

Audio: Premiere Edition #1-10				
CDLink_Filename	Description	Disc Number	Track Number	Duration
<u>CD #1</u>				
PE-01_01_01	Forest Ambience 1: Happy Light Bird Chirps / Calls Medium Distant. Flies Buzz By.	PE-01	1	2:59
PE-01_02_01	Forest Ambience 2 [special Mix]: Happy Bird Chirps And Calls, Close And Distant Perspective With Light Wind.	PE-01	2	1:53
PE-01_03_01	Forest Ambience 3: Distant Birds And Frogs With A Few Close Bird Calls. Wind Through Grass / Trees.	PE-01	3	2:39
PE-01_04_01	Birds Chirp, Close To Distant Perspective. Morning Dove, Insects, Dog Barks In Background; Active.	PE-01	4	1:33
PE-01_05_01	Morning Park Birds Medium Distant, With One Bird Chirping, Close Perspective; Active.	PE-01	5	2:30
PE-01_06_01	Geese And Ducks In Pond, Medium Distant Perspective; Very Active.	PE-01	6	3:26
PE-01_07_01	Mountain Ambience: Insects In Close Perspective. Coyote, Dog, Frog And Crickets In Background.	PE-01	7	3:42
PE-01_08_01	Jungle Ambience [special Mix]: Exotic Bird Background With Calls, Monkey Screams, And Insects; Very Active.	PE-01	8	4:00
PE-01_09_01	Amazon Jungle Ambience 1: Bird Calls Medium And Distant Perspective. Distant Insect Hum With A Few Close Flying Insect Buzzes. Single Cricket Close Perspective; Active.	PE-01	9	2:05
PE-01_10_01	Amazon Jungle Ambience 2: Bird Calls Medium And Distant Perspectives. Loud Insect Hum, Medium Distant. Tree Cracks And Falls Into Water Near Tail. [note: This Effect Has A Lot Of Out Of Phase Sign	PE-01	10	2:54
PE-01_11_01	Night Jungle Ambience 1: Unusual Bird Calls Medium And Distant Perspectives. Insect Swells Close Perspective; Very Active.	PE-01	11	1:56
PE-01_12_01	Night Jungle Ambience 2: Distant, High-pitched Insects And Crickets; Calm.	PE-01	12	3:02
PE-01_13_01	Night Jungle Ambience 3: Heavy Bed Of Medium Distant, High-pitched Insects And Crickets; More Active Than Fx 12.	PE-01	13	2:20
PE-01_14_01	Night Jungle Ambience 4: Heavy, Distant, High- Pitched Insects And Steady Cicada Buzz.	PE-01	14	2:31

PE-01_15_01	Night Ambience 1: Light, High-pitched Crickets Rhythmic Chirps And Occasional Insects Buzz Medium Close Perspective. Dogs Bark And Traffic Distant Perspective.	PE-01	15	2:02
PE-01_16_01	Night Ambience 2: Heavy Bed Of Mid-range And High-pitched Crickets Hum And Chirp, Close Perspective; Active.	PE-01	16	1:19
PE-01_17_01	Night Ambience 3: Light And Calm Mid-range Crickets Rhythmic Chirps, Close To Distant Perspective. [note: This Effect Has A Lot Of Out Of Phase In It.].	PE-01	17	1:41
PE-01_18_01	Night Ambience 4: Calm, Distant Bed Of High-pitched Crickets Hum And Buzz, With A Single, Sporadic Cricket; Close Perspective. [note This Effect Has A Lot Of Out Of Phase In It.].	PE-01	18	3:30
PE-01_19_01	Night Ambience 5: Large Bed Of High-pitched And Mid-range Crickets And Insects Loud Hum And Rhythmic Chirps, Medium Perspective; Active.	PE-01	19	3:26
PE-01_20_01	Single Cricket, Sporadic Chirps; Close Perspective. [note This Effect Has A Lot Of Out Of Phase In It.].	PE-01	20	1:15
PE-01_21_01	Swarm Of Flies, Close Perspective; Very Active.	PE-01	21	0:18
PE-01_22_01	Country Night Ambience 1: Wide Perspective Crickets And Insects Chirp And Buzz, Medium Perspective, With A Few At Close Perspective. Busy, Squawky Frogs At Close To Medium Perspective. Very Distant	PE-01	22	2:03
PE-01_23_01	Country Night Ambience 2: Crickets And Insects Chirp, Medium To Distant Perspective, With A Few Intermittent, Close Perspective. Squawky Frogs Close To Medium Perspective. Distant Traffic Roar. Ca	PE-01	23	2:29
PE-01_24_01	Swamp Ambience 1: Large Chorus Of High And Low Pitched Frogs Croak, Close Perspective. Insects Chirp, Medium Distant Perspective; Active.	PE-01	24	4:02
PE-01_25_01	Swamp Ambience 2 [special Mix]: Light Chorus Of Frogs Croak, Distant Perspective, With Insects Lazy Chirps, Medium Distant Perspective.	PE-01	25	2:33
PE-01_26_01	Swamp Ambience 3 [special Mix]: Light Chorus Of Frogs Croak, Close Perspective. Crickets And Insects Chirp, Distant Perspective; Calm.	PE-01	26	2:31
PE-01_27_01	Marsh Ambience: Large Bed Of High-pitched Insect Hum, Medium Close Perspective, With Light Chorus Of Frogs, Distant Perspective. Intermittent Exotic Bird Calls, Close Perspective.	PE-01	27	3:11
PE-01_28_01	Exotic Rain Forest [special Mix]: Insects Chirp Close To Medium Perspective. Intermittent Unusual Bird And Gorilla Calls With Some Echo Medium To Distant Perspective. Small River Is Babbling Close P	PE-01	28	3:26
CD #2				

PE-02_01_01	Bird, Cactus Wren; Rhythmic Chirps, Close Perspective.	PE-02	1	0:24
PE-02_02_01	Bird, Canary; Singing, Close Perspective.	PE-02	2	0:12
PE-02_03_01	Birds, Chickens; Cackling, With Wing Flaps At Head Of Fx. Some Movement Throughout.	PE-02	3	0:47
PE-02_04_01	Bird, Crow; Caws, Close Perspective.	PE-02	4	0:04
PE-02_05_01	Bird, Duck; Quacks, Close Perspective.	PE-02	5	0:12
PE-02_06_01	Bird, Flicker; Rhythmic Chirps, Close Perspective.	PE-02	6	0:24
PE-02_07_01	Birds, Geese; Quacking, With Wing Flaps And Movement. Single Goose Honks And Squeals Loudly Close Perspective.	PE-02	7	0:28
PE-02_08_01	Bird, Hawk; Single Screech, Classic, Medium Close Perspective.	PE-02	8	0:02
PE-02_09_01	Bird, Hawk; Single Screech, Excited, Medium Close Perspective. [note: This Effect Has A Lot Of Out Of Phase Signal In It.].	PE-02	9	0:02
PE-02_10_01	Bird, Hawk; Single Call, Very Short, Close Perspective 1.	PE-02	10	0:01
PE-02_11_01	Bird, Hawk; Single Call, Close Perspective, Very Short 2.	PE-02	11	0:01
PE-02_12_01	Bird, Meadow Lark; Happy Chirps, Close Perspective.	PE-02	12	0:10
PE-02_13_01	Bird, Parrot; Various Squawks, Close Perspective.	PE-02	13	0:07
PE-02_14_01	Bird, Peacock; Calls, Close Perspective.	PE-02	14	0:05
PE-02_15_01	Bird, Rooster; Two Crows, Classic, Close Perspective.	PE-02	15	0:06
PE-02_16_01	Bird, Seagull; Four Single Cries, Close Perspective.	PE-02	16	0:10
PE-02_17_01	Bird, North American Forest; Song Bird Singing Close Perspective.	PE-02	17	0:03
PE-02_18_01	Bird, Sparrow; Singing, Close Perspective.	PE-02	18	0:10
PE-02_19_01	Bird, Vulture; Two Very Short Squawks, Close Perspective.	PE-02	19	0:03
PE-02_20_01	Bird, Woodpecker; Chirping, Close Perspective.	PE-02	20	0:18
PE-02_21_01	Bird, Wren; Singing, Close Perspective.	PE-02	21	0:15
PE-02_22_01	Boar, Wild; Grunts And Squeals, Medium To Close Perspective.	PE-02	22	0:16
PE-02_23_01	Bull Roar, Medium Perspective.	PE-02	23	0:03
PE-02_24_01	Cats, Two; Meowing, Close Perspective.	PE-02	24	0:10
PE-02_25_01	Cat; Meows, Close Perspective.	PE-02	25	0:05
PE-02_26_01	Cats, Two; Angry Yowls During Cat Fight, Close Perspective.	PE-02	26	0:20
PE-02_27_01	Cat; Purring, Very Close Perspective.	PE-02	27	0:12
PE-02_28_01	Cougar Cubs; Purr And Whine, Close Perspective.	PE-02	28	0:11
PE-02_29_01	Cow; Moos, Three Times, Close Perspective.	PE-02	29	0:07
PE-02_30_01	Cows, Herd; Multiple Moos, Close Perspective, As They Pass. Distant Cowboy Yells.	PE-02	30	0:28

PE-02_31_01	Dog, Large; Barks, Interior, Medium Perspective.	PE-02	31	0:16
PE-02_32_01	Dog, Medium; Barks, Interior, Medium Close Perspective.	PE-02	32	0:29
PE-02_33_01	Dog, Small; Yelps And Barks, Close Perspective.	PE-02	33	0:27
PE-02_34_01	Dog, Small; Angry Barks, Close Perspective.	PE-02	34	0:10
PE-02_35_01	German Shepard; Barks, Close Perspective.	PE-02	35	0:08
PE-02_36_01	Rottweiler; Vicious Barks, Growls And Snarls Medium To Close Perspective.	PE-02	36	0:29
PE-02_37_01	Rottweiler; Vicious Growls And Snarls, Close Perspective.	PE-02	37	0:47
PE-02_38_01	Dog, Large; Angry Barks And Growls, Close Perspective.	PE-02	38	0:40
PE-02_39_01	Dogs, Three; Barks And Howls. Single Large Dog Close Perspective, One Medium And One Dog Distant Perspective.	PE-02	39	0:47
PE-02_40_01	Dog, Large; Vicious Growls, Close Perspective.	PE-02	40	0:29
PE-02_41_01	Dog, Large; Growls Sneezes, Huffs And Puffs As It Plays With Object In Mouth, Close Perspective.	PE-02	41	0:39
PE-02_42_01	Dog, Large; Pants, Very Rapid, Close Perspective.	PE-02	42	0:33
PE-02_43_01	Dog, Large; Drinks Water From Bowl, Close Perspective.	PE-02	43	0:42
PE-02_44_01	Dog, Large; Eats Hard Crunchy Food, Close Perspective.	PE-02	44	0:42
PE-02_45_01	Puppies; High-pitched Whine And Whimpers, Close Perspective.	PE-02	45	0:37
PE-02_46_01	Dolphin; Chirps / Vocals, Classic, Close Perspective.	PE-02	46	0:04
PE-02_47_01	Donkey; Brays, Medium To Close Perspective.	PE-02	47	0:26
PE-02_48_01	Elephant; Trumpeting, Medium To Close Perspective.	PE-02	48	0:21
PE-02_49_01	Elephant; Honks, Blows And Kissing Sounds Through Trunk, Close Perspective. Birds In Background.	PE-02	49	0:32
PE-02_50_01	Elk; Honks And Squeals, Medium To Close Perspective.	PE-02	50	0:25
PE-02_51_01	Goat; Baas, Close Perspective.	PE-02	51	0:05
PE-02_52_01	Horses, Several; Whinnies And Hoof Steps, Various Perspectives.	PE-02	52	0:19
PE-02_53_01	Horse Blow, Single, Close Perspective.	PE-02	53	0:01
PE-02_54_01	Horse; Gallop By On Hard Dirt, Left To Right.	PE-02	54	0:08
PE-02_55_01	Horses, Two; Gallop Steady, Stop And Repeat, On Dirt.	PE-02	55	1:03
PE-02_56_01	Horses, Four; Full Gallop, Steady, On Dirt And Weeds.	PE-02	56	0:26
PE-02_57_01	Horses, Two; Milling About On Dirt With Short Whinny At Tail, Medium Perspective.	PE-02	57	0:34
PE-02_58_01	Leopard; Roars And Growls In Cage, Medium Perspective, With Movement.	PE-02	58	0:58
PE-02_59_01	Lion; Growls, Close Perspective.	PE-02	59	0:12
PE-02_60_01	Lions, Several; Growling Softly, Medium To Close, Perspective.	PE-02	60	0:43

