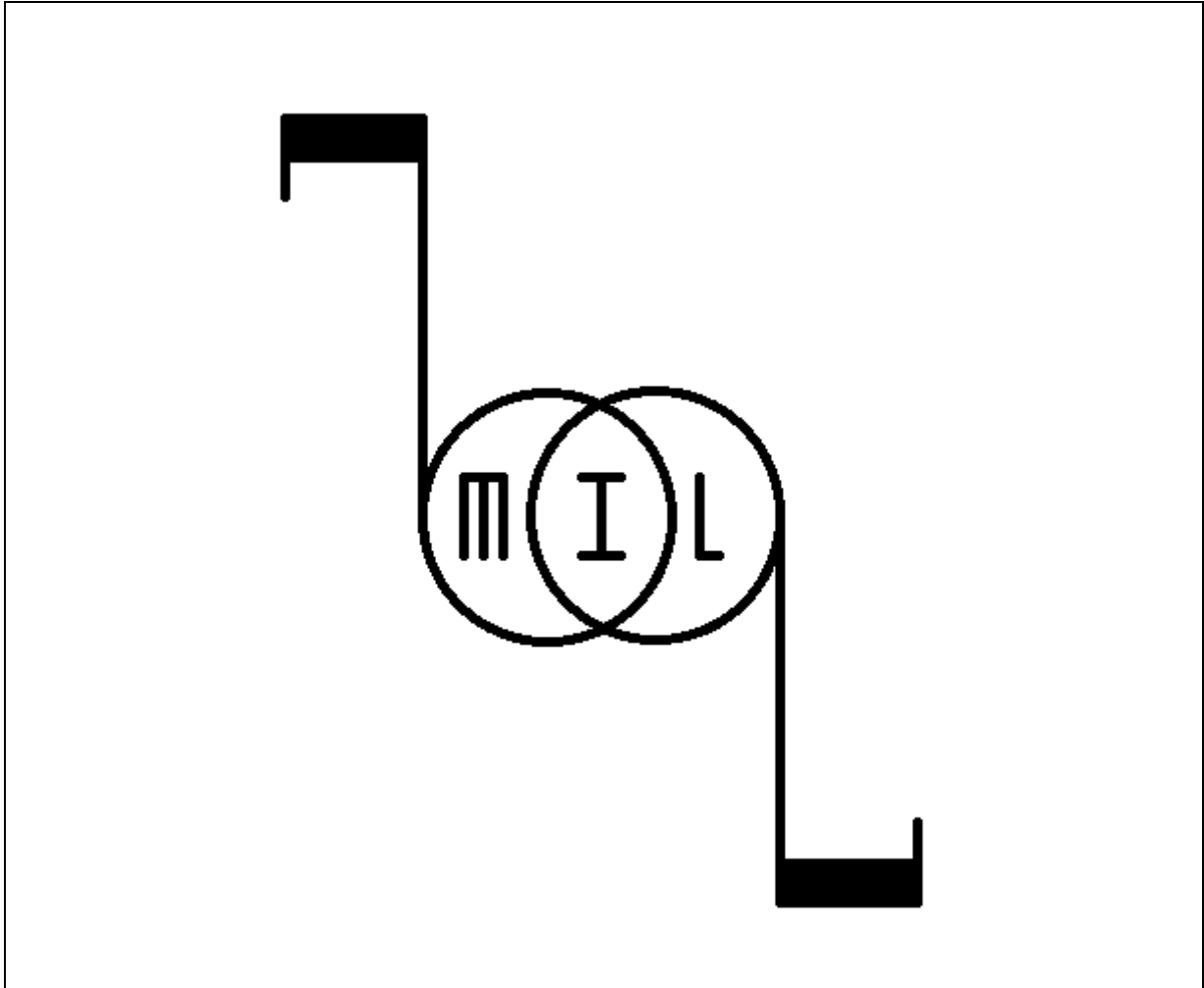


GABRIEL FIGUEREDO

presents

The "M.I.L.: MUSIC INSPIRES LEAGUE" Project



A WORD BEFORE ENTERING

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INTRO:

- *I LOVE FOOTBALL. I LOVE MUSIC EVEN MORE. SO, I DECIDED TO COMBINE THESE TWO PASSIONS.
- *Greetings from me to you.
- *My name is Gabriel Figueredo... (pronounced: "Gab~Real Figure~Red~Owe").
- *I am an Artist & Musician (band: "MEEK IMMORTALS™") from Hamilton, Ontario, Canada.
- *I love the NFL Football League; especially my favourite team, the "San Francisco 49ers."
- *I love Music even more; and, especially, my favourite Music Artist, named "TOOL."
- *This ART project, entitled "M.I.L.: MUSIC INSPIRES LEAGUE," is intended for all you humans who love Music, and/or love NFL Football, and/or love "TOOL's" music.

LEAD:

- *This "M.I.L." Project presents an "original way" of rating and critiquing the artistry of a music CD.
- *The rating, for each CD reviewed, is a "Wins-&-Losses" Record system, just like in NFL Football.
- *First, the CD is "valued" according to the percentage of "Good-&-Bad" songs on the CD.
- *Second, this percentage is then converted into a "W-L Record," out of the maximum of 16 games, which corresponds to the NFL Regular Season format.
- *Thirdly, the CD is categorized into "NFL Style" charts to compare against other CD "W-L Records."
- *The essential joke, of my "M.I.L.," is that I am using Records ("W-L") to describe records (CDs).
- *Please note: while other music-rating-systems typically use a "five-star rating" or a "rating out-of-ten;" I am, instead, choosing to use a "rating out-of-sixteen" (which connects to the NFL format).

SYMBOLS:

- *The range of possible achievement, for an Artist's CD, starts at the "0-16" W-L Record, and goes all the way up to a perfect "16-0" W-L Record, while presuming no "tie" Games (no "tie" Songs).
- *For example, if an Artist's CD has an equal number of "Good-&-Bad" songs, then that Artist's CD will achieve an "8-8" W-L Record, symbolically speaking.
- *Consequently, if an Artist's CD has more "Good songs" than "Bad songs," then that Artist's CD will achieve a "W-L" Record anywhere from an "8-8" Record up to the maximum of a "16-0" Record.
- *Conversely, if an Artist's CD has fewer "Good songs" than "Bad songs," then that Artist's CD will achieve a "W-L" Record anywhere from a "7-9" Record down to the minimum of a "0-16" Record.
- *The best "W-L" Records, in a given year, reach the "NFL Style" Playoffs, wherein an Artist's CD competes against other "Playoff" CDs, in order to proclaim the best CD (SUPER CD) of that year.

