ad read]

J.Keith: Say, what's the trivia show where dreams come true?

Helen: It's gotta be Go Fact Yourself!

[applause]

J.Keith [live]: Legend in the house!

J.Keith: We quiz celebrity contestants about topics they love!

Helen: Then bring out surprise experts!

J.Keith: To delight and amaze!

J.Keith [live]: And then finally, tell us why you know and love the lyrics to the song "Knockin' Boots," by Candyman.

Helen [live]: Joining us tonight is a rapper and producer, it's Candyman!

[applause]

Guest 1: Oh, Candyman!

Guest 2: This is among the greatest moments of my life.

[audience laughs and cheers]

Guest 3: This is one of mine too. I love it.

Helen: That's Go Fact Yourself!

J.Keith: Twice a month, every month.

Helen: Here on Maximum Fun!

[break]

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[break]

Rachel: Okay.

Griffin: Okay.

Rachel: My topic this week—

Griffin: Yes?

Rachel: I'm gonna say the fact that there are home and away jerseys.

Griffin: Yeah. Okay. Cool!

Rachel: That a sports team—

Griffin: Yeah.

Rachel: In our sports podcast—

Griffin: Sure.

Rachel: That apparently I was prepping for and didn't realize—

Griffin: Yeah, you knew, I think in your bones.

Rachel: Yeah.

Griffin: It was time.

Rachel: I like that sports teams have different outfits they can wear.
[chuckles]

Griffin: Yeah, I love that sports teams have different outfits they can wear too, for sure.

Rachel: I think it's—I think it's really cute. I love when you're listening to, you know, an announcer or a commentator, and they're giving you like a little like, "Well, the team's wearing their retro jersey today."

Griffin: Yeah!

Rachel: Because like, I don't know, it just feels like this fun little piece of flair.

Griffin: Yeah!

Rachel: You know? It seems like a lot of thought goes into it?

Griffin: Yeah.

Rachel: And I wanted to know more about it.

Griffin: I will say, it does lend itself to situations where you and I will be watching the first inning of a hockey game—

Rachel: [chuckles]

Griffin: And I will watch for like three minutes before I realize like, oh, I'm like kind of rooting for the wrong team.

Rachel: [chuckles]

Griffin: The Blues are actually the ones in the white and blue jerseys. And the Blue Jackets are in the blue and white jerseys.

Rachel: There's oh many some—there's only so many colors.

Griffin: And there's so many freakin' blue teams, dude! Every team is blue!

Rachel: Yeah.

Griffin: And we can't change our name! Like, we can't change the color of our thing.

Rachel: I know.

Griffin: It's the Blues.

Rachel: There's always going to be blue involved.

Griffin: The Kraken? You could have been anything!

Rachel: They know.

Griffin: I guess there's water—I guess there's a nautical theme there, but...

Rachel: Yeah.

Griffin: Anyway, I'm all worked up.

Rachel: [chuckles] So, I did some research kind of generally on this, across all sports, and then kind of zeroed in—

Griffin: Okay.

Rachel: On the NHL, since that's what we know about.

Griffin: Yeah.

Rachel: Part of the reason for the variation, obviously, is that, like you mentioned, you gotta make sure that the opposing teams don't have the same colors on at the same time.

Griffin: Okay.

Rachel: Typically, white road uniforms gained prominence, and that is because of the rise of television in the '50s. So, when it was black and white television.

Griffin: Okay.

Rachel: They were just like—

Griffin: Darker colors and lighter color—

Rachel: It was like, oh—

Griffin: Yeah, sure.

Rachel: "Our team is—" There's two colors, more or less. [chuckles]

Griffin: So, are most away jerseys, I guess specifically for hockey, like primarily white?

Rachel: Well, so teams can kind of choose. But what I think was interesting is there's an—there's another component, which was that some teams would wear gray for their road games, and the conventional wisdom that it was difficult to properly launder uniforms while on the road. [chuckles]

Griffin: Okay?

Rachel: And so "road grays" helped to hide the accumulated soil, like if you were doing a baseball game.

Griffin: It's so—baseball, I get. I don't see—you obviously get stinky playing hockey. We were in the back of an arena after one of our friends' hockey games—

Rachel: Oh, man.

Griffin: And it is the worst smell I've ever smelled in my entire life.

Rachel: [chuckles] It was an unbelievable smell.

Griffin: No judgment, obviously. Those boys were out there working hard and working up a powerful stink, but being subject to that was horrible. But I guess they don't get too dirty, because there's not much dirt—

Rachel: No, it's just sweatiness. There are also in many sports, including hockey, a third jersey.

Griffin: The Winter Classic?

Rachel: So, if a team insists on wearing its home uniforms on the road, so for example in the NFL, the commissioner must judge whether their uniforms are of sufficient contrast. And they can wear—

Griffin: To every other team's home uniforms?

Rachel: Well, no to their opponents, to their specific opponents.

Griffin: Okay.