PE-02_61_01	Lion Cubs, Two; Small Growls, Close Perspective.	PE-02	61	0:34
PE-02_62_01	Chimpanzee; Screeches And Vocals, Various Medium To Close Perspective.	PE-02	62	1:06
PE-02_63_01	Moose; Calls And Raspy Honks, Close Perspective.	PE-02	63	0:08
PE-02_64_01	Pig; Squeals And Grunts, Medium Perspective.	PE-02	64	0:11
PE-02_65_01	Pig; Squeals, Higher-pitched And More Distressed Than Fx 64, Medium Perspective.	PE-02	65	0:13
PE-02_66_01	Pig; Squeal Altered, Medium To Close Perspective.	PE-02	66	0:44
PE-02_67_01	Pigs, Several; Snorting And Squealing, Close Perspective.	PE-02	67	0:58
PE-02_68_01	Rattlesnake Tail Rattle 1, Close Perspective [real].	PE-02	68	0:21
PE-02_69_01	Rattlesnake Tail Rattle 2, Close Perspective. (Steadier Than Fx 68) [simulated].	PE-02	69	0:39
PE-02_70_01	Sheep; Baa, Medium Perspective.	PE-02	70	0:02
PE-02_71_01	Sheep, Several; Baas, Medium Perspective.	PE-02	71	0:23
PE-02_72_01	Wolf; Vicious Growls And Snarls, Close Perspective.	PE-02	72	0:48
PE-02_73_01	Wolf; Howls, Close Perspective.	PE-02	73	0:19
CD #3				
PE-03_01_01	Light Wind 1; Steady, Wispy With Constant Breeze Through Trees.	PE-03	1	2:06
PE-03_02_01	Light Wind 2: Steady, Wispy With Some Larger Gusts Than 2003-01. Similar Leaf Rustle From Breeze Through Trees.	PE-03	2	2:50
PE-03_03_01	Light Wind 3: Steady, Airy And Slightly Stronger Than 2003-02, With Similar Leaf Rustle.	PE-03	3	0:55
PE-03_04_01	Light Wind 4: Steady In Trees, Cold And Desolate With Sparse Distant Bird Chirps And Crow Caws.	PE-03	4	2:13
PE-03_05_01	Light Wind 5: Steady Through Trees, Mostly Leaf Rustle, With Busy Birds Close To Distant; Country Or Mountain Sound.	PE-03	5	1:57
PE-03_06_01	Medium Wind 1: Steady, Heavier Gusts Than Previous, Blowing Leaves On Trees.	PE-03	6	1:29
PE-03_07_01	Medium Wind 2: Steady, Sounds Cold With Light Gusts And Leaves In Trees.	PE-03	7	2:05
PE-03_08_01	Medium Wind 3: Steady, Airy And Desolate Blowing Through Trees; Very Distant Bird.	PE-03	8	1:27
PE-03_09_01	Medium Wind 4: Eerie Wind Gusting With A Deeper Roar Than Tracks 2001-08.	PE-03	9	1:39
PE-03_10_01	Medium Wind 5: Gusting Mid-range, Could Be Eerie; Similar To Track 2003-09.	PE-03	10	2:08
PE-03_11_01	Wind Rumble 1: Eerie, With Ascending And Descending Low-end.	PE-03	11	0:24
PE-03_12_01	Eerie Wind With A Deep Moaning.	PE-03	12	0:31
PE-03_13_01	Wind Rumble 2: Eerie, With Ascending And Descending Low-end.	PE-03	13	1:08

PE-03_14_01	Gusts; Heavy, Whirling Wind With Sand Blowing.	PE-03	14	0:45
PE-03_15_01	Gusts; Medium, Wind Through Trees With Light Debris Movement.	PE-03	15	0:39
PE-03_16_01	Gusts; Heavy Cold Wind, Howling Or Whistling With Swirling.	PE-03	16	1:00
PE-03_17_01	Gusts; Heavy Wind With Leaf Rustle In Trees.	PE-03	17	0:37
PE-03_18_01	Gusts; Very Heavy Over Light Wind, With Dirt And Grass Movement.	PE-03	18	2:23
PE-03_19_01	Gusts; Medium Howling Wind, Eerie With Whistling.	PE-03	19	0:52
PE-03_20_01	Gusts; Medium To Heavy, With Swirling Low-end At Times Howling.	PE-03	20	2:45
PE-03_21_01	Medium To Heavy Wind, Howling And Rumbling With Ascending And Descending Low-end.	PE-03	21	2:53
PE-03_22_01	Medium Wind Gusting Mid-range With Eerie Shutter Bangs Distant.	PE-03	22	2:04
PE-03_23_01	Gusts; Heavy Wind Whip Sand And Grass.	PE-03	23	0:28
PE-03_24_01	Gusts; Very Heavy Come And Go, Whipping Sand And Grass, With Ominous Moaning Wind.	PE-03	24	0:59
PE-03_25_01	Gusts; Heavy Howling And Whistling Wind With Strong Blowing Grass And Sand.	PE-03	25	1:54
PE-03_26_01	Gusts; Very Heavy Wind Blowing Dirt And Sand With Periods Of Calm.	PE-03	26	1:00
PE-03_27_01	Gusts; Medium Wind Blowing Leaves And Dirt, Die Down To Long Quiet Periods. More Calm Than Track 2003-26.	PE-03	27	2:13
PE-03_28_01	Heavy Wind In Close Trees, Steady With A Few Big Gusts. Defined Leaf Movement.	PE-03	28	0:53
PE-03_29_01	Whistling Wind; Medium, With Very Steady, Clear Whistle Tones.	PE-03	29	0:49
PE-03_30_01	Heavy Wind Steady With High-pitched Whistling And Low Rumbling Gusts.	PE-03	30	1:00
PE-03_31_01	Whistling Wind; Steady, With Heavy Swirling Gusts Blowing Through Brush.	PE-03	31	0:57
PE-03_32_01	Whistling Wind; Steady, Heavy, Could Be Against A Window; Sounds Cold And Coastal.	PE-03	32	1:29
PE-03_33_01	Whistling Wind; Steady, Medium, Very Tonal Whistle With Trees Blowing; Sounds Cold.	PE-03	33	0:47
PE-03_34_01	Whistling Wind; Steady, Light, With Low Roar An Gusts With Brush Movement.	PE-03	34	1:35
PE-03_35_01	Heavy Wind; Gusting And Howling.	PE-03	35	0:58
PE-03_36_01	Heavy Wind; With Sporadic Gusts And Low Howling Roar.	PE-03	36	1:39
PE-03_37_01	Very Heavy Gusty Wind With Constant Whistling And Some Blowing Leaves.	PE-03	37	0:31
CD #4				
PE-04_01_01	Drinking Fountain Running With On And Offs.	PE-04	1	0:25
PE-04_02_01	Drips, Slow And Small, Into Water In Reverberant Space.	PE-04	2	0:48
PE-04_03_01	Drips, Slow And Big, From Shower Faucet In Gym Shower Room.	PE-04	3	0:33

PE-04_04_01	Drips Fall Into Large Metal Rain Barrel Filled With Water.	PE-04	4	1:02
PE-04_05_01	Drips From Faucet Into Water In Sink.	PE-04	5	0:48
PE-04_06_01	Drips, Small, Fall Onto Metal Pan.	PE-04	6	0:45
PE-04_07_01	Drips, Heavy And Splatty, Fall Onto Hard Surface.	PE-04	7	0:59
PE-04_08_01	Drips, Splatty, Fall Onto Leaves.	PE-04	8	0:28
PE-04_09_01	Drips, Hard And Thick, Fall Sometimes Quickly Onto Hard Surface.	PE-04	9	1:01
PE-04_10_01	Drips Of Water Fall Onto China.	PE-04	10	1:04
PE-04_11_01	Drips, Heavy, Fall Into Liquid.	PE-04	11	0:27
PE-04_12_01	Drip, Single, Falls Into Liquid 1.	PE-04	12	0:01
PE-04_13_01	Drip, Single, Falls Into Liquid 2.	PE-04	13	0:01
PE-04_14_01	Drip, Single, Falls Into Liquid 3.	PE-04	14	0:01
PE-04_15_01	Drip, Single, Falls Into Liquid 4.	PE-04	15	0:01
PE-04_16_01	Drip, Single, Falls Into Liquid 5.	PE-04	16	0:01
PE-04_17_01	Drip, Single, Falls Into Liquid 6.	PE-04	17	0:01
PE-04_18_01	Fountain 1: Large, Home Garden Type.	PE-04	18	2:27
PE-04_19_01	Fountain 2: Large, Public Park Type.	PE-04	19	2:07
PE-04_20_01	Water Laps 1: Small Size Laps Against A Small Boat.	PE-04	20	0:53
PE-04_21_01	Water Laps 2: Lake Water Laps By A Dock With Some Surging Waves.	PE-04	21	1:51
PE-04_22_01	Water Laps 3: Lake Water Laps Against Sailboat Cutting Through Water.	PE-04	22	0:37
PE-04_23_01	Water Laps 4: Calm Laps Against A Boat.	PE-04	23	1:18
PE-04_24_01	Canoe Paddle Through Water.	PE-04	24	0:35
PE-04_25_01	Water Plops In Metal Bucket.	PE-04	25	0:36
PE-04_26_01	Water Plop, Single: Small Object Dropped Into Water.	PE-04	26	0:01
PE-04_27_01	Stream, Small 1: Gentle And Babbling With Constant Tonally Ascending Drips, Close Perspective.	PE-04	27	2:52
PE-04_28_01	Stream, Small 2: Medium-fast And Babbling Over Rocks.	PE-04	28	3:30
PE-04_29_01	Stream, Small 3: Fast, Gentle And Babbling Over Rocks.	PE-04	29	3:29
PE-04_30_01	River, Small 1: Medium-fast, Babbling And Smooth Running.	PE-04	30	3:48
PE-04_31_01	River, Small 2: Babbling Drips Close Perspective, With Smooth Running Roar In Background.	PE-04	31	3:28
PE-04_32_01	River, Medium 1: Medium-fast Running With Roar.	PE-04	32	2:34
PE-04_33_01	River, Medium 2: Fast Running With Roar.	PE-04	33	2:13
PE-04_34_01	River, Large 1: Fast Running With Wide Ambient Feel, Deep Roar.	PE-04	34	1:42