SOLID BASE:

- *The time parameters, for my "M.I.L." Project, refer to the "CD Release Years" of the "TOOL" discography; and, how other Music Artist CDs, released in those years, compare to that "TOOL" CD.
- *Please note: the LIVE CD that "TOOL" released in 2000 A.D. is not included in my Project. (Sorry).
- *The Artists & CDs that were selected, for this "M.I.L." Project, were carefully chosen to represent a wide range of music styles and tastes, and I had to be "faithfully" intrigued by the CD.
- *If you, who are reading this, are one of the Artists chosen to compete in this Project, then kudos.
- *If you are an Artist that does not appear in the Project listings, don't fret, because there is only a limited number of "Total Wins" that are distributed for each year (NFL Season) that is reviewed.
- *In other words, I cannot choose every Artist & CD achieving a "12-4" Record, just because I like it.
- *I had to choose a variety of Artists & CDs that would achieve some high W-L Records, some so-so W-L Records, and, also, some low W-L Records.
- *At the center, of all those selections, dwells the Artist "TOOL."
- *The song "Sober," by "TOOL," says: "I will find a center in you," and "I will work to elevate you."
- *The central theme of my "M.I.L." is summed up by "paraphrasing a quote" (of Hank Shteamer) from "RollingStone.com:" "TOOL have the most vast sonic and conceptual universe in music."
- *Now, I'm gonna prove it.

**** G.F. says: "Roll the previews!"

TOOL: A BRIEF DISCOGRAPHY

CD #	Artist: CD title	Release Year Of CD
1	TOOL: OPIATE	1992
2	TOOL: undertow	1993
3	TOOL: ÆNIMA	1996
4	TOOL: lateralus	2001
5	TOOL: 10000 days	2006
6		"...we joyfully wait..."

*Significance: each "Release Year of a TOOL CD" provides the "reference year" (NFL Season) from which the "NFL Style" charts, of CD comparisons, are constructed for the "M.I.L." Project.

NFL: A BRIEF OVERVIEW (Connection with "M.I.L.")

NFL Season	# Of Teams (Artists: CDs)	# Of "Total Wins" during NFL Regular Season
1992	28	224 wins exact
1993	28	224 wins exact
1996	30	240 wins exact
2001	31	248 wins exact
2006	32	256 wins exact

*Noteworthy: within each NFL Regular Season, each team plays 16 Games; and, we shall henceforth presume that there are no "tie" Games (no "tie" Songs).

NFL: ACHIEVABLE "Wins-&-Losses" RECORDS PER TEAM

W-L Records (Regular Season)	Winning Percentage	status of "PlayOff Team"(POT)
16 - 0	100 %	Division Winner
15 - 1	93 %	DW or Wild-Card?
14 - 2	87 %	DW or WC?
13 - 3	81 %	DW or WC?
12 - 4	75 %	DW or WC?
11 - 5	68 %	DW or WC or rare non-POT?
10 - 6	62 %	DW or WC or non-POT?
9 - 7	56 %	DW or WC or non-POT?
8 - 8	50 %	rare DW or rare WC or non-POT?
7 - 9	43 %	rare DW or non-POT?
6 - 10	37 %	non-POT
5 - 11	31 %	non-POT
4 - 12	25 %	non-POT
3 - 13	18 %	non-POT
2 - 14	12 %	non-POT
1 - 15	6 %	non-POT
0 - 16	0 %	non-POT

CONTEXTUAL BACKGROUND:

- *In the NFL Football League, each team plays 16 games in the Regular Season.
- *Success in the Regular Season is measured in Wins-&-Losses (that is, W-L Records).
- *Teams can finish with W-L Records ranging from "0-16" up to "16-0" (thus, "8-8" is a so-so year).
- *The goal of each team is to win as many games as possible, in order to qualify for the playoffs.
- *In the playoffs, the top SIX teams (DWs & WCs) in each Conference compete to be the Champion.
- *I have discovered a Comparative Pattern... I call it the "G.F. Theory Of Lateral Relativity."
- *I dedicate this theory to my Father, Alvaro Tell, who speaks of "the need for bilateral agreement."

"G.F. THEORY OF LATERAL RELATIVITY"

GENESIS:

- *My favourite team, the "49ers," proved that a "10-6" W-L Record is a good benchmark of success in the NFL; the "49ers" set an NFL record, winning at least 10 Games, each year, from 1983 to 1998.
- *Thus, any team that finishes the Regular Season with a "10-6" W-L Record is considered a great and major difference against the team that finishes the Regular Season with a "9-7" W-L Record.
- *Descriptively, the "10-6" team sounds better, looks better, and feels better, than a "9-7" team.

NUMBERS:

- *Comparatively, a team with an "11-5" Record has a lesser difference against a "10-6" team.
- *Further, the team with a "9-7" Record has a lesser difference against an "8-8" team.
- *Even a team with a "13-3" Record has a lesser difference in relation to a "12-4" team.
- *Thus, there are differences between W-L Records that are sequential, but the greatest of those differences is between a "10-6" Record versus a "9-7" Record.

Sober JUDGES:

- *The First Law of the "G.F. Theory Of Lateral Relativity," compares sequential W-L Records, ranging from "0-16" all the way up to "16-0", with particular emphasis on the "10-6" relation to "9-7."
- *Achieving a "10-6" W-L Record pretty much guarantees a playoff berth in any given year (although there have been several "unusual" exceptions, in NFL Football history).
- *In comparison, a team with a "9-7" Record may sometimes make the playoffs, and sometimes not.
- *Thus, in regards to NFL Football, achieving "double digit" wins is a really good accomplishment.
- *This "double digit discovery" adds further proof about the substantial and quantifiable differences of the "10-6" Record in relation to the "9-7" Record.
- *The Second Law of the "G.F. Theory Of Lateral Relativity," compares the non-sequential W-L Records of 2 or more teams, and you find that each W-L Record has its own "grit," and "feel," and "texture," when compared to the other W-L Records.
- *For example, a "14-2" team "feels unique" when compared to a "12-4" team or a "7-9" team.
- *Further, a "13-3" team "sounds stronger" than an "11-5" team, and "way stronger" than an "8-8."