Rachel: And then, so for example, the Seattle Seahawks have a wolf gray alternative for their third jersey.

Griffin: Oh, okay, so—okay, I understand now. So, they have—

Rachel: So, if you have a white jersey and a blue jersey, and you like always wear your blue jersey for whatever reason—

Griffin: Yeah.

Rachel: Your team is—the team you're playing like doesn't have—

Griffin: I feel like the Blues wear yellow sometimes? Maybe this is a Mandela effect—

Rachel: They do have a yellow.

Griffin: Okay, I see it once a year maybe, if that.

Rachel: I know. I know. So, and that's a thing that is kind of, I think, specific to the NHL, but I'm not 100% sure on that. The NBA, I thought this was interesting, I didn't know this, but they eliminated the home and away designations, and began to officially refer to lighter colored jerseys as association uniforms and darker colored jerseys as icon uniforms.

Griffin: That's crazy. Why?

Rachel: This was beginning in the 2017-2018 season, because the home team was allowed to designate whether it would wear the light color or the dark color. So, since there wasn't any consistency on like home, away, light, dark—

Griffin: Right.

Rachel: It was like, well, we can't really...

Griffin: Yeah!

Rachel: Refer to them generally as home and away, because there's no real rule. So, now they're calling it association versus icon.

Griffin: Cool. Why wouldn't you want to wear the icon jersey?

Rachel: [chuckles] I don't know.

Griffin: That's what I don't understand.

Rachel: Okay, so NHL. So, at the start of the 2003-2004 season, NHL teams started to wear the dark color at home and the white for road games.

Griffin: Right.

Rachel: There are occasional single game exceptions. So, that's what we were talking about.

Griffin: The Winter Classic.

Rachel: The Winter Classic.

Griffin: The Winter Classic jerseys are—and I feel like I learned more about this stuff when the Blues did their logo redesign. Was that in the offseason this past—

Rachel: Yeah.

Griffin: So, and it's not dramatic like to basically anyone. And then—

Rachel: It's like a change in font, almost.

Griffin: Literally to an italicized sans serif, rather than—

Rachel: [chuckles]

Griffin: It's very, very faint. But like, a lot of thought goes into the design of this—of this stuff.

Rachel: Yeah.

Griffin: There's like a—it is a... like a design language that is kind of holistic for the—for the entire team. But the Winter Classic jerseys, that's just one game that they play outside every year, and it's always very, very fun. And

it's—they go, I think—they go crazy with those. They go absolutely ape shit with those Winter Classic jerseys. They always look so out of pocket compared to the other—

Rachel: I know.

Griffin: The other stuff that they do.

Rachel: I know.

Griffin: Love 'em, though.

Rachel: So, with the NHL, the third jersey started in 1995.

Griffin: Okay.

Rachel: And they are typically worn only a few times a season by special permission of the league, based on a list of requested games. So, they sit down before the season starts.

Griffin: Okay?

Rachel: And say like, "We want to wear our special ones on these nights."

Griffin: Okay, so is this how like the Blues have the pink like breast cancer awareness jerseys?

Rachel: Yeah.

Griffin: This would be one of those, I'm guessing.

Rachel: Yeah.

Griffin: Like a special permission for—

Rachel: Yeah, I'm guessing. Beginning in the 2020-2021 season, that's when they started the reverse retro program.

Griffin: Well, no one was really playing much hockey during that season.

Rachel: Yeah, so that's—

Griffin: Because of Covid.

Rachel: Yeah.

Griffin: So, they could get kind of silly with it.

Rachel: [chuckles] They were planned to be worn in specific rivalry matchups, which was hindered by the realignment of divisions due to Covid 19. But starting in 2022—2023, the reverse retro designs made a return, including the Seattle Kraken. Which like, what was their retro design—

Griffin: What was their thing? Yeah.

Rachel: They were a brand-new team. Yeah, so this is—when I was watching the Blues in the '90s, they had this wild like red addition to their jersey, which they brought back for their reverse retro program.

Griffin: Yeah, I think I saw that.

Rachel: Yeah.

Griffin: I think those are cool. If I go to a game wearing one of those jerseys, I'm gonna feel a little weird about—I feel like I'm gonna—it's not the representative—

Rachel: It's a little peacocky.

Griffin: It's a little peacocky.

Rachel: Yeah.

Griffin: But I do love how many options the—this is so—this is a great topic.

Rachel: [laughs]

Griffin: It is so great that these folks, these athletes, get so many wonderful, different choices that they all wear at the same time.

Rachel: Yeah.

Griffin: It's so great. Uniforms are great.

Rachel: There's a lot, if you look online, too, about like superstitions around jerseys.

Griffin: Oh, sure.

Rachel: Apparently, like the Dallas Cowboys have some superstition around like how they—their blue jerseys make it so they can't win a Super Bowl.

Griffin: Yeah.

Rachel: And that like occasionally, like the home team or like the—whichever team gets to decide will sometimes intentionally choose the white jersey.

Griffin: Yeah.