PE-04_35_01	River, Large 2: Fast Running With Wide Ambient Feel, And Deeper Roar Than Fx 34.	PE-04	35	2:16
PE-04_36_01	Water Trickle 1: Splashy Drops On Ground, Close Perspective, With Drizzle Background.	PE-04	36	1:55
PE-04_37_01	Water Trickle 2: Light Water Splash And Movement.	PE-04	37	0:59
PE-04_38_01	Wade Through Water 1: Slow Footsteps In And Out Of Shallow Pool Water, Then Increase Footsteps Speed And Depth.	PE-04	38	1:09
PE-04_39_01	Wade Through Water 2: Hands Splash In And Out Of Water, Lightly.	PE-04	39	0:20
PE-04_40_01	Waterfall, Small 1: Rapid, With Big Splashy Drops, Close Perspective.	PE-04	40	2:09
PE-04_41_01	Waterfall, Small 2: Rapid, With Fine Mist Roar.	PE-04	41	1:31
PE-04_42_01	Waterfall, Medium 1: Smooth Running With Bubbling Roar.	PE-04	42	2:05
PE-04_43_01	Waterfall, Medium 2: Very Rapid Fine Mist Roar.	PE-04	43	3:16
PE-04_44_01	Waterfall, Large: Very Rapid Fine Mist Roar.	PE-04	44	2:22
PE-04_45_01	Waves 1: Calm Ocean Or Surf Pounding, Distant Perspective.	PE-04	45	3:43
PE-04_46_01	Waves 2: Medium Size Waves Crash And Close Out With Foam Hiss, Medium Perspective.	PE-04	46	1:28
PE-04_47_01	Waves 3: Medium-large Size Waves Crash And Close Out With Foam Hiss, Close Perspective.	PE-04	47	1:46
PE-04_48_01	Drips, Water, From Wringing Out Wet Cloth.	PE-04	48	0:13
CD #5				
PE-05_01_01	Rain; Light, With Some Splatty Drops On Asphalt.	PE-05	1	1:54
PE-05_02_01	Rain; Light Drizzle, Or A Hard Mist, With Some Splatty Drops On Asphalt.	PE-05	2	2:56
PE-05_03_01	Rain; Light, With Distant Traffic.	PE-05	3	2:50
PE-05_04_01	Rain; Medium, With Distant Traffic.	PE-05	4	3:00
PE-05_05_01	Rain; Medium, Splatty, Fall On Asphalt From Roof Of House.	PE-05	5	3:04
PE-05_06_01	Rain; Medium, On Porch And Plants, With Distant Traffic.	PE-05	6	2:03
PE-05_07_01	Rain; Heavy, With Fast, Splatty Drops On Asphalt.	PE-05	7	1:55
PE-05_08_01	Rain; Very Heavy, A Full Force Downpour.	PE-05	8	2:47
PE-05_09_01	Thunder; Dry, Rumbles And Cracks In The Distance Without Rain.	PE-05	9	1:59
PE-05_10_01	Thunder; Rumbles And Cracks In The Distance With Light Rain Swells And Some Whirling Wind.	PE-05	10	3:50
PE-05_11_01	Thunder; Rumbles And Cracks In The Distance With Drizzle Swells And Very Light Wind.	PE-05	11	4:12

PE-05_12_01	Thunder; Rumbles And Cracks In The Distance With Medium, Splatty Rain That Increases In Intensity.	PE-05	12	2:26
PE-05_13_01	Thunder; With Heavy Rain.	PE-05	13	0:36
PE-05_14_01	Rain; Splatty, Falls With Some Swells On A Tin Roof.	PE-05	14	2:56
PE-05_15_01	Rain; Heavy, On Glass Window In Roof.	PE-05	15	2:59
PE-05_16_01	Rain; Light To Medium, On Car Roof With Faint Thunder.	PE-05	16	2:57
PE-05_17_01	Rain; Splattering In Gutter.	PE-05	17	1:54
PE-05_18_01	Rain; Splattering In Puddle.	PE-05	18	3:00
PE-05_19_01	Fire; Small Wood, With Roar, Hiss And Crackle.	PE-05	19	3:00
PE-05_20_01	Fire; Medium Wood, With Roar, Hiss, Crackle And Light Pops.	PE-05	20	3:00
PE-05_21_01	Fire; Medium Wood, With Roar, Hiss, Crackle, Pops And The Sound Of Sap Whining Or Burning.	PE-05	21	3:00
PE-05_22_01	Fire; Medium Roar And Hiss With Crackles And Pops.	PE-05	22	3:00
PE-05_23_01	Fire; Large, Roar And Hiss With Crackles.	PE-05	23	3:00
PE-05_24_01	Bubbles; Cauldron Of Liquid.	PE-05	24	0:30
PE-05_25_01	Bubbles; Fish Tank Bubbling Very Fast, Aquarium.	PE-05	25	0:37
PE-05_26_01	Bubbles; Gurgling Up Of Big Slow Bubbles.	PE-05	26	0:15
PE-05_27_01	Bubbles; Gurgling Up Of Big Fast Bubbles.	PE-05	27	0:24
PE-05_28_01	Bubbles; Gurgling Up Of Fast Bubbles Slowed Down 65%.	PE-05	28	0:36
PE-05_29_01	Bubbles From Underwater 1: With Mic In Oil, Steady Small Bubbles.	PE-05	29	0:18
PE-05_30_01	Bubbles From Underwater 2: With Mic In Oil. Steady Small Bubbles, And Thicker Than The First.	PE-05	30	0:22
PE-05_31_01	Heavy Rumble Underwater 1: With Slosh And Bubbles From The Deep Sea.	PE-05	31	0:39
PE-05_32_01	Heavy Rumble Underwater 2: With Roar And Bubbles From The Deep Sea.	PE-05	32	0:41
PE-05_33_01	Bubbles; Loud Gum Chews With Bubble Blow.	PE-05	33	0:06
CD #6				
PE-06_01_01	Airport, Exterior: Large, Busy Tarmac Area With Loud, Whining Jet Idles, Slow Maneuvers.	PE-06	1	1:48
PE-06_02_01	Airport, Exterior: Loading Area With Medium Distant Traffic And Jet Idles, Luggage Cart By Voices In Background.	PE-06	2	1:46
PE-06_03_01	Airport, Interior: P.a. Announcements And Pages Voices And Footsteps Close To Distant, Luggage Movement And Distant Phone Rings.	PE-06	3	3:03
PE-06_04_01	Jet, Large, Exterior Perspective: Take Off And Away.	PE-06	4	0:42

PE-06_05_01	Jet, 727, Take Off, Interior Perspective: Roar With Engine Whine And Acceleration.	PE-06	5	1:10
PE-06_06_01	Jet, Large, Interior Perspective: Steady Roar Near Engine.	PE-06	6	0:30
PE-06_07_01	Jet, 727, Landing, Interior Perspective: Engine Roar, Deceleration, Thump On Touch-down, Then Turbine Rev.	PE-06	7	0:53
PE-06_08_01	Jet Landing, Exterior Perspective: Jet In And Land Close With Tire Skids, By Left To Right.	PE-06	8	0:32
PE-06_09_01	Tire Skids For Plane Landing, Four Options.	PE-06	9	0:07
PE-06_10_01	Jet, Large, Exterior Perspective: Taxi And Stop Close, Bell Rings, Wind Down To Idle.	PE-06	10	1:22
PE-06_11_01	Jet, Large, By: Jet Long In And By Close, Right To Left, Then Long Away.	PE-06	11	0:28
PE-06_12_01	F-15 Fighter Plane In And By Right To Left, And Away.	PE-06	12	0:25
PE-06_13_01	F-15 Fighter Plane Maneuvers Medium To Distant Perspective.	PE-06	13	0:46
PE-06_14_01	F-111 Fighter-bomber Plane In And By With Big Roar On Away.	PE-06	14	0:31
PE-06_15_01	F-111 Fighter-bomber Plane Slow By With Afterburner On For Away.	PE-06	15	0:31
PE-06_16_01	Piper Arrow Prop Plane Start And Idle Close.	PE-06	16	0:48
PE-06_17_01	P-51 Mustang Prop Plane Start And Sputtering Idle, Rev.	PE-06	17	0:55
PE-06_18_01	1940's Single Prop Plane Idles, Close Perspective.	PE-06	18	0:36
PE-06_19_01	P-47 Mustang Prop Plane Taxi In To Close And Off.	PE-06	19	0:39
PE-06_20_01	Twin-engine Turbo-prop Plane Taxi By Right To Left.	PE-06	20	0:30
PE-06_21_01	Cessna Prop Plane Take Off.	PE-06	21	0:43
PE-06_22_01	Prop Plane Exterior Steady, Small Twin Engine With Revs. Can Play For Interior In Flight.	PE-06	22	0:38
PE-06_23_01	Prop Plane In And By Low Overhead Right To Left.	PE-06	23	0:18
PE-06_24_01	1940's Prop Plane By Low Overhead Left To Right.	PE-06	24	0:20
PE-06_25_01	Cessna Prop Plane In From Distant, Lands Close With Tire Skid, Away.	PE-06	25	0:38
PE-06_26_01	Glider, Exterior Perspective: Heavy Wind Roar In Flight With Hissy Gusts. Sounds Cold.	PE-06	26	0:59
PE-06_27_01	Glider, Interior Perspective: In Flight, Steady Wind Roar, More Whistling Than Fx 26.	PE-06	27	0:41
PE-06_28_01	Helicopter Start And Idle, Close Perspective: High-pitched Ascending Whine, Then Blade Thwop As It Reaches Speed.	PE-06	28	2:00
PE-06_29_01	Helicopter Close Perspective: Steady Blade Thwop.	PE-06	29	0:40
PE-06_30_01	Huey Helicopter Take Off, Close Perspective: With High-pitched Whine.	PE-06	30	0:58

PE-06_31_01	Helicopter, Medium Close Perspective: Hovering Overhead With Slight Circling Motion.	PE-06	31	0:51
PE-06_32_01	Huey Helicopter Steady, In Whisper Mode..	PE-06	32	0:37
PE-06_33_01	Huey Helicopter, Interior Perspective: With High And Low-pitched Whine And Vibration.	PE-06	33	1:03
PE-06_34_01	Helicopter, Close Perspective: Long In And By Overhead, Away.	PE-06	34	0:59
PE-06_35_01	Helicopter, Medium Distant Perspective: In And By.	PE-06	35	0:33
PE-06_36_01	Helicopter Land Close And Wind Down.	PE-06	36	0:55
PE-06_37_01	Huey Helicopter, Interior Perspective: Stop And Engine Wind Down, With One Loud Beep.	PE-06	37	1:11
PE-06_38_01	Spacecraft Launch With Futzed Countdown, Then Roaring Lift Off.	PE-06	38	0:54
PE-06_39_01	Model Airplane, Close To Medium Perspective: Start And Run With Movement, Off At End.	PE-06	39	0:53
PE-06_40_01	Passenger Train, Interior Perspective: Steady With Rail Clicks And Metal Squeaks.	PE-06	40	2:59
PE-06_41_01	Train, Exterior Perspective: Steady, With Constant Rail Clicks And Metal Rattles, Medium Distant Train Horn Blows, Bells By. Good For Top Of Train Perspective.	PE-06	41	3:02
PE-06_42_01	Train, Exterior Perspective: Air Release Close Slow Pull Out With Metal Groans. Accelerates To Medium Speed With Close Rail Clicks.	PE-06	42	2:19
PE-06_43_01	Train Through Tunnel Medium Speed, Exterior Side Of Train Perspective.	PE-06	43	1:46
PE-06_44_01	Train Long In From Distant With Echoed Horn Blows To Very Close By; Left To Right With Rail Clicks And Squeaks. Long Train With Loud Caboose By And Away At End.	PE-06	44	4:00
PE-06_45_01	Train By, Close Perspective: Slowly, Left To Right.	PE-06	45	3:13
PE-06_46_01	Freight Train Close Horn Blow And Air Release. By Left To Right Very Slow With Brake Squeals Metal Stress Creaks And Squeaks.	PE-06	46	2:56
PE-06_47_01	Train, Exterior Perspective: Idle Medium Close. Horn Blow Close At Head.	PE-06	47	0:58
PE-06_48_01	Train Horn Blow, Medium Perspective.	PE-06	48	0:03
PE-06_49_01	Cable Car By Close With Bell Ring, Loud Metal Rail Thumps.	PE-06	49	0:25
PE-06_50_01	Subway Train, Close Perspective: In And By With Rail Clicks, Then Long Away.	PE-06	50	0:32
PE-06_51_01	Subway Train, Medium Perspective: In, Stop And Away With Air Brake Releases.	PE-06	51	1:08
PE-06_52_01	Subway Train, Stairwell Perspective: In And Stop With Brake Squeals, Train Doors Open And Close With Bells, Conductor Announcements. Train Away Turnstile Clatter With Footsteps.	PE-06	52	1:33