GOSPEL OF JOHN Madden:

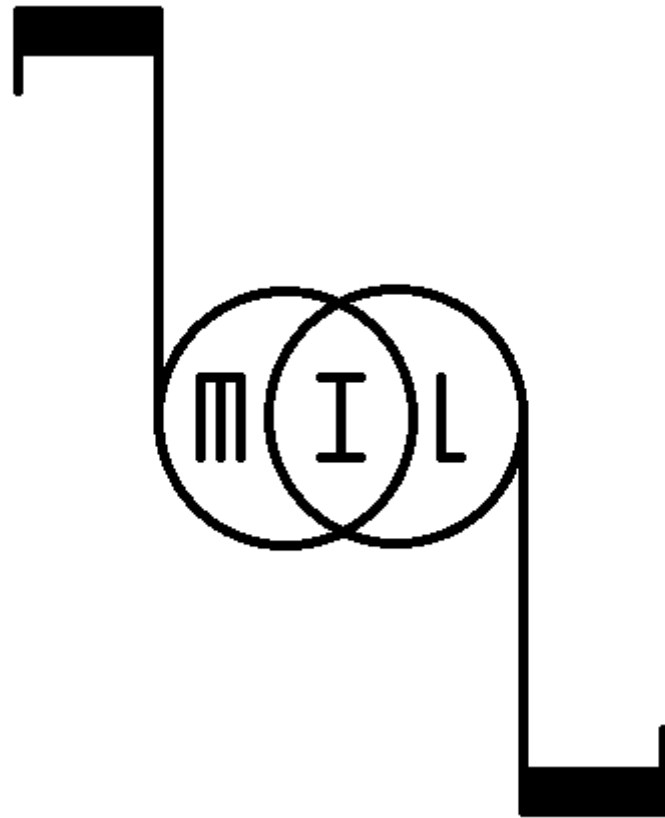
- *Hall-Of-Famer John Madden describes how certain teams "carry themselves" according to a specific W-L Record confidence, or lack thereof; or a team that does not have the "feel" of a playoff team; or a team whose play does not "look" or "reflect" their own W-L Record.
- *In essence, the "grit" of a W-L Record is important to a team's identity and its hope for success.

REVELATION:

- *The "G.F. Theory Of Lateral Relativity" can be applied to additional "fields" of study about life.
- *For example, in the field of Music... (especially if you "Buy~Lateral~Is~Good").
- *In a given year of play, Teams (Artists) strive for a winning W-L Record ("Good-&-Bad" songs %), try to be a PlayOff Team (POT), and compete against each other, to crown a Champion (SUPER CD).

***** G.F. says: "Let the games begin!" *****

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SEASON OF 1992

QUOTE: "Music is the universal language of mankind."

~ H.W. LONGFELLOW

AMERICAN MUSIC CONFERENCE 1992 REGULAR SEASON				
AMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Helmet: Meantime 2. R.E.M.: Automatic For The People 3. Mary J. Blige: What's The 411? 4. Moby: Moby 5. Bon Jovi: Keep The Faith	6 & 4 [60] 7 & 5 [58] 6 & 6 [50] 6 & 6 [50] 4 & 8 [33]	9 - 7 9 - 7 8 - 8 8 - 8 5 - 11	DW3
C	1. TOOL: OPIATE 2. Kyuss: Blues For The Red Sun 3. Rage Against The Machine: R.A.T.M. 4. Electric Love Hogs: Electric Love Hogs	5 & 1 [83] 11 & 3 [78] 8 & 2 [80] 4 & 7 [36]	13 - 3 12 - 4 12 - 4 5 - 11	DW1 WC4 WC5
W	1. Ministry: Psalm 69 (T.W.T.S.A.T.W.T.S.E.) 2. Sugar: Copper Blue 3. Alice In Chains: Dirt 4. Melvins: Ly. 5. Dr. Dre: The Chronic	7 & 2 [77] 6 & 4 [60] 7 & 6 [53] 2 & 4 [33] 5 & 11 [31]	12 - 4 9 - 7 8 - 8 5 - 11 5 - 11	DW2 WC6

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NATIONAL MUSIC CONFERENCE 1992 REGULAR SEASON				
NMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Godflesh: Pure 2. The Cure: Wish 3. The Orb: U.F.Orb 4. Verve: The Verve 5. Miranda Sex Garden: Iris	7 & 3 [70] 7 & 5 [58] 3 & 4 [42] 2 & 3 [40] 2 & 3 [40]	11 - 5 9 - 7 6 - 10 6 - 10 6 - 10	DW3 WC6
C	1. Skinny Puppy: Last Rights 2. Tiamat: Clouds 3. Snap: The Madman's Return 4. Ace Of Base: Happy Nation 5. Deep Forest: Deep Forest	8 & 2 [80] 5 & 3 [62] 4 & 5 [44] 4 & 11 [26] 3 & 8 [27]	12 - 4 10 - 6 7 - 9 4 - 12 4 - 12	DW1 WC5
W	1. The Prodigy: Experience 2. PJ Harvey: Dry 3. Right Said Fred: Up 4. Utah Saints: Utah Saints	9 & 3 [75] 8 & 3 [72] 2 & 8 [20] 2 & 8 [20]	12 - 4 11 - 5 3 - 13 3 - 13	DW2 WC4

*Key To "POT" Games: Great Songs = Score TDs... Good Songs = Score FGs or Big DEFENSE Plays

AMC WILDCARD ROUND 1992			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6 DW3	Sugar: Copper Blue Helmet: Meantime	17 20	*Helmet "Give It" a Field Goal try, and win it.
WC5 WC4	Rage Against The Machine: R.A.T.M. Kyuss: Blues For The Red Sun	20 13	*The "Freedom" group rallies, with another rushing TD, to clinch the game.

AMC DIVISIONAL ROUND 1992			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC5 DW1	Rage Against The Machine: R.A.T.M. TOOL: OPIATE	24 27	*Title track "Opiate" has the mightiness to clinch game winning TD catch.
DW3 DW2	Helmet: Meantime Ministry: Psalm 69 (TWTSATWTSE)	3 41	*The "Scarecrow" makes an epic play as Ministry is too much to handle.

AMC CONFERENCE FINAL 1992			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW2 DW1	Ministry: Psalm 69 (TWTSATWTSE) TOOL: OPIATE	20 21	*TOOL "Sweat" out a close game.

NMC WILDCARD ROUND 1992			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6 DW3	The Cure: Wish Godflesh: Pure	14 20	*Title track "Pure" sets the tone for the Godflesh victory.
WC5 WC4	Tiamat: Clouds PJ Harvey: Dry	12 24	*PJH wins with enchanting "Victory" song, in the 2 nd -Half.

NMC DIVISIONAL ROUND 1992			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC4 DW1	PJ Harvey: Dry Skinny Puppy: Last Rights	14 31	*The "Circustance" play rushes for a TD to seal the win.
DW3 DW2	Godflesh: Pure The Prodigy: Experience	27 10	*The "Predominance" of steady offense wins the game for Godflesh.