Rachel: To like invoke the Dallas curse, if they're playing the Cowboys.

Griffin: Awesome.

Rachel: So yeah, clearly this is of great significance to a lot of people.

Griffin: Yeah.

Rachel: But yeah, I don't know, I just, I think in a sport which is very regimented, and there are obviously tons of rules, and everybody kind of has to look the same, I love that they have this like little option to kind of—kind of spice things up.

Griffin: Yeah, for sure. Do you want to know what our friends at home are talking about?

Rachel: Yes.

Griffin: Riley says, "Hi, hi, my name is Riley, and my Small Wonder is brooms with angled bristles. As someone who house sits frequently and uses a lot of different brooms, I can confidently say these bad boys are the most comfortable to hold and the best at getting into those nooks and crannies. Honorable mention to house sitting. It's like a mini vacation where you get paid to cuddle someone's dog."

Rachel: That is nice.

Griffin: I don't love a bris—an angled bristle brush.

Rachel: Why not?

Griffin: Angle bristle broom. I don't know. I feel like it changes the—there's like a—when I sweep it, there's like an arc to it, because of the—

Rachel: Oh?

Griffin: I like a—you know what I like? Is a push broom. Oh, damn.

Rachel: Yeah.

Griffin: I wish that—

Rachel: Well, here's the thing, you're clearly not sweeping a lot of corners.

Griffin: No, yeah, I mean, if you're using a push broom, you're getting sand off the boardwalk or whatever.

Rachel: Yeah, if you're trying to do a large area, I mean, push broom is your tool.

Griffin: Yeah. The theater, working at the movie theater? Oof, yeah, that's good stuff.

Rachel: I wonder how many types of brooms there are?

Griffin: Three! Sage says, "My Wonderful thing is envelope style pillow cases, the kind that have an extra flap so your pillow doesn't start sliding out in the middle of the night. I no longer have to fear rolling over and my pillow suddenly being a different texture."

Rachel: Yes! I showed this to you with our new pillow cases!

Griffin: Yeah, I don't think I knew that this was a thing.

Rachel: I didn't either!

Griffin: It is a game changer, it is awesome.

Rachel: Yeah! Until very recently, I was like, what's this little flap doing here? And then I saw somebody use it correctly, and I was like, oh!

Griffin: Oh. It makes it a little—

Rachel: And it does! It makes a difference.

Griffin: A little pillow hot pocket. A little pillow calzone.

Rachel: [chuckles]

Griffin: I like that a lot. Thank—

Rachel: A pizzone!

Griffin: A pizzone, if you will. Thank you so much for listening to our show. Thank you to Bo En and Augustus for the use of our theme song, "Money Won't Pay." You can find a link to that in the episode description. I don't know what the situation is in the merch store, but it's the new year, so I'm

betting that there's a bunch of stuff up in there over at mcelroymerch.com. I will know for sure next time we record, absolutely.

Rachel: [chuckles] McElroy Industries has taken a small break for the holiday season.

Griffin: Yeah!

Rachel: And Griffin is adrift.

Griffin: We're spinning it back up, basically right now—

Rachel: Yeah. [chuckles]

Griffin: As we record this show. I can say that we have some books coming out this year. Again, my Choose Your Own Adventure book, *The Stowaway* comes out March 10th. You can pre-order that at bit.ly/griffinstowaway. And then the final Adventure Zone graphic novel comes out—it's behind your chair. The final Adventure Zone graphic novel, *Story and Song*, comes out in July. I used to know the date, but again, we're just spinning it up, folks.

Rachel: [chuckles]

Griffin: That's over at theadventurezonecomic.com. And I'm really proud of both those books. You should—you should check 'em out. Anything else, babe? Oh, thanks to Max Fun! Go to maximumfun.org, go get—go get you a podcast. Go find you some podcasts! Anything else, babe?

Rachel: I mean... I think by the time this airs, you won't—will you still be able to view the *Candlenights*—no, all right. Well, I hope everybody enjoyed it. [titters]

Griffin: Yeah.

Rachel: We really enjoyed doing it.

Griffin: It was so much fun. Thank you all so much to everybody who grabbed tickets and supported Harmony House, and it was a—it was a huge

success. And we're very tired, but very, very grateful. And that is the state that we will leave you in.

Rachel: And that's Sports Talk!

Griffin: That's Sports Talk. Tune in next time for all the buckets and baskets your body can handle.

Rachel: They shoot, they score!

Griffin: They shoot, they score. For Sports Talk, I'm Griffin 'Slam Dunk' McElroy.

Rachel: And I'm Rachel 'Penalty Box' McElroy.

Griffin: And you know what they say... always...

Rachel: Always... [titters]

Griffin: Take...

Rachel: Take time out?

Griffin: Take time out... for...

Rachel: For... team work.

Griffin: Team work. Always take time out for teamwork.

Rachel: [titters]

Griffin: Bye!

Rachel: Bye.

[theme music, "Money Won't Pay (feat. Augustus)" by Bo En plays]

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