<u>CD #7</u>				
PE-07_01_01	Car False Starts, V-8, Close Perspective; Several Attempts. One Successful Start But Immediately Dies.	PE-07	1	0:45
PE-07_02_01	1983 V-6 Chevy Stick Shift: Start, Revs, Fast Acceleration, Then Decelerate. Accel And Decel A Few Times; City Driving. (Segues To Fx 03.).	PE-07	2	1:36
PE-07_03_01	(Continued From Fx 02) 1983 Chevy V-6: Idle Or Slow Steady For :23, Gradual Acceleration Then Slow, Then Fast Accels. Decelerate To End.	PE-07	3	2:07
PE-07_04_01	Mustang 5.0 V-8: Short Idle Then Medium Acceleration (Stick Shift) To Moderate Rpm Steady. Pulls Off Road At 1:08 Onto Dirt, Stop And Idle.	PE-07	4	1:56
PE-07_05_01	1986 Sports Car, 4-cylinder: Idles, Then Fast Acceleration Through Gears (Stick Shift) To High Speed. Slows To Medium Speed Steady, (Segues To Track 06.).	PE-07	5	1:20
PE-07_06_01	(Continues From Fx 05) 1986 4-cylinder Sports Car: Accel To High Speed, Then Long Gradual Decel And Repeat Gradual Accel And Decel. Off At End.	PE-07	6	3:30
PE-07_07_01	1986 4-cylinder Sports Car: Quiet Idle With A Few Low Revs, Gear Shift Clicks. (Segues To Track 08).	PE-07	7	0:27
PE-07_08_01	(Continued From Fx 07) 1986 4-cylinder Sports Car: Fast Accelerate In First Gear To High Rpm Then Fast Decelerate To Idle.	PE-07	8	0:23
PE-07_09_01	1986 4-cylinder Sports Car: Short Idle Accelerate To High Rpm Variable Steady. Sudden Deceleration With Backfires, Slow To Idle. Light Brake Squeak With Stop.	PE-07	9	1:44
PE-07_10_01	1986 4-cylinder Sports Car: Steady; Medium High Rpm.	PE-07	10	0:38
PE-07_11_01	1986 4-cylinder Sports Car: Long Deceleration From High Rpm With Down Shift. Slight Accel Then Slow To Idle With A Few Light Revs.	PE-07	11	1:19
PE-07_12_01	Racy Foreign Car: Fast Accels And Decels With Downshifting, Variable Steady's.	PE-07	12	3:04
PE-07_13_01	Porsche: Start Close, Accelerate To Long Medium Speed (45 Mph) Steady. Accelerate To Highway Steady (60 Mph) At 1:45, Then Slow To Stop And Off.	PE-07	13	3:23
PE-07_14_01	Model T: Start, Variable Slow Steady. Suspension Rattles Over Bumps And At Slow Speed. On Board Perspective. Off At End.	PE-07	14	3:52
PE-07_15_01	V-8 Car: Start, And Accelerate To High Rpm. Racy Steady, High Speed Accels, Smooth Engine Stick Shift.	PE-07	15	3:39
PE-07_16_01	Car, Interior: Highway Steady With Windows Partially Down. Smooth Engine, Tires Over Small Bumps In Road (Washboard Effect), Wind Whoosh.	PE-07	16	2:37
PE-07_17_01	Volkswagen Bug, Interior: Start, Reverse, Stop, Accelerate To 45 Mph Steady, Then Slow To Stop, Continue Similar City Driving.	PE-07	17	2:30

PE-07_18_01	Volkswagen Bug, Interior: Idle, Windows Up. Off At End.	PE-07	18	1:00
PE-07_19_01	Jeep: Start And Idle, Close Perspective. Off At End.	PE-07	19	1:03
PE-07_20_01	Car Idle With Fan On, Close Perspective. Fan Shuts Off, Car Continues To Idle, Off At End.	PE-07	20	0:32
PE-07_21_01	1988 V-8, Car: Idle, Close Perspective.	PE-07	21	1:46
PE-07_22_01	V-8 Car: Start, Medium To Close Perspective Idle With Revs, Then Away.	PE-07	22	0:28
PE-07_23_01	Car In Slow To Idle, Then Off, Close Perspective.	PE-07	23	0:37
PE-07_24_01	V-8 Car, Large: In Medium Slow To Stop, And Idle Close Perspective. Set Brake, Release, Long Away, Medium.	PE-07	24	0:47
PE-07_25_01	V-8 Car: In Medium, Stop On Dirt, Close Perspective, Idle And Off. (Segues To Fx 26.).	PE-07	25	0:31
PE-07_26_01	(Continues From Fx 25) V-8 Car: Start, Close Perspective, Then Away Medium Fast.	PE-07	26	0:22
PE-07_27_01	V-8 Car: In Fast And Skid To Stop On Dirt, Close Perspective, Then Idle And Off. (Segues To Fx 28.).	PE-07	27	0:14
PE-07_28_01	(Continues From Fx 27) V-8 Car: Start, Close Perspective, Peel Out On Dirt And Away Fast To Distant.	PE-07	28	0:23
PE-07_29_01	Lincoln Town Car: Performing Maneuvers On Gritty Asphalt Or Dirt With Fast Aways, Peel Outs, Tire Squeals, Skids, And Swerves.	PE-07	29	0:35
PE-07_30_01	1964 Cadillac: In Very Slow, Then Rough Idle Take Out Of Gear, And Off With Long Diesel Clanks And Hiss.	PE-07	30	0:18
PE-07_31_01	Lincoln Town Car: Long In Medium Speed And Stop With Small Dirt Skid, Close Perspective. Idle With Big Single Revs, Quick Revs And Out With Short Dirt Skid. Long Away Slow With Puffing Engine.	PE-07	31	1:04
PE-07_32_01	Model T Ford: In Slow, Stop, And Off. Start Close Perspective, Slow Away.	PE-07	32	0:40
PE-07_33_01	1986 Toyota Celica: In Fast And Stop With Brake Squeals, Close Perspective, And Off.	PE-07	33	0:14
PE-07_34_01	1987 Chevrolet Corsica: Long In Medium Fast Close Perspective Smooth Stop, Idle, And Off With Engine Wind-down.	PE-07	34	0:46
PE-07_35_01	Lincoln Town Car: In And Skid To Stop On Pavement With Tire Screech, 1.	PE-07	35	0:08
PE-07_36_01	Lincoln Town Car: In And Skid To Stop On Pavement With Small Tire Screech, 2.	PE-07	36	0:05
PE-07_37_01	1986 Toyota Celica: In Fast And Stop On Dirt Close Perspective. Away With Small Peel Out And Tire Chirp.	PE-07	37	0:21

PE-07_38_01	1986 Toyota Celica: In Fast And Skid To Stop On Dirt, Close Perspective. Away With Small Peel Out And Tire Chirp.	PE-07	38	0:16
PE-07_39_01	Mercedes: Start Close Perspective, In Gear, And Peel Out On Pavement With Tire Squeal. Long Away.	PE-07	39	0:19
PE-07_40_01	Mustang 5.0 V-8: Start Close Perspective, Long Idle, Put In Gear, Short Rev And Peel Out With Tire Squeal On Pavement. Long Away.	PE-07	40	0:44
PE-07_41_01	Gto [special Mix]: High Revs And Peel Out With Heavy Tire Squeal And Away On Pavement. Tire Chirp At Gear Shift, Action Right To Left.	PE-07	41	0:17
PE-07_42_01	Roadster [special Mix]: High Rev And Peel Out With Heavy Tire Squeal And Away On Pavement. Tire Shift, Action Right To Left.	PE-07	42	0:10
PE-07_43_01	Car Tire Squeal, Short.	PE-07	43	0:02
PE-07_44_01	Car Long In 10 Mph And Pass By Close Perspective Then Long Away On Dirt Road.	PE-07	44	0:19
PE-07_45_01	Model T Ford: In And By, Driven In Circles Several Times.	PE-07	45	1:43
PE-07_46_01	V-8 Car Or Truck: Smooth, Short In, By, Then Short Out.	PE-07	46	0:12
PE-07_47_01	V-8 Car, Large: Medium Short In, By, Then Medium Short Out.	PE-07	47	0:15
PE-07_48_01	Car Alarm: Activate And De-activate Chirps.	PE-07	48	0:11
PE-07_49_01	Car Alarm: Rapid, High-pitched Whooper Siren Steady, With Single Horn Honks, Close Perspective.	PE-07	49	0:31
PE-07_50_01	Car Alarm: Rapid, High-pitched Whooper Siren Steady, Without Honks, Close Perspective.	PE-07	50	0:13
PE-07_51_01	Car Alarm: Fast Oscillator Type, Steady, And Off. Close Perspective.	PE-07	51	0:50
PE-07_52_01	Car's Dash Switches, General.	PE-07	52	0:11
PE-07_53_01	Car Door Open And Close 1: 1987 Chevrolet Corsica, Interior, Close Perspective.	PE-07	53	0:09
PE-07_54_01	Car Door Open And Close 2: Lincoln Town Car Close Perspective. Good For Police Car Or Modern Car Door.	PE-07	54	0:20
PE-07_55_01	Car Door Open And Close 3: Lincoln Town Car Close Perspective. More Gentle Than Fx 54.	PE-07	55	0:09
PE-07_56_01	Car Door Open And Close 4: Bmw, Close Perspective.	PE-07	56	0:04
PE-07_57_01	Car Door Open And Close 5: Large, Old And Rusty Door Open With Creak And Close With Metal Rattles. Medium Weight Door.	PE-07	57	0:09
PE-07_58_01	Car Door Open And Close 6: 1964 Cadillac, Large Rusty Door Open And Close With Metal Hinge Creaks.	PE-07	58	0:04
PE-07_59_01	Door Buzzer, Economy Car. High, Nasal, Whining Buzz.	PE-07	59	0:16

PE-07_60_01	Keys Into And Out Of Ignition, Then Buzzer. Also Useful For Door Buzzer. Close Perspective.	PE-07	60	0:08
PE-07_61_01	Engine Shut Off With Long Diesel.	PE-07	61	0:08
PE-07_62_01	Hand Brake Set With Clicks And Release; Bmw.	PE-07	62	0:08
PE-07_63_01	Transmission Gear Grinds.	PE-07	63	0:20
PE-07_64_01	Old Truck: Idles With Gear Grinds.	PE-07	64	0:15
PE-07_65_01	Floor Type Gear Shifter Movement; Bmw.	PE-07	65	0:16
PE-07_66_01	Glove Compartment Door Open And Close, Metal Clicks And Knob Turns, Close Perspective.	PE-07	66	0:12
PE-07_67_01	Car Hood Open And Close: Mercedes, Close Perspective.	PE-07	67	0:05
PE-07_68_01	Modern Car Hood Open And Close, Close Perspective.	PE-07	68	0:06
PE-07_69_01	Car Hood Open And Close: Bmw Hydraulic Hood With Piston Hiss, Close Perspective.	PE-07	69	0:11
PE-07_70_01	Car Horn Honk: Medium-pitched With Various Lengths.	PE-07	70	0:13
PE-07_71_01	Car Horn Beeps: High-pitched Nasal, Various Lengths.	PE-07	71	0:38
PE-07_72_01	Car Horn Beeps: High Double-pitched, From Small Car, Various Lengths.	PE-07	72	0:24
PE-07_73_01	Horn Honks: Jeep Cherokee, Various Lengths.	PE-07	73	0:31
PE-07_74_01	Doppler Car Horn By Approximately 35 Mph. High-pitched Horn.	PE-07	74	0:06
PE-07_75_01	Doppler Car Horn By Approximately 40 Mph. Medium Pitched Horn.	PE-07	75	0:11
PE-07_76_01	Traffic Jam: Many Car Horns Sound.	PE-07	76	0:50
PE-07_77_01	Hub Cap Falls On Asphalt, Rolls And Spins.	PE-07	77	0:08
PE-07_78_01	Suspension Clunks, Interior: Car Driving On Rough Road.	PE-07	78	1:12
PE-07_79_01	Corvair: Drives Slowly Over Bumps With Interior Light Rattles, Acceleration, Turn Signal.	PE-07	79	1:36
PE-07_80_01	Keys Into And Out Of Ignition.	PE-07	80	0:04
PE-07_81_01	Older Car Seat Adjust Forward And Back With Clunks And Vinyl Seat Creaks.	PE-07	81	0:12
PE-07_82_01	Suspension Bounces: With Creaks, Squeaks And Movement.	PE-07	82	0:46
PE-07_83_01	Turn Signal On And Off: Volkswagen Gti, Close Perspective. Big Metal Clicks, Then Softer Rhythmic Clicks.	PE-07	83	0:13
PE-07_84_01	Car Trunk Open And Close: Mercedes Close Perspective.	PE-07	84	0:15
PE-07_85_01	Car Window Roll Up And Down: Manual Hand Crank Style, Close Perspective.	PE-07	85	0:13
PE-07_86_01	Car Window Up And Down, Electric: Interior Close Perspective.	PE-07	86	0:29
PE-07_87_01	Car Window Up And Down, Electric: Bmw, Interior Close Perspective.	PE-07	87	0:13