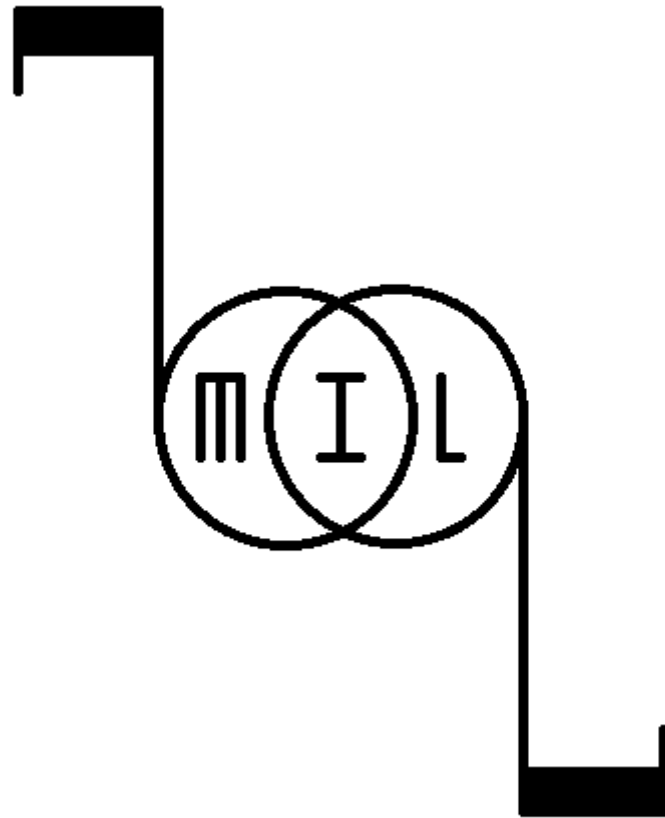
NMC CONFERENCE FINAL 1992			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW3 DW1	Godflesh: Pure Skinny Puppy: Last Rights	10 16	*"Inquisition" unleashes winning points with a 94-yard TD run.

***** SUPER CD SHOWDOWN *****

POT	Artist: CD title	Score	Super Symbolic Highlight Of Win
AMC champ NMC champ	TOOL: OPIATE Skinny Puppy: Last Rights	21 14	*The "Hush" gives way to roars after TOOL scores the winning TD catch.

THE "M.I.L." 1992 SUPER CD CHAMPION is... TOOL: OPIATE.

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SEASON OF 1993

QUOTE: "If architecture is frozen music, then music must be liquid architecture."

~ QUINCY JONES

AMERICAN MUSIC CONFERENCE 1993 REGULAR SEASON				
AMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Smashing Pumpkins: Siamese Dream	12 & 1 [92]	14 - 2	DW1
	2. The Breeders: Last Splash	11 & 4 [73]	11 - 5	WC5
	3. Mutha's Day Out: My Soul Is Wet	8 & 4 [66]	10 - 6	WC6
	4. Lenny Kravitz: Are You Gonna Go My Way	3 & 8 [27]	4 - 12	
	5. KRS~One: Return Of The Boom Bap	4 & 10 [28]	4 - 12	
C	1. TOOL: undertow	8 & 2 [80]	12 - 4	DW2
	2. Cypress Hill: Black Sunday	11 & 3 [78]	12 - 4	WC4
	3. Mazzy Star: So Tonight That I Might See	5 & 5 [50]	8 - 8	
	4. Porno For Pyros: Porno For Pyros	4 & 7 [36]	5 - 11	
W	1. Pearl Jam: Vs.	8 & 4 [66]	10 - 6	DW3
	2. Nirvana: In Utero	8 & 4 [66]	10 - 6	
	3. Melvins: Houdini	6 & 7 [46]	7 - 9	
	4. Primus: Pork Soda	3 & 12 [20]	3 - 13	
	5. Candlebox: Candlebox	2 & 9 [18]	3 - 13	

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NATIONAL MUSIC CONFERENCE 1993 REGULAR SEASON				
NMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Autechre: Incunabula	7 & 4 [63]	10 - 6	DW2
	2. U2: Zooropa	6 & 4 [60]	9 - 7	
	3. The Cure: Show	7 & 11 [38]	6 - 10	
	4. Ace Of Base: The Sign	4 & 8 [33]	5 - 11	
	5. Depeche Mode: Songs Of Faith And Devotion	2 & 8 [20]	3 - 13	
C	1. The Tea Party: Splendor Solis	9 & 2 [81]	13 - 3	DW1
	2. Big Sugar: 500 Pounds	7 & 4 [63]	10 - 6	WC4
	3. I Mother Earth: Dig	8 & 4 [66]	10 - 6	WC5
	4. Mundane: Seed	6 & 3 [66]	10 - 6	WC6
	5. Sarah McLachlan: Fumbling Towards Ecstasy	3 & 9 [25]	4 - 12	
W	1. Midnight Oil: Earth And Sun And Moon	7 & 4 [63]	10 - 6	DW3
	2. Gipsy Kings: Love & Liberte	6 & 6 [50]	8 - 8	
	3. Enigma: The Cross Of Changes	4 & 5 [44]	7 - 9	
	4. Bjork: Debut	4 & 6 [40]	6 - 10	

*Key To "POT" Games: Great Songs = Score TDs... Good Songs = Score FGs or Big DEFENSE Plays

AMC WILDCARD ROUND 1993			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Mutha's Day Out: My Soul Is Wet	16	*The play, of "Dry Water," propels MDO to a winning TD rush of 84-yards.
DW3	Pearl Jam: Vs.	13	
WC5	The Breeders: Last Splash	17	*The defensive play of "I Ain't Goin' Out Like That" clinches the Sunday playoff.
WC4	Cypress Hill: Black Sunday	40	

AMC DIVISIONAL ROUND 1993			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Mutha's Day Out: My Soul Is Wet	10	*The ease of "Mayonaise" glides the Pumpkins to smooth victory.
DW1	Smashing Pumpkins: Siamese Dream	35	
WC4	Cypress Hill: Black Sunday	14	*The defense, of the "Swamp Song" team, pulls down an INT TD, for the win.
DW2	TOOL: undertow	28	

AMC CONFERENCE FINAL 1993			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW2	TOOL: undertow	21	*The play of "Today" is impressive, and leads to a surprising win.
DW1	Smashing Pumpkins: Siamese Dream	38	

NMC WILDCARD ROUND 1993			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Mundane: Seed	42	*The planets align for the "Tribal Season" triumph.
DW3	Midnight Oil: Earth And Sun And Moon	7	
WC5	I Mother Earth: Dig	24	*The play "So Gently We Go" leads the way to victory.
WC4	Big Sugar: 500 Pounds	13	

NMC DIVISIONAL ROUND 1993			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Mundane: Seed	27	*The play of "What's Left" provides what's right to win.
DW1	The Tea Party: Splendor Solis	24	
WC5	I Mother Earth: Dig	30	*Autechre achieve comeback win, in the 4 th -Quarter, with "Doctrine" play.
DW2	Autechre: Incunabula	37	

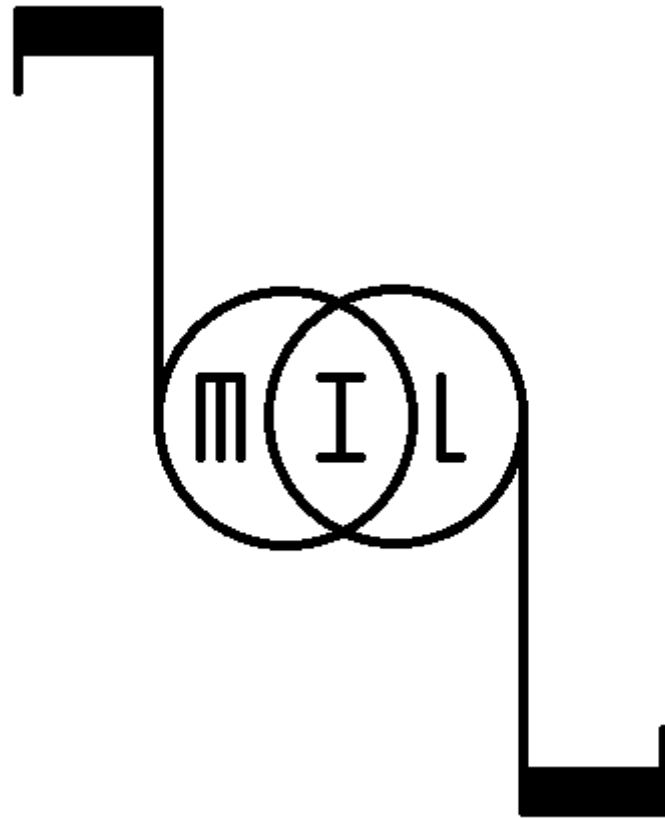
NMC CONFERENCE FINAL 1993			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Mundane: Seed	38	**"Kicking In The Ground" game powers Mundane on 'Cinderella' playoff run.
DW2	Autechre: Incunabula	19	

***** SUPER CD SHOWDOWN *****

POT	Artist: CD title	Score	Super Symbolic Highlight Of Win
AMC champ	Smashing Pumpkins: S.D.	34	*The play when "Everybody Seems To Run Through" scores winning TD rush.
NMC champ	Mundane: Seed	37	

THE "M.I.L." 1993 SUPER CD CHAMPION is... Mundane: Seed.

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SEASON OF 1996

QUOTE: "When you lose, the stink comes out. I've always said that winning is a great deodorant."

~ JOHN MADDEN

AMERICAN MUSIC CONFERENCE 1996 REGULAR SEASON				
AMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Cat Power: What Would The Community Think	10 & 2 [83]	13 - 3	DW2
	2. Jay~Z: Reasonable Doubt	8 & 7 [53]	8 - 8	
	3. Beck: Odelay	6 & 7 [46]	7 - 9	
	4. Lil' Kim: Hard Core	5 & 10 [33]	5 - 11	
	5. Iris DeMent: The Way I Should	3 & 8 [27]	4 - 12	
C	1. TOOL: ÆNIMA	13 & 2 [86]	13 - 3	DW1
	2. Porno For Pyros: Good God's Urge	8 & 2 [80]	12 - 4	WC4
	3. Rage Against The Machine: Evil Empire	7 & 4 [63]	10 - 6	WC5
	4. Fu Manchu: In Search Of...	7 & 5 [58]	9 - 7	WC6
	5. Mazzy Star: Among My Swan	4 & 8 [33]	5 - 11	
W	1. Korn: Life Is Peachy	10 & 4 [71]	11 - 5	DW3
	2. Soundgarden: Down On The Upside	8 & 8 [50]	8 - 8	
	3. Pearl Jam: No Code	7 & 6 [53]	8 - 8	
	4. Melvins: Stag	8 & 8 [50]	8 - 8	
	5. Ministry: Filth Pig	4 & 6 [40]	6 - 10	

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NATIONAL MUSIC CONFERENCE 1996 REGULAR SEASON				
NMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Godflesh: Songs Of Love And Hate	9 & 2 [81]	13 - 3	DW1
	2. Suede: Coming Up	8 & 2 [80]	12 - 4	WC4
	3. Lush: Lovelife	5 & 7 [41]	6 - 10	
	4. Lamb: Lamb	4 & 6 [40]	6 - 10	
	5. The Spice Girls: Spice	2 & 8 [20]	3 - 13	
C	1. Skinny Puppy: The Process	7 & 4 [63]	10 - 6	DW3
	2. Big Sugar: Hemi~Vision	7 & 5 [58]	9 - 7	WC6
	3. I Mother Earth: Scenery And Fish	5 & 7 [41]	6 - 10	
	4. Moist: Creature	5 & 7 [41]	6 - 10	
	5. Rose Chronicles: Happily Ever After	3 & 10 [23]	3 - 13	
W	1. Sepultura: Roots	12 & 4 [75]	12 - 4	DW2
	2. Opeth: Morningrise	4 & 1 [80]	12 - 4	WC5
	3. Fishmans: Long Season	2 & 3 [40]	6 - 10	
	4. Clannad: Lore	4 & 7 [36]	5 - 11	
	5. Cocteau Twins: Milk & Kisses	3 & 7 [30]	4 - 12	

*Key To "POT" Games: Great Songs = Score TDs... Good Songs = Score FGs or Big DEFENSE Plays

AMC WILDCARD ROUND 1996			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Fu Manchu: In Search Of...	24	*"The Falcon Has Landed" in the endzone for the winning TD reception.
DW3	Korn: Life Is Peachy	14	
WC5	Rage Against The Machine: Evil Empire	14	*PFP Pros score points in "100 Ways" with TDs & 4 FGs & a SAFETY.
WC4	Porno For Pyros: Good God's Urge	35	

AMC DIVISIONAL ROUND 1996			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Fu Manchu: In Search Of...	10	*Scoring success was found by prying open the "Third Eye" play.
DW1	TOOL: ÆNIMA	34	
WC4	Porno For Pyros: Good God's Urge	38	*"Tahitian Moon" thunders along as the winning score.
DW2	Cat Power: W.W.T.C.T.	20	

AMC CONFERENCE FINAL 1996			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC4	Porno For Pyros: Good God's Urge	20	*The "Forty-Six & 2" play evolves into a 48-yard TD catch, to clinch the win.
DW1	TOOL: ÆNIMA	23	