PE-07_88_01	Windshield Wipers: Bmw Exterior, Modulating Servo Whine With Light Thumps And Soft Scraping Sounds. Slow Speed, Close Perspective.	PE-07	88	0:12
PE-07_89_01	Windshield Wipers: Bmw Exterior, Modulating Servo Whine Light Thumps And Soft Scraping Sound Exterior, Close Perspective.	PE-07	89	0:12
PE-07_90_01	Windshield Wipers: Heavy Truck Slow Speed. Close Perspective.	PE-07	90	0:22
PE-07_91_01	Bus Door: Manual Open With Squeak And Close Close Perspective.	PE-07	91	0:06
PE-07_92_01	Air Brake Hiss 1: Logging Truck, Close Perspective.	PE-07	92	0:05
PE-07_93_01	Air Brake Hiss 2: Large Truck, Close Perspective.	PE-07	93	0:03
PE-07_94_01	Air Brake Hiss 3: Large Truck, Higher-pitched Than Fx 93, Close Perspective.	PE-07	94	0:04
PE-07_95_01	Air Brake Hiss 4: Large Truck, Short Blasts Close Perspective.	PE-07	95	0:06
PE-07_96_01	Air Horn Blasts: Logging Truck, With Medium Distant Reverberation, Close Perspective.	PE-07	96	0:31
PE-07_97_01	Air Horn Blasts: Large Truck, Low-pitched, Close Perspective.	PE-07	97	0:10
PE-07_98_01	Doppler Horn By, Left To Right: Semi-truck.	PE-07	98	0:13
PE-07_99_01	Truck Door Open And Close, Close Perspective.	PE-07	99	0:11
CD #8				
PE-08_01_01	Highway Traffic, Busy: Close Perspective Cars And Trucks.	PE-08	1	3:41
PE-08_02_01	Highway Traffic, Light: Close Perspective Cars Trucks With Doppler Horns, Tire Whine, And Rattles.	PE-08	2	2:00
PE-08_03_01	Traffic, City Street, With Footsteps And Voices On Sidewalk.	PE-08	3	2:56
PE-08_04_01	Traffic, Residential Or Light City, Medium Close To Distant Perspective. Distant Siren And Distant Plane, Medium Distant Voices, Some Traffic Over Manhole Cover.	PE-08	4	2:46
PE-08_05_01	Traffic, Wet Highway, Light To Medium Busy.	PE-08	5	3:12
PE-08_06_01	Two Wet Car Bys, With Long Aways. Close To Medium Perspective, 30 M.p.h. Action From Left To Right.	PE-08	6	0:19
PE-08_07_01	Federal Air Horn Siren: Long Steady With Good Tail Out.	PE-08	7	2:21
PE-08_08_01	Police Wailer Siren: Long Steady, Close Perspective.	PE-08	8	0:30
PE-08_09_01	Police Wailer Siren: By, Action Left To Right Fast, Away To Distant Perspective And Off.	PE-08	9	0:24
PE-08_10_01	Yelper Siren: Close Perspective.	PE-08	10	0:46
PE-08_11_01	Yelper Siren: Multiple Short On And Offs, Close Perspective.	PE-08	11	0:19
PE-08_12_01	High / Low Siren: Close Perspective 1.	PE-08	12	0:34
PE-08_13_01	High / Low Siren: Close Perspective 2.	PE-08	13	0:16

PE-08_14_01	Phaser Siren: Close Perspective.	PE-08	14	0:15
PE-08_15_01	Fire Truck Siren And Close Perspective Horn Honks, Off At Tail.	PE-08	15	0:12
PE-08_16_01	Bus Exterior Steady, Through Gears.	PE-08	16	1:52
PE-08_17_01	School Bus 1: Coasting With Rattles On A Bumpy Road. Slows To Stop; Interior Perspective.	PE-08	17	1:03
PE-08_18_01	School Bus 2: Start Up, Emergency Brake Release Then Steady Through Gears With Rattles On A Bumpy Road. Slows To Stop; Interior Perspective.	PE-08	18	1:30
PE-08_19_01	Bus By 1: Bus Long In With Gear Shifts From Distant Left, And By To The Right With Long Away. Gear Shift As It Passes.	PE-08	19	0:59
PE-08_20_01	Bus By 2: Bus Fast In From The Left With Gear Shifts, And By To The Right With Long Away.	PE-08	20	0:16
PE-08_21_01	Bus, Exterior; By L To R W / Stop	PE-08	21	1:33
PE-08_22_01	Small Car Engine Suddenly Breaks And Begins To Rattle Loudly As It Idles, Close Perspective.	PE-08	22	0:09
PE-08_23_01	Canning Machine Steady Chug With Metal Edge.	PE-08	23	2:37
PE-08_24_01	Lawnmower Engine Steady, 9 Horse Power Wisconsin Motor, Slow Idle.	PE-08	24	0:33
PE-08_25_01	Lawnmower Engine, 3 1 / 2 Horsepower With Low R.p.m.'s, Medium Perspective, Steady, With Rotating Blades.	PE-08	25	0:46
PE-08_26_01	Lawnmower Engine Steady, 8 Horsepower Briggs And Stratton, With Medium Fast R.p.m.'s.	PE-08	26	1:29
PE-08_27_01	Lawnmower Engine Steady, 9 Horsepower Wisconsin Motor, With Slow Idle.	PE-08	27	0:33
PE-08_28_01	Edge Trimmer Steady, 2 Horsepower Briggs And Stratton, With Medium R.p.m.'s.	PE-08	28	0:45
PE-08_29_01	Edge Trimmer Steady, 2 Horsepower Briggs And Stratton, With Fast R.p.m.'s.	PE-08	29	1:04
PE-08_30_01	Weed Eater With Fast R.p.m.'s. Few Starts And Stops.	PE-08	30	0:34
PE-08_31_01	Motorized Shop Tool, Compressor Motor 1: Turn On, Steady And Off.	PE-08	31	0:16
PE-08_32_01	Motorized Shop Tool, Compressor Motor 2: Turn On, Steady Chugging Motor, And Off With Chug.	PE-08	32	0:31
PE-08_33_01	Motorized Shop Tool, Compressor Motor 3: Turn On, Steady Chugging Motor, And Off With Chugs And Air Release.	PE-08	33	0:18
PE-08_34_01	Motorized Shop Tool, Compressor Motor 4: Turn On, Steady Chugging Motor, And Off With Wind Down And Toned Release.	PE-08	34	0:14
PE-08_35_01	Motorized Shop Tool, Compressor Motor 5: Turn On, Steady Chugging Motor, And Off.	PE-08	35	0:15

PE-08_36_01	Motorized Shop Tool, Drill Press Motor: Turn On Steady Motor With Rattles.	PE-08	36	0:17
PE-08_37_01	Motorized Shop Tool, Grinder (Metal): Turn On And Wind Up To Smooth Steady With Rhythmic Hum. Off With Very Long Wind Down.	PE-08	37	1:08
PE-08_38_01	Motorized Shop Tool, Joiner (Wood): Turn On Steady, And Off With Wind Down.	PE-08	38	0:47
PE-08_39_01	Motorized Shop Tool, Lathe: Turn On, Steady And Off With Wind Down.	PE-08	39	0:40
PE-08_40_01	Motorized Shop Tool, Sander (Belt): Turn On Steady, And Off With Short Wind Down.	PE-08	40	0:26
PE-08_41_01	Motorized Shop Tool, Saw (Band): Turn On Steady, And Off With Wind Down.	PE-08	41	0:38
PE-08_42_01	Motorized Shop Tool, Saw (Radial Arm): Turn On Steady, And Off With Long Wind Down And Squeak.	PE-08	42	0:47
PE-08_43_01	Motorized Shop Tool, Saw (Table) 1: Turn On Steady, And Off With Long Wind Down.	PE-08	43	0:38
PE-08_44_01	Motorized Shop Tool, Saw (Table) 2: Turn On Steady, And Off With Short Wind Down.	PE-08	44	0:17
PE-08_45_01	Motorized Shop Tool, Shaper: Turn On, Steady With Intermittent Whines, Off With Short Wind Down.	PE-08	45	1:32
PE-08_46_01	Pump Motor, Small, Running Steady.	PE-08	46	0:48
PE-08_47_01	Motor 1: Turn On With Wind Up, Steady With Rhythmic Hum, And Off With Wind Down.	PE-08	47	1:02
PE-08_48_01	Motor 2: Running Steady.	PE-08	48	0:45
PE-08_49_01	Motor 3: Running Steady. Same Motor As Fx 48 With Metal Rattles And Ratchet-like Metal Movement At Tail.	PE-08	49	0:37
CD #9				
PE-09_01_01	Cannon Ball Whiz, Left To Right.	PE-09	1	0:03
PE-09_02_01	Very Short Cannon Ball Whiz.	PE-09	2	0:01
PE-09_03_01	Sponging A Cannon.	PE-09	3	0:16
PE-09_04_01	Worming A Cannon.	PE-09	4	0:06
PE-09_05_01	Quick Pistol Cock.	PE-09	5	0:01
PE-09_06_01	Gun, Classic Pistol Cock.	PE-09	6	0:01
PE-09_07_01	Fast Chamber Spin.	PE-09	7	0:01
PE-09_08_01	Chamber Spins A Few Times.	PE-09	8	0:01
PE-09_09_01	Winchester Rifle Cock.	PE-09	9	0:01
PE-09_10_01	Pistol Dry Fire, Single.	PE-09	10	0:01

PE-09_11_01	Pistol Dry Fire, Multiple.	PE-09	11	0:02
PE-09_12_01	Load And Cock M-14 Rifle, Gun.	PE-09	12	0:02
PE-09_13_01	Load And Cock M-16 Rifle, Gun.	PE-09	13	0:02
PE-09_14_01	Insert Magazine Into Ak-47.	PE-09	14	0:04
PE-09_15_01	Civil War Cannon Shot With Long Ring-off.	PE-09	15	0:04
PE-09_16_01	Civil War Cannon Shot With Long Ring-off And Slapback Echo.	PE-09	16	0:07
PE-09_17_01	Two Civil War Cannons Shot With Long Ring Off.	PE-09	17	0:04
PE-09_18_01	Black Powder Musket 1: Single Shot.	PE-09	18	0:01
PE-09_19_01	Black Powder Musket 2, Single Shot. More Ring Off Than Fx 18.	PE-09	19	0:01
PE-09_20_01	Black Powder Musket 3, Single Shot. More Powerful And More Ring Off Than Fx 18 Or 19.	PE-09	20	0:05
PE-09_21_01	Black Powder Musket 4, Single Shot. Powerful With Less Ring Off Than Fx 20.	PE-09	21	0:04
PE-09_22_01	Black Powder Musket 5, Single Shot. Powerful With Lighter Powder Load, More Ring Off Than Fx 21.	PE-09	22	0:04
PE-09_23_01	Black Powder Musket 6, Single Shot. Powerful With Heavier Powder And More Ring Off Than Fx 22.	PE-09	23	0:06
PE-09_24_01	Black Powder Musket 7, Single Shot. Powerful Closer Perspective Than Fx 23.	PE-09	24	0:03
PE-09_25_01	22 Caliber Pistol Shot 1: Close Perspective.	PE-09	25	0:02
PE-09_26_01	22 Caliber Pistol Shot 2: Medium Perspective And More Reverberant Than Fx 25.	PE-09	26	0:04
PE-09_27_01	22 Caliber Rifle Shot, Medium Perspective.	PE-09	27	0:02
PE-09_28_01	.357 Magnum Pistol Shot 1: Close Perspective.	PE-09	28	0:02
PE-09_29_01	.357 Magnum Pistol Shot 2: Medium Perspective. More Ring Off Than Fx 28.	PE-09	29	0:04
PE-09_30_01	.357 Magnum Pistol Shot 3: Close Perspective More Ring Off Than Fx 28.	PE-09	30	0:03
PE-09_31_01	Rifle Shot With Echo.	PE-09	31	0:03
PE-09_32_01	308 Mauser, Single Shot.	PE-09	32	0:06
PE-09_33_01	30 / O6 Hunting Rifle, Single Shot With Echo And Long Ring Off.	PE-09	33	0:06
PE-09_34_01	Ar-15 Automatic Rifle 1: Single Shot With Bullet Shell Eject Onto Grass.	PE-09	34	0:04
PE-09_35_01	Ar-15 Automatic Rifle 2: Single Shot.	PE-09	35	0:03
PE-09_36_01	Ar-15 Automatic Rifle 3: Single Shot With Bullet Shell Ejects Onto Grass.	PE-09	36	0:04
PE-09_37_01	Ar-15 Semi-automatic Rifle, Multiple Shots.	PE-09	37	0:06
PE-09_38_01	Ar-15 Full Automatic Rifle, Multiple Shots.	PE-09	38	0:14
PE-09_39_01	Ak-47 Automatic Rifle 1: Single Shot.	PE-09	39	0:02
PE-09_40_01	Ak-47 Automatic Rifle 2: Single Shot. Shorter Higher Pitched And Less Reverberant Than Fx 40.	PE-09	40	0:01

PE-09_41_01	Ak-47 Automatic Rifle 3: Single Shot. Short With Light Ring Off.	PE-09	41	0:02
PE-09_42_01	Ak-47 Full Automatic Rifle: Multiple Shots.	PE-09	42	0:04
PE-09_43_01	M-16 Automatic Machine Gun: Fire, Short.	PE-09	43	0:03
PE-09_44_01	M-16 Automatic Machine Gun: Fire, Single Shot With Bolt Action.	PE-09	44	0:02
PE-09_45_01	M-14 Automatic Rifle: Single Shot With Clear Distinctive Bolt Action.	PE-09	45	0:01
PE-09_46_01	M-14 Full Automatic Rifle: Shot Burst With Casings Drop On Cement.	PE-09	46	0:05
PE-09_47_01	M-1 Rifle: Single Shot With Casings Drop On Cement And Movement.	PE-09	47	0:03
PE-09_48_01	M-1 Semi-automatic Rifle: Fire, Multiple Shots. Bullet Shell Casings Drop On Hard Surface.	PE-09	48	0:04
PE-09_49_01	M-60 Automatic Machine Gun Bursts 1: Good Distinctive Bolt Action 1.	PE-09	49	0:08
PE-09_50_01	M-60 Automatic Machine Gun Bursts 2: Medium Perspective.	PE-09	50	0:09
PE-09_51_01	Automatic Machine Gun Rapid Fire With Distinctive Bolt And Band Action.	PE-09	51	0:05
PE-09_52_01	8 Gauge Shotgun: Single Blast With Ring Off.	PE-09	52	0:03
PE-09_53_01	12 Gauge Shotgun: Blast With Ring Off.	PE-09	53	0:03
PE-09_54_01	16 Gauge Shotgun: Blast With Ring Off.	PE-09	54	0:03
PE-09_55_01	9mm Uzi 1: Single Shot.	PE-09	55	0:02
PE-09_56_01	9mm Uzi 2: Single Shot With Debris Fall. Lower Pitched Than Fx 55.	PE-09	56	0:02
PE-09_57_01	9mm Uzi Automatic Fire 1: Debris And Dirt Fall.	PE-09	57	0:05
PE-09_58_01	9mm Uzi Automatic Fire 2: Bullet Hits Metal.	PE-09	58	0:05
PE-09_59_01	9mm Uzi Automatic Fire 3: With Ring Off.	PE-09	59	0:05
PE-09_60_01	Pistol Or Rifle Shot 1: Sharp. [special Mix].	PE-09	60	0:02
PE-09_61_01	Pistol Or Rifle Shot 2: Sharper Than Fx 60, With Ring Off. [special Mix].	PE-09	61	0:02
PE-09_62_01	Rifle Shot 3: Boomy, With Ring Off. [special Mix].	PE-09	62	0:03
PE-09_63_01	Rifle Shot 4: Boomy, With Casings Drop. [special Mix].	PE-09	63	0:02
PE-09_64_01	Rifle Shot 5: Midrange, With Echo. [special Mix].	PE-09	64	0:03
PE-09_65_01	Bullet Ricochet Off Metal Surface 1.	PE-09	65	0:02
PE-09_66_01	Bullet Ricochet Off Wood Surface 2.	PE-09	66	0:03
PE-09_67_01	Bullet Ricochet Off Rock Surface 3.	PE-09	67	0:01
PE-09_68_01	Bullet Ricochet Off Hard Surface 4.	PE-09	68	0:02
PE-09_69_01	Bullet Ricochet Off Dirt 5.	PE-09	69	0:02
PE-09_70_01	Bullet Ricochet Off Dirt 6.	PE-09	70	0:02
PE-09_71_01	Bullet Ricochet Off Hard Surface 7.	PE-09	71	0:02
PE-09_72_01	Bullet Ricochet Off Dirt 8.	PE-09	72	0:02
PE-09_73_01	Bullet Ricochet Off Hard Surface 9.	PE-09	73	0:02

PE-09_74_01	Explosion, Large: Oil Or Gas Type, Distant Perspective.	PE-09	74	0:08
PE-09_75_01	Explosion 1: Medium Sized, Sharp.	PE-09	75	0:04
PE-09_76_01	Explosion 2: Medium Sized, Sharp, More Boomy Than Fx 75.	PE-09	76	0:03
PE-09_77_01	Explosion 3: Medium Sized, Boomy.	PE-09	77	0:04
PE-09_78_01	Explosion: Large, Sharp Crack With Falling Debris, 1.	PE-09	78	0:05
PE-09_79_01	Explosion: Large, Sharp, Boomy Crack With Fall Debris, 2.	PE-09	79	0:04
PE-09_80_01	Firecracker Explosions 1: Five Various Takes One Burst With No Fuse.	PE-09	80	0:15
PE-09_81_01	Firecracker Explosions 2: Five Various Takes One Burst With No Fuse.	PE-09	81	0:16
PE-09_82_01	Firecracker Explosions: Multiple.	PE-09	82	0:26
PE-09_83_01	Roman Candle Bursts: Two Takes.	PE-09	83	0:04
PE-09_84_01	Bottle Rocket 1: Piccolo Whistle And Burst.	PE-09	84	0:04
PE-09_85_01	Bottle Rocket 2: Piccolo Whistle And Burst.	PE-09	85	0:04
PE-09_86_01	Bottle Rocket 3: Piccolo Whistle And Burst.	PE-09	86	0:04
PE-09_87_01	Bottle Rocket 4: Piccolo Whistle And Burst.	PE-09	87	0:04
PE-09_88_01	Bottle Rocket 5: Piccolo Whistle And Burst.	PE-09	88	0:04
PE-09_89_01	Bottle Rocket 1: Piccolo Whistle And Large Burst. [special Mix].	PE-09	89	0:06
PE-09_90_01	Bottle Rocket 3: Piccolo Whistle And Large Burst, Distant Perspective. [special Mix].	PE-09	90	0:06
PE-09_91_01	Fourth Of July Fireworks Demonstration With Crowd. [special Mix].	PE-09	91	0:55
CD #10				
PE-10_01_01	Punch, Face Hit 1: Sharp Impact.	PE-10	1	0:01
PE-10_02_01	Punch, Face Hit 2: Sharp Impact.	PE-10	2	0:01
PE-10_03_01	Punch, Face Hit 3: Sharp Impact.	PE-10	3	0:01
PE-10_04_01	Punch, Face Hit 4: Sharp Impact.	PE-10	4	0:01
PE-10_05_01	Punch, Face Hit 5: Sharp Impact.	PE-10	5	0:01
PE-10_06_01	Punch, Face Hit 6: Sharp Impact.	PE-10	6	0:01
PE-10_07_01	Punch, Face Hit 7: Sharp Impact.	PE-10	7	0:01
PE-10_08_01	Punch, Body Hit 1: With Thud.	PE-10	8	0:01
PE-10_09_01	Punch, Body Hit 2: With Thud.	PE-10	9	0:01
PE-10_10_01	Punch, Body Hit 3: With Sharp Thud.	PE-10	10	0:01
PE-10_11_01	Punch, Body Hit 4: With Sharp Thud.	PE-10	11	0:01
PE-10_12_01	Punch, Body Hit 5: With Thud.	PE-10	12	0:01
PE-10_13_01	Kick, Body Hit 1: With Sharp Thud.	PE-10	13	0:01
PE-10_14_01	Kick, Body Hit 2: With Thud.	PE-10	14	0:01

PE-10_15_01	Kick, Body Hit 3: With Thud.	PE-10	15	0:01
PE-10_16_01	Kick, Body Hit 4: With Thud And Crunch.	PE-10	16	0:01
PE-10_17_01	Sword Or Bayonet Juicy Stab 1: Impact With Gush And Sword Turn.	PE-10	17	0:02
PE-10_18_01	Sword Or Bayonet Juicy Stab 2: Impact With Gush And Sword Turn.	PE-10	18	0:02
PE-10_19_01	Sword Or Bayonet Juicy Stab 3: With Short Gush Impact.	PE-10	19	0:01
PE-10_20_01	Sword Or Bayonet Juicy Stab 4: With Short Gush Impact.	PE-10	20	0:01
PE-10_21_01	Sword Or Bayonet Juicy Stab 5: With Very Short Almost Dry Impact.	PE-10	21	0:01
PE-10_22_01	Sword Or Bayonet Juicy Stab 6: With Short Gush Impact.	PE-10	22	0:01
PE-10_23_01	Sword Or Bayonet Juicy Stab 7: Short Gush Impact With Metal Hit.	PE-10	23	0:01
PE-10_24_01	Sword Or Bayonet Juicy Stab 8: Short Gush Impact With Metal Hit.	PE-10	24	0:01
PE-10_25_01	Single Sword Hit 1: With Slight Ring Out.	PE-10	25	0:01
PE-10_26_01	Single Sword Hit 2: Higher Pitched Than Fx 25 With Ring Out.	PE-10	26	0:01
PE-10_27_01	Single Sword Hit 3: Higher Pitched Than Fx 26 With Ring Out.	PE-10	27	0:02
PE-10_28_01	Single Sword Hit 4: Same Pitch As Fx 27 With Ring Out.	PE-10	28	0:02
PE-10_29_01	Single Dead Sword Hit, With No Ring Out.	PE-10	29	0:01
PE-10_30_01	Double Sword Scrape 1.	PE-10	30	0:02
PE-10_31_01	Double Sword Scrape 1.	PE-10	31	0:02
PE-10_32_01	Double Sword Hits.	PE-10	32	0:02
PE-10_33_01	Sword Shing 1: Sword Edges Run Against Each Other.	PE-10	33	0:03
PE-10_34_01	Sword Shing 2: Sword Edges Run Against Each Other.	PE-10	34	0:02
PE-10_35_01	Sword Shing 3: Sword Edges Run Against Each Other.	PE-10	35	0:02
PE-10_36_01	Sword Shing 4: Sword Runs Against Each Other.	PE-10	36	0:02
PE-10_37_01	Sword Twang 1: Sword Plucked With Short Ring Out.	PE-10	37	0:04
PE-10_38_01	Sword Twang 2: Sword Plucked With Long Ring Out.	PE-10	38	0:11
PE-10_39_01	Sword Twang 3: Sword Plucked With Long Ring Out.	PE-10	39	0:07
PE-10_40_01	Sword Twang 4: Sword Plucked With Long Ring Out.	PE-10	40	0:04
PE-10_41_01	[special Mix] Sword Battle, With Sword Hits Stab, Impact, Pained Yell, And Body Fall.	PE-10	41	0:08
PE-10_42_01	Slap 1.	PE-10	42	0:01
PE-10_43_01	Slap 2.	PE-10	43	0:01
PE-10_44_01	Juicy Impact 1.	PE-10	44	0:01
PE-10_45_01	Juicy Impact 2.	PE-10	45	0:01
PE-10_46_01	Juicy Impact 3.	PE-10	46	0:01
PE-10_47_01	Juicy Impact 4.	PE-10	47	0:01