NMC WILDCARD ROUND 1996			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Big Sugar: Hemi~Vision	17	*SP runs the "Blue Serge" offense, to the triumphant TD, in the 3 rd -Quarter.
DW3	Skinny Puppy: The Process	24	
WC5	Opeth: Morningrise	28	*Opeth drinks from the "Nectar" of victory, like Alfred Pupunu.
WC4	Suede: Coming Up	21	

NMC DIVISIONAL ROUND 1996			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC5	Opeth: Morningrise	24	*Winners prove that the endzone is the "Angel Domain."
DW1	Godflesh: Songs Of Love And Hate	30	
DW3	Skinny Puppy: The Process	17	*Sepultura show right "Attitude" by attempting and making a 49-yard FG.
DW2	Sepultura: Roots	20	

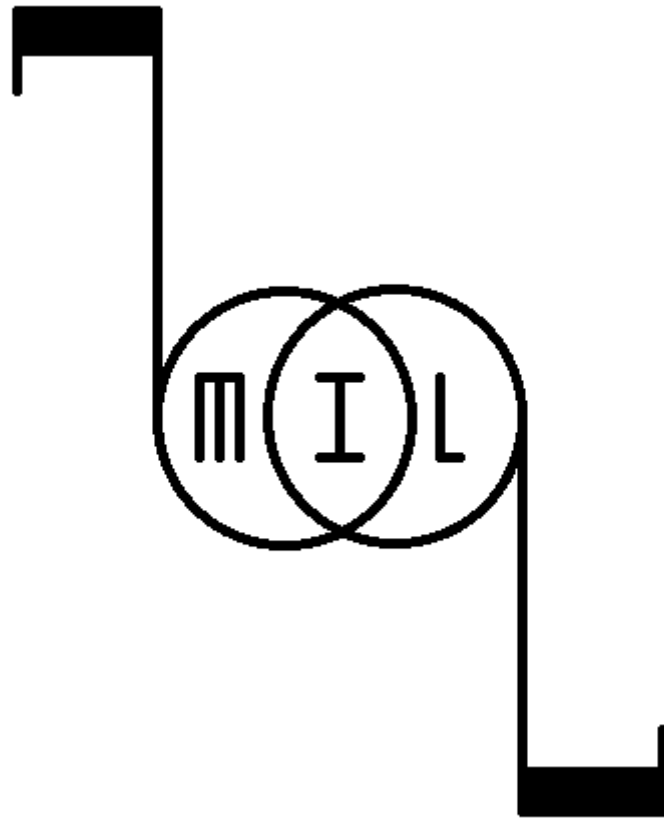
NMC CONFERENCE FINAL 1996			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW2	Sepultura: Roots	11	*"Hunter" group ready to reach goal, of "Kingdom Come," using solid defense.
DW1	Godflesh: Songs Of Love And Hate	28	

***** SUPER CD SHOWDOWN *****

POT	Artist: CD title	Score	Super Symbolic Highlight Of Win
AMC champ	TOOL: ÆNIMA	39	*This TOOL CD inspired me to become a musician. NUFF SED.
NMC champ	Godflesh: S.O.L.A.H.	17	

THE "M.I.L." 1996 SUPER CD CHAMPION is... TOOL: ÆNIMA.

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SEASON OF 2001

QUOTE: "There is no secret to success. It is (just) hard work."

~ DONTE WHITNER (former 49er player)

AMERICAN MUSIC CONFERENCE 2001 REGULAR SEASON				
AMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Jay~Z: The Blueprint	11 & 2 [84]	13 - 3	DW2
	2. Alicia Keys: Songs In A Minor	10 & 6 [62]	10 - 6	WC6
	3. Mary J. Blige: No More Drama	10 & 7 [58]	9 - 7	
	4. Nas: Stillmatic	6 & 9 [40]	6 - 10	
	5. Lenny Kravitz: Lenny	5 & 7 [41]	6 - 10	
C	1. TOOL: lateralus	12 & 1 [92]	14 - 2	DW1
	2. P.O.D.: Satellite	12 & 3 [80]	12 - 4	WC4
	3. Tenacious D: Tenacious D	16 & 5 [76]	12 - 4	WC5
	4. No Doubt: Rock Steady	5 & 8 [38]	6 - 10	
	5. Cake: Comfort Eagle	4 & 7 [36]	5 - 11	
	6. Fu Manchu: California Crossing	2 & 9 [18]	3 - 13	
W	1. Creed: Weathered	7 & 4 [63]	10 - 6	DW3
	2. R.E.M.: Reveal	6 & 6 [50]	8 - 8	
	3. Tortoise: Standards	5 & 5 [50]	8 - 8	
	4. Tantric: Tantric	3 & 9 [25]	4 - 12	
	5. Owls: Owls	2 & 6 [25]	4 - 12	

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NATIONAL MUSIC CONFERENCE 2001 REGULAR SEASON				
NMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. The Cure: Greatest Hits	15 & 3 [83]	13 - 3	DW1
	2. Godflesh: Hymns	7 & 6 [53]	8 - 8	
	3. The Orb: Cydonia	7 & 6 [53]	8 - 8	
	4. Autechre: Confield	2 & 7 [22]	3 - 13	
	5. Depeche Mode: Exciter	3 & 10 [23]	3 - 13	
C	1. Daft Punk: Discovery	10 & 4 [71]	11 - 5	DW2
	2. Opeth: Blackwater Park	5 & 3 [62]	10 - 6	WC4
	3. Sepultura: Nation	10 & 5 [66]	10 - 6	WC5
	4. Hayden: Skyscraper National Park	5 & 6 [45]	7 - 9	
	5. Sloan: Pretty Together	5 & 8 [38]	6 - 10	
W	1. Bjork: Vespertine	8 & 4 [66]	10 - 6	DW3
	2. Muse: Origin Of Symmetry	7 & 4 [63]	10 - 6	WC6
	3. Mogwai: Rock Action	4 & 4 [50]	8 - 8	
	4. Jamiroquai: A Funk Odyssey	5 & 5 [50]	8 - 8	
	5. Starsailor: Love Is Here	2 & 9 [18]	3 - 13	

*Key To "POT" Games: Great Songs = Score TDs... Good Songs = Score FGs or Big DEFENSE Plays

AMC WILDCARD ROUND 2001			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Alicia Keys: Songs In A Minor	17	*The "Lullaby" play clinches the win with a 26-yard FG.
DW3	Creed: Weathered	19	
WC5	Tenacious D: Tenacious D	31	*POD come "Alive" in the 2 nd -Quarter, and go on to win the contest.
WC4	P.O.D.: Satellite	37	