PE-10_48_01	Juicy Impact 5.	PE-10	48	0:01
PE-10_49_01	Juicy Impact 6.	PE-10	49	0:01
PE-10_50_01	Juicy Impact 7.	PE-10	50	0:01
PE-10_51_01	Object Being Squashed 1.	PE-10	51	0:01
PE-10_52_01	Object Being Squashed 2.	PE-10	52	0:01
PE-10_53_01	Object Being Squashed 3.	PE-10	53	0:01
PE-10_54_01	Object Being Dropped And Smashed On Hard Surface.	PE-10	54	0:01
PE-10_55_01	[special Mix] Two Men Fight In Alley Way, Heavy Punches And Grunts, Glass Break.	PE-10	55	0:27
PE-10_56_01	Body Falls Into Brush With Leaf Rustles.	PE-10	56	0:07
PE-10_57_01	Three Various Body Falls Onto Carpeted Floor.	PE-10	57	0:07
PE-10_58_01	Single Body Fall Onto Concrete.	PE-10	58	0:01
PE-10_59_01	Two Single Body Falls On Bed.	PE-10	59	0:05
PE-10_60_01	Body Falls Onto Car Hood.	PE-10	60	0:01
PE-10_61_01	Body Falls Off From Chair.	PE-10	61	0:02
PE-10_62_01	Four Various Body Falls On Dirt.	PE-10	62	0:11
PE-10_63_01	Two Single Body Falls On Gravel.	PE-10	63	0:05
PE-10_64_01	Body Falls Into Debris.	PE-10	64	0:04
PE-10_65_01	Two Single Foot Stomps Or Body Falls Into Mud.	PE-10	65	0:04
PE-10_66_01	Body Falls Onto Racket Ball Court, Reverberant.	PE-10	66	0:03
PE-10_67_01	Body Falls Into Snow.	PE-10	67	0:03
PE-10_68_01	Body Falls Into Water, With Splash 1.	PE-10	68	0:05
PE-10_69_01	Body Falls Into Water, With Splash 2.	PE-10	69	0:03
PE-10_70_01	Body Falls Onto Wooden Floor 1.	PE-10	70	0:01
PE-10_71_01	Body Falls Onto Wooden Floor 2, With Slight Flop.	PE-10	71	0:01
PE-10_72_01	Body Falls Onto Wooden Floor 3, With Slight Flop.	PE-10	72	0:01
PE-10_73_01	Body Falls Onto Wooden Floor 4, With Flop.	PE-10	73	0:01
PE-10_74_01	Body Falls Onto Wooden Floor 5, With Flop.	PE-10	74	0:02
PE-10_75_01	Bone Break 1.	PE-10	75	0:01
PE-10_76_01	Bone Break 2.	PE-10	76	0:01
PE-10_77_01	Bone Break 3.	PE-10	77	0:01
PE-10_78_01	Bone Break 4.	PE-10	78	0:00
PE-10_79_01	Bone Break 5.	PE-10	79	0:01
PE-10_80_01	Bone Break 6.	PE-10	80	0:01

PE-10_81_01	Two Single Knuckle Cracks.	PE-10	81	0:01
PE-10_82_01	Tree Cracks And Splinters As It Falls, Heavy Leaf Rustles As It Is Falling And Hits The Ground With A Squeak.	PE-10	82	0:26
PE-10_83_01	Small Piece Of Wood Cracks As It Is Broken.	PE-10	83	0:01
PE-10_84_01	Wooden Crate Is Ripped Open.	PE-10	84	0:02
PE-10_85_01	Medium Piece Of Wood Cracks As It Is Broken.	PE-10	85	0:02
PE-10_86_01	Thin Wooden Door Is Kicked In.	PE-10	86	0:02
PE-10_87_01	Bull Whip Crack 1: With Swish.	PE-10	87	0:03
PE-10_88_01	Bull Whip Crack 2: Single.	PE-10	88	0:03
PE-10_89_01	Bull Whip Cracks 3: Five In Rapid Succession.	PE-10	89	0:05
PE-10_90_01	Bull Whip Crack 4: Single With Swish.	PE-10	90	0:03

Audio: Premiere Edition #11-20				
CDLink_Filename	Description	Disc Number	Track Number	Duration
CD #11				
PE-11_01_01	Crash [special Mix] 1: Metal Impact And Slight Shatter (No Glass).	PE-11	1	0:02
PE-11_02_01	Crash [special Mix] 2: Metal Impact With Metal Crunch And Slight Shake After (No Glass).	PE-11	2	0:02
PE-11_03_01	Crash [special Mix] 3: Metal Impact With Scrapes (No Glass).	PE-11	3	0:03
PE-11_04_01	Crash [special Mix] 4: Metal Impact With Scrapes And Squeaks (No Glass).	PE-11	4	0:03
PE-11_05_01	Crash [special Mix] 5: Metal Collision With Bounce And Bang (No Glass).	PE-11	5	0:04
PE-11_06_01	Crash [special Mix] 6: Metal Impact And Glass Shatter.	PE-11	6	0:03
PE-11_07_01	Crash [special Mix] 7: Swish Impact With Metal And Glass.	PE-11	7	0:02
PE-11_08_01	Crash [special Mix] 8: Big Low End Impact With Medium Perspective Glass Shatter And Fall.	PE-11	8	0:03
PE-11_09_01	Crash [special Mix] 9: Impact With Metal Crunch / Scrape And Glass Shatter.	PE-11	9	0:03
PE-11_10_01	Crash [special Mix] 10: Metal Impact With Big And Long Glass Shatter, Medium Distant Perspective; Reverberant.	PE-11	10	0:05
PE-11_11_01	Crash [special Mix] 11: Medium Perspective Skid, Impact And Long Glass Shatter.	PE-11	11	0:04
PE-11_12_01	Crash [special Mix] 12: Wood And Glass Impact With Wood Movement, Wood Bounce On Metal (Car Hood).	PE-11	12	0:04
PE-11_13_01	Crash [special Mix] 13: Wood And Glass Impact With Small Glass Shatters And Some Metal Movement.	PE-11	13	0:04
PE-11_14_01	Crash [special Mix] 14: Huge Impact With Long Metal Scrapes, Small Glass Roll Sounds.	PE-11	14	0:07
PE-11_15_01	Crash [special Mix] 15: Car Flip And Roll In Dirt With Metal And Glass Bounces, With Dirt Slide.	PE-11	15	0:07
PE-11_16_01	Crash [special Mix] 16: Huge, Exaggerated Train And Car Collision With Extended Glass Shatters, Wide Perspective.	PE-11	16	0:09
PE-11_17_01	Car Crash, Car Peels Out And Hits Wall In Underground Parking Lot, And Fast Away.	PE-11	17	0:10
PE-11_18_01	Car Fender Bang; Hard Metal Impact With Rattle.	PE-11	18	0:02
PE-11_19_01	Car Crash, Small 1; Short Metal Impact, With Small Glass Shatter.	PE-11	19	0:02
PE-11_20_01	Car Crash, Small 2; Two Metal Impacts, With Crunches, Scrapes And Slight Rattle.	PE-11	20	0:03
PE-11_21_01	Car Crash, Small 3; Metal Impact With Shatter Debris Fall And Ring Off.	PE-11	21	0:04
PE-11_22_01	Car Hits And Drags A Hot Dog Stand; Long Sustained Dragging.	PE-11	22	0:15
PE-11_23_01	Object Crashing Through Wood And Glass.	PE-11	23	0:09
PE-11_24_01	Pottery Drop And Break.	PE-11	24	0:04

PE-11_25_01	Bullet Impact Through Glass With Debris 1.	PE-11	25	0:01
PE-11_26_01	Bullet Impact Through Glass With Debris 2.	PE-11	26	0:01
PE-11_27_01	Bullet Impact Through Glass With Debris 3.	PE-11	27	0:02
PE-11_28_01	Swish With Small Glass Crash.	PE-11	28	0:02
PE-11_29_01	Glass Crash, Sustained Small Pieces Shatter And Drop, Close Perspective.	PE-11	29	0:04
PE-11_30_01	Wood And Glass Crash.	PE-11	30	0:02
PE-11_31_01	Bullet Impact Into Wood.	PE-11	31	0:01
PE-11_32_01	Wood, Small Piece, Crunched. By Little (Non-affiliated) Elves.	PE-11	32	0:01
PE-11_33_01	Bullet Impacts, Multiple, Into Wood.	PE-11	33	0:02
PE-11_34_01	Wood Break Or Shatter.	PE-11	34	0:02
PE-11_35_01	Wood Crash, Large.	PE-11	35	0:03
PE-11_36_01	Wood Impact With Debris Fall.	PE-11	36	0:02
PE-11_37_01	Wood, Single Piece Falls Onto Hard Surface.	PE-11	37	0:01
PE-11_38_01	Single Piece Of Wood Falls Onto Other Pieces Of Wood 1.	PE-11	38	0:01
PE-11_39_01	Single Piece Of Wood Falls Onto Other Pieces Of Wood 2.	PE-11	39	0:02
PE-11_40_01	Single Piece Of Wood Falls Onto Other Pieces Of Wood 3.	PE-11	40	0:01
PE-11_41_01	Kick In Medium Sized Wooden Door.	PE-11	41	0:01
PE-11_42_01	Ax Impact Into Wood 1.	PE-11	42	0:02
PE-11_43_01	Ax Impact Into Wood 2.	PE-11	43	0:01
PE-11_44_01	Ax Impact Into Wood 3.	PE-11	44	0:01
PE-11_45_01	Bullet Impact Into Dirt.	PE-11	45	0:03
PE-11_46_01	Bullet Impact Into Metal, Hollow Sounding, Like An Empty 55 Gallon Drum Or A Car 1.	PE-11	46	0:02
PE-11_47_01	Bullet Impact Into Metal, Hollow Sounding, Like An Empty 55 Gallon Drum Or A Car 2.	PE-11	47	0:01
PE-11_48_01	Bullet Bounces Off From Heavy Metal Plate 1.	PE-11	48	0:01
PE-11_49_01	Bullet Bounces Off From Heavy Metal Plate 2.	PE-11	49	0:03
PE-11_50_01	Bullet Bounces Off From Heavy Metal Plate 3.	PE-11	50	0:02
PE-11_51_01	Bullet Impact Sweetener 1, Into Tin Cup.	PE-11	51	0:02
PE-11_52_01	Bullet Impact Sweetener 2, Into Heavy Metal Object.	PE-11	52	0:02
PE-11_53_01	Bullet Impact Sweetener 3, Into Wood.	PE-11	53	0:02
PE-11_54_01	Bullet Impact Sweetener 4, Into Flesh.	PE-11	54	0:01
PE-11_55_01	Bullet Impact Sweetener 5, Into Flesh Or Dirt.	PE-11	55	0:02
PE-11_56_01	Bullet Impact Sweetener 6, Into Flesh.	PE-11	56	0:01
PE-11_57_01	Bullet Impact Sweetener 7, Into Dirt.	PE-11	57	0:01
PE-11_58_01	Bullet Impact Sweetener 8, Into Glass And Debris.	PE-11	58	0:02