AMC DIVISIONAL ROUND 2001			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC4	P.O.D.: Satellite	13	*The pieces fit, as the "Schism" play reaches the endzone, for game winner.
DW1	TOOL: lateralus	16	
DW3	Creed: Weathered	26	*The play, "U Don't Know," surprises with a decisive TD score, to win it.
DW2	Jay~Z: The Blueprint	30	

AMC CONFERENCE FINAL 2001			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW2	Jay~Z: The Blueprint	27	*TOOL players make an epic "Lateralus" on a 96-yard kickoff return for a TD.
DW1	TOOL: lateralus	28	

NMC WILDCARD ROUND 2001			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Muse: Origin Of Symmetry	21	*Muse achieve "Bliss" with energetic plays on defense.
DW3	Bjork: Vespertine	13	
WC5	Sepultura: Nation	24	*The visitor "Sepulation" fans rise up to cheer team to victory.
WC4	Opeth: Blackwater Park	14	

NMC DIVISIONAL ROUND 2001			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Muse: Origin Of Symmetry	21	*The play, "Close To Me," serves up a quick TD run, adding to an 'easy' win.
DW1	The Cure: Greatest Hits	40	
WC5	Sepultura: Nation	21	*DP scores "One More Time," late in the 4 th -Quarter, to claim the victory.
DW2	Daft Punk: Discovery	27	

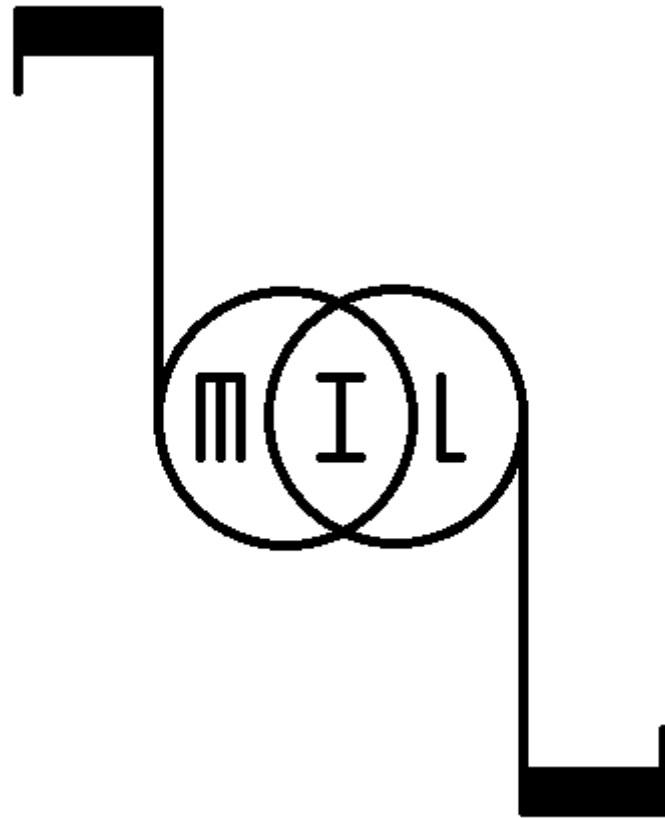
NMC CONFERENCE FINAL 2001			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW2	Daft Punk: Discovery	14	*The Cure offense connects like a "Lovesong," and keeps on scoring.
DW1	The Cure: Greatest Hits	27	

***** SUPER CD SHOWDOWN *****

POT	Artist: CD title	Score	Super Symbolic Highlight Of Win
AMC champ	TOOL: lateralus	25	*Epic "Reflection" play drums up a long TD run of 69-yards.
NMC champ	The Cure: Greatest Hits	22	

THE "M.I.L." 2001 SUPER CD CHAMPION is... TOOL: lateralus.

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SEASON OF 2006

QUOTE: "If I were not a Physicist, I would probably be a Musician.
I often think in music. I see my life in terms of music."

~ ALBERT EINSTEIN

AMERICAN MUSIC CONFERENCE 2006 REGULAR SEASON				
AMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Bardo Pond: Ticket Crystals 2. T.I.: King 3. Evanescence: The Open Door 4. Beach House: Beach House	6 & 2 [75] 12 & 6 [66] 8 & 5 [61] 2 & 7 [22]	12 - 4 10 - 6 9 - 7 3 - 13	DW3 WC5
N	1. Cat Power: The Greatest 2. John Mayer: Continuum 3. Jay~Z: Kingdom Come 4. Sonic Youth: Rather Ripped	10 & 3 [76] 8 & 4 [66] 5 & 12 [29] 3 & 9 [25]	12 - 4 10 - 6 4 - 12 4 - 12	DW2 WC6
S	1. TOOL: 10000 days 2. Red Hot Chili Peppers: Stadium Arcadium 3. Silversun Pickups: Carnavas 4. Mammatus: Mammatus	9 & 2 [81] 14 & 14 [50] 6 & 5 [54] 2 & 2 [50]	13 - 3 8 - 8 8 - 8 8 - 8	DW1
W	1. Tenacious D: The Pick Of Destiny 2. The Black Keys: Magic Potion 3. Pearl Jam: Pearl Jam (Avocado) 4. Audioslave: Revelations	10 & 5 [66] 5 & 6 [45] 5 & 8 [38] 4 & 8 [33]	10 - 6 7 - 9 6 - 10 5 - 11	DW4

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NATIONAL MUSIC CONFERENCE 2006 REGULAR SEASON				
NMC	Artist: CD Title	Good-&-Bad Songs [%]	W-L Record	POT
E	1. Celtic Frost: Monotheist 2. Doro: Warrior Soul 3. Sabaton: Attero Dominatus 4. Koop: Koop Islands	9 & 4 [69] 7 & 5 [58] 4 & 5 [44] 2 & 7 [22]	11 - 5 9 - 7 7 - 9 3 - 13	DW4
N	1. Goldfrapp: Supernature 2. Muse: Black Holes & Revelations 3. Mogwai: Mr. Beast 4. Kasabian: Empire	9 & 3 [75] 7 & 4 [63] 3 & 7 [30] 3 & 8 [27]	12 - 4 10 - 6 4 - 12 4 - 12	DW3 WC6
S	1. Filteria: Heliopolis 2. Wolfmother: Wolfmother 3. Sepultura: Dante XXI 4. Rihanna: A Girl Like Me	6 & 2 [75] 7 & 5 [58] 6 & 9 [40] 5 & 8 [38]	12 - 4 9 - 7 6 - 10 6 - 10	DW2
W	1. Dark Forest: Aurora Borealis 2. Loreena McKennitt: An Ancient Muse 3. Nelly Furtado: Loose 4. Saga: Trust	9 & 3 [75] 6 & 3 [66] 7 & 6 [53] 3 & 8 [27]	12 - 4 10 - 6 8 - 8 4 - 12	DW1 WC5

*Key To "POT" Games: Great Songs = Score TDs... Good Songs = Score FGs or Big DEFENSE Plays

AMC WILDCARD ROUND 2006			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	John Mayer: Continuum	13	*BP defense has the "Endurance" to hold onto win.
DW3	Bardo Pond: Ticket Crystals	20	
WC5	T.I.: King	20	*"You Know Who" wins game because it's "What You Know" that makes plays.
DW4	Tenacious D: The Pick Of Destiny	17	

AMC DIVISIONAL ROUND 2006			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC5	T.I.: King	13	*The lavish play of "Jambi," lets TOOL feast like sultans, with a 62-yard TD run.
DW1	TOOL: 10000 days	19	
DW3	Bardo Pond: Ticket Crystals	24	*CP wins with one of "The Greatest" TD catches in playoffs, a la Dwight Clark.
DW2	Cat Power: The Greatest	38	

AMC CONFERENCE FINAL 2006			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
DW2	Cat Power: The Greatest	14	*The epic play, of "Right In Two," rises above, to snag the winning TD catch.
DW1	TOOL: 10000 days	20	

NMC WILDCARD ROUND 2006			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC6	Muse: Black Holes & Revelations	20	*"Lovely 2 C U" play clinches the win for Goldfrapp.
DW3	Goldfrapp: Supernature	26	
WC5	Loreena McKennitt: An Ancient Muse	34	*Wildcard Saturday becomes "Sacred Shabbat" for team McKennitt.
DW4	Celtic Frost: Monotheist	20	

NMC DIVISIONAL ROUND 2006			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC5	Loreena McKennitt: An Ancient Muse	24	*The play, of "Kecharitomene," seals the victory, in the 4 th -Quarter.
DW1	Dark Forest: Aurora Borealis	14	
DW3	Goldfrapp: Supernature	23	*Filteria reaches the "Cloud Kingdom" by rushing for the winning TD score.
DW2	Filteria: Heliopolis	26	

NMC CONFERENCE FINAL 2006			
POT	Artist: CD title	Score	Symbolic Highlight Of Win
WC5	Loreena McKennitt: An Ancient Muse	27	*The success of the Filteria offense is "Reflected" in scoreboard.
DW2	Filteria: Heliopolis	34	

***** SUPER CD SHOWDOWN *****

POT	Artist: CD title	Score	Super Symbolic Highlight Of Win
AMC champ	TOOL: 10000 days	30	*TOOL methodically stirs "The Pot" and cooks up a winning recipe for scoring.
NMC champ	Filteria: Heliopolis	19	

THE "M.I.L." 2006 SUPER CD CHAMPION is... TOOL: 10000 days.

“TOOL” SUCCESS BY THE NUMBERS

M.I.L. SEASON	Artist: CD title	W-L Record (Regular Season)	Playoff Result
1992	TOOL: OPIATE	13 - 3	Won SUPER CD
1993	TOOL: undertow	12 - 4	Loss in Conference Final
1996	TOOL: ÆNIMA	13 - 3	Won SUPER CD
2001	TOOL: lateralus	14 - 2	Won SUPER CD
2006	TOOL: 10000 days	13 - 3	Won SUPER CD

***CONCLUDING REMARKS:**
 *So, there you go... the Music Artist “TOOL” have managed to win “4” SUPER CD Championships.
 *And, the only year that “TOOL” did not win the Title, they still reached the Conference Final.
 *In terms of numbers, “TOOL” averaged “13.0 Wins” during the “5” Regular Seasons in which they competed (or, in other words, an “81.25 %” winning percentage, in the Regular Season).
 *Furthermore, with the prospect of a new “TOOL” CD on the horizon, the chance for yet another SUPER CD Title is most likely going to happen.
 *That eventuality would make it an unprecedented “5” SUPER CD Wins... that’s impressive!

**** TRIVIA FACT: did you realize that the Final Scores, of all of the “POT” Games, were actually the Final Scores from “49ers” Games, within each corresponding NFL Season. ***** Go Niners!

OVERTIME OPINION

M.I.L. SEASON	How “TOOL” Won (or Did Not Win)
1992	TOOL outlasts one of the best Kyuss CDs, the best ever Rage CD, and one of the best Ministry CDs, and wins out against one of the best ever Skinny Puppy CDs
1993	TOOL outlasts one of the best Cypress Hill CDs, goes further than one of the best Tea Party CDs and one of the best Pearl Jam CDs, and, yet, is ousted by the best ever Pumpkins CD
1996	TOOL outdo themselves with their best ever CD, winning against the best ever Porno For Pyros CD, going further than one of the best Cat Power CDs, and wins out against one of the best ever Godflesh CDs
2001	TOOL outpaces the best ever CDs from P.O.D. and Tenacious D, outplays one of the best ever Jay~Z CDs, and wins out against a “Greatest Hits” CD by The Cure
2006	TOOL goes further than both the best ever Bardo Pond CD and the best ever Dark Forest CD, outlasts one of the best ever Cat Power CDs, and wins out against the surprising, best ever Filteria CD

***NOTEWORTHY:** when considering the high quality and great artistry of “TOOL’s” competitors, “TOOL” still manage to supersede them all with higher quality music and greater masterful artistry.
 *”TOOL” supersedes and wins several SUPER CDs.
 *Thus, we can now echo, and confirm, the previously mentioned quote: “TOOL have the most vast sonic and conceptual universe in music.”
 *It is proven.

***** G.F. says: “Roll the end credits!”

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WEBSITE BIBLIOGRAPHY (these websites were visited to gather information for the “M.I.L.” Project)

- 1... www.albumoftheyear.org
- 2... www.allmusic.com
- 3... www.azlyrics.com
- 4... www.besteveralbums.com
- 5... www.brainyquote.com
- 6... www.google.ca
- 7... www.nme.com
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- 9... www.rateyourmusic.com
- 10... www.rollingstone.com
- 11... www.toolband.com
- 12... www.wikipedia.org
- 13... www.youtube.com

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- *Please tell people that they can find my “M.I.L.” Project online, by going to my Band website (“meekimmortals.com”), click on the “Purple Circle,” and follow the links. Thank you.
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- *Please visit my Band website (“meekimmortals.com”) where you’ll also find links to my debut full-length CD (entitled “1001”). So, what is the “W-L” Record you would give to my debut CD? Great!