PE-11_59_01	Bullet Impact Sweetener 9, Into Glass.	PE-11	59	0:01
PE-11_60_01	Swish 1, Single.	PE-11	60	0:01
PE-11_61_01	Swish 2, Single.	PE-11	61	0:01
PE-11_62_01	Swish 3, Single.	PE-11	62	0:01
PE-11_63_01	Swish 4, Single.	PE-11	63	0:01
PE-11_64_01	Swish 5, Single.	PE-11	64	0:01
PE-11_65_01	Swish 6, Single.	PE-11	65	0:01
PE-11_66_01	Swish 7, Single.	PE-11	66	0:01
PE-11_67_01	Swish 8, Single.	PE-11	67	0:01
PE-11_68_01	Swish 9, Single.	PE-11	68	0:01
PE-11_69_01	Swish 10, Electronic Swish.	PE-11	69	0:01
PE-11_70_01	Swish 11, Double Swish.	PE-11	70	0:02
PE-11_71_01	Swish 12, Single.	PE-11	71	0:01
PE-11_72_01	Swish 13, Single.	PE-11	72	0:01
PE-11_73_01	Swish 14, Single.	PE-11	73	0:01
PE-11_74_01	Swish 15, Single.	PE-11	74	0:01
PE-11_75_01	Swish 16, Double Swish.	PE-11	75	0:01
PE-11_76_01	Swish 17, Multiple Swish, Very Fast.	PE-11	76	0:01
PE-11_77_01	Swish 18, Multiple Swish, Fast.	PE-11	77	0:04
PE-11_78_01	Swish 19, Multiple Swish, Very Fast.	PE-11	78	0:01
PE-11_79_01	Swish 20, Multiple Swish, Very Fast.	PE-11	79	0:02
PE-11_80_01	Swish 21, Electronic Swish.	PE-11	80	0:01
PE-11_81_01	Swish 22, Multiple Electronic Swish.	PE-11	81	0:01
PE-11_82_01	Swish 23, Single.	PE-11	82	0:01
PE-11_83_01	Swish 24, Single.	PE-11	83	0:01
PE-11_84_01	Swish 25, Single.	PE-11	84	0:01
PE-11_85_01	Swish 26, Single.	PE-11	85	0:01
PE-11_86_01	Swish 27, Double Swish.	PE-11	86	0:01
PE-11_87_01	Swish 28, Single.	PE-11	87	0:01
PE-11_88_01	Swish 29, Single.	PE-11	88	0:01
PE-11_89_01	Swish 30, Single.	PE-11	89	0:01
PE-11_90_01	Swish 31, Electronic Swish.	PE-11	90	0:01
PE-11_91_01	Swish 32, Electronic Swish.	PE-11	91	0:01
CD #12				

PE-12_01_01	Baseball Mitt Impacts With Natural Decay 1.	PE-12	1	0:01
PE-12_02_01	Baseball Mitt Impacts With Natural Decay 2.	PE-12	2	0:01
PE-12_03_01	Baseball Mitt Impacts With Natural Decay 3.	PE-12	3	0:01
PE-12_04_01	Seven Various Baseball Mitt Impacts Without Decay.	PE-12	4	0:13
PE-12_05_01	Aluminum Bat Hits Baseball With Natural Decay 1.	PE-12	5	0:01
PE-12_06_01	Aluminum Bat Hits Baseball With Natural Decay 2.	PE-12	6	0:02
PE-12_07_01	Aluminum Bat Hits Baseball With Natural Decay 3.	PE-12	7	0:02
PE-12_08_01	Four Aluminum Bat Impacts Without Decay.	PE-12	8	0:07
PE-12_09_01	Wooden Bat Hits Baseball With Natural Decay 1.	PE-12	9	0:02
PE-12_10_01	Wooden Bat Hits Baseball With Natural Decay 2.	PE-12	10	0:02
PE-12_11_01	Wooden Bat Hits Baseball With Natural Decay 3.	PE-12	11	0:02
PE-12_12_01	Wooden Bat Hits Baseball With Natural Decay 4.	PE-12	12	0:02
PE-12_13_01	Four Wooden Bat Impacts Without Decay.	PE-12	13	0:07
PE-12_14_01	[special Mix] Five Various Wood And Aluminum Bats Hitting A Baseball With Bat Swishes.	PE-12	14	0:13
PE-12_15_01	Wooden Bat Drops Onto Dirt Surface 1.	PE-12	15	0:01
PE-12_16_01	Wooden Bat Drops Onto Dirt Surface 2.	PE-12	16	0:01
PE-12_17_01	Wooden Bat Drops Onto Dirt Surface 3.	PE-12	17	0:02
PE-12_18_01	Wooden Bat Drops Onto Dirt Surface 4.	PE-12	18	0:01
PE-12_19_01	Wooden Bat Drops Onto Dirt Surface 5.	PE-12	19	0:02
PE-12_20_01	Wooden Bat Drops Onto Dirt Surface 6.	PE-12	20	0:01
PE-12_21_01	Person Shooting Baskets And Dribbling Basketball On Cement.	PE-12	21	1:27
PE-12_22_01	Bowling Ball Retrieval Machine, Close Perspective.	PE-12	22	1:01
PE-12_23_01	Bowling Alley Ambience, Very Active. Pin Re-set And Ball Retrieval Machines Close Perspective.	PE-12	23	0:21
PE-12_24_01	Throw Bowling Ball, With Roll Down Alley And Hit Pins 1.	PE-12	24	0:04
PE-12_25_01	Throw Bowling Ball, With Roll Down Alley And Hit Pins 2.	PE-12	25	0:07
PE-12_26_01	Throw Bowling Ball, With Roll Down Alley And Hit Pins 3.	PE-12	26	0:06
PE-12_27_01	Throw Bowling Ball, With Roll Down Alley And Hit Pins 4.	PE-12	27	0:05
PE-12_28_01	Bowling Pins Are Knocked Down, Close Perspective.	PE-12	28	0:03
PE-12_29_01	Throw Bowling Ball, With Roll Down Alley And Into Gutter.	PE-12	29	0:06
PE-12_30_01	Fishing Pole, Reel In Line, Various Speeds.	PE-12	30	0:30
PE-12_31_01	Three Golf Swings With Impacts.	PE-12	31	0:05
PE-12_32_01	Jogging In Snow, Crunchy Footsteps.	PE-12	32	0:25
PE-12_33_01	Ping Pong Volley 1, Ball Is Hit Off Table At Tail.	PE-12	33	0:32

PE-12_34_01	Ping Pong Volley 2.	PE-12	34	0:23
PE-12_35_01	Ping Pong Volley 3.	PE-12	35	0:10
PE-12_36_01	Racquetball Serve 1: Hard Hit With Long Reverberant Ring Out.	PE-12	36	0:04
PE-12_37_01	Racquetball Serve 2: Hard Hit With Long Reverberant Ring Out.	PE-12	37	0:04
PE-12_38_01	Racquetball Being Hit Against The Court Wall Several Times, With Long Reverberant Ring Out.	PE-12	38	0:23
PE-12_39_01	Racquetball Being Hit Against The Court Wall Several Times, With Long Reverberant Ring Out Harder Impacts Than Fx 38.	PE-12	39	0:23
PE-12_40_01	Body Slamming Into Racquetball Court Wall 1.	PE-12	40	0:03
PE-12_41_01	Body Slamming Into Racquetball Court Wall 2.	PE-12	41	0:03
PE-12_42_01	Foot Stomps Hard On Racquetball Court Floor With Reverberant Ring Out 1.	PE-12	42	0:03
PE-12_43_01	Foot Stomps Hard On Racquetball Court Floor With Reverberant Ring Out 2.	PE-12	43	0:04
PE-12_44_01	Foot Stomps Hard On Racquetball Court Floor With Reverberant Ring Out 3.	PE-12	44	0:03
PE-12_45_01	Multiple Sneaker Squeaks On Racquetball Court Floor 1.	PE-12	45	0:06
PE-12_46_01	Multiple Sneaker Squeaks On Racquetball Court Floor 2, With Reverberant Ring Out.	PE-12	46	0:21
PE-12_47_01	Racquetball Court Door Opens And Closes.	PE-12	47	0:06
PE-12_48_01	Racquetball Volley, With Reverberant Ball Hits Some Foot Movement, And Sneaker Squeaks 1.	PE-12	48	0:19
PE-12_49_01	Racquetball Volley, With Reverberant Ball Hits Some Foot Movement, And Sneaker Squeaks 2.	PE-12	49	0:10
PE-12_50_01	Multiple Racquetball Racket Swishes.	PE-12	50	0:23
PE-12_51_01	Ski Chair Lift 1: Motor Constant With Squeaking.	PE-12	51	1:41
PE-12_52_01	Ski Chair Lift 2: Cable Constant With Squeaking.	PE-12	52	1:11
PE-12_53_01	Ski Chair Lift 3: With Cable Peaks And Valleys Low Level Voices, Squeaks And Rattles.	PE-12	53	1:07
PE-12_54_01	Ski Steady 1: On Rough And Icy Snow, With Stop.	PE-12	54	0:22
PE-12_55_01	Ski Steady 2: With Maneuvers, Movement And Stop.	PE-12	55	0:30
PE-12_56_01	Ski Steady 3: With Maneuvers, Movement And Stop.	PE-12	56	0:23
PE-12_57_01	Ski Steady 4: With Maneuvers, Movement And Stop.	PE-12	57	0:14
PE-12_58_01	Ski Steady 5: With Maneuvers, Movement And Stop.	PE-12	58	0:30
PE-12_59_01	Ski Slide Around In Snow 1.	PE-12	59	0:08
PE-12_60_01	Ski Slide Around In Snow 2.	PE-12	60	0:04
PE-12_61_01	Ski Slide To Stop In Snow.	PE-12	61	0:03
PE-12_62_01	Ski In, Jump, And Stop On Snow With Distant Voices.	PE-12	62	0:13
PE-12_63_01	Ski In, And Jump On Snow.	PE-12	63	0:04

PE-12_64_01	Ski In, And Fall On Snow, Close Perspective.	PE-12	64	0:04
PE-12_65_01	Walking In Snow With Ski Boots On.	PE-12	65	0:21
PE-12_66_01	Swimming 1: Under Water.	PE-12	66	0:14
PE-12_67_01	Swimming 2: Awkwardly Splashing / Swimming.	PE-12	67	0:43
PE-12_68_01	Swimming 3: The Breast Stroke.	PE-12	68	0:52
PE-12_69_01	Swimming 4: The Back Stroke.	PE-12	69	0:32
PE-12_70_01	Swimming 5: Doggie Paddle.	PE-12	70	0:32
PE-12_71_01	Large Splash Or Dive Into Water 1.	PE-12	71	0:05
PE-12_72_01	Large Splash Or Dive Into Water 2.	PE-12	72	0:05
PE-12_73_01	Large Splash Or Dive Into Water 3.	PE-12	73	0:06
PE-12_74_01	Large Splash Or Dive Into Water 4.	PE-12	74	0:04
PE-12_75_01	Large Splash Or Dive Into Water 5.	PE-12	75	0:05
PE-12_76_01	Large Splash Or Dive Into Water 6.	PE-12	76	0:05
PE-12_77_01	Bounce On Diving Board With Ring Off.	PE-12	77	0:05
PE-12_78_01	Tennis Ball Machine Steady.	PE-12	78	0:12
PE-12_79_01	Tennis Ball Machine Shoots Out Tennis Ball.	PE-12	79	0:07
PE-12_80_01	Various Tennis Shoe Squeaks On Court.	PE-12	80	0:08
PE-12_81_01	Coast Guard Cutter Ship1: In And By, Medium Perspective.	PE-12	81	0:44
PE-12_82_01	Coast Guard Cutter Ship 2: Fast Steady, With Lots Of Bow Wash.	PE-12	82	0:43
PE-12_83_01	Coast Guard Cutter Ship 3: Fast Steady, With Lots Of Spray.	PE-12	83	0:55
PE-12_84_01	Large Power Yacht Steady.	PE-12	84	2:00
PE-12_85_01	Bow Wash 1: Very Close Perspective. Large Boat, Forty Feet Long.	PE-12	85	3:16
PE-12_86_01	Bow Wash 2: Very Close Perspective. Small Boat About 20 Feet Long.	PE-12	86	2:29
PE-12_87_01	Bow Wash 3: Ferry Boat Deck, Steady Cruising Speed.	PE-12	87	2:23
PE-12_88_01	Bow Wash 4: Interior Perspective.	PE-12	88	0:24
PE-12_89_01	Power Yacht 1: Variable Steady, Few Accelerations And Decelerations With Slight Bow Wash. Large Twin.	PE-12	89	1:28
PE-12_90_01	Power Yacht 2: Idle Steady, Few Accelerations And Decelerations, Slight Water Splashes. Large Twin Diesel Motors.	PE-12	90	1:28
PE-12_91_01	Power Yacht 3: Start, Idle, And Move Forward Accelerate To Slow Cruising Speed.	PE-12	91	1:31
PE-12_92_01	Power Yacht 4: Cruise Steady, Front Of Boat Perspective, With Bow Wash.	PE-12	92	2:12
PE-12_93_01	Power Yacht 5: Away, Then Turn Back, And By. Very Long In And Away, With Wake Splashes On Dock.	PE-12	93	1:42

PE-12_94_01	Power Yacht 6: Away, Then Turn Back, And By. Very Long In And Away, With Wake Splashes On Dock. Shorter Approach And More Water Sounds On Dock Than Fx 93.	PE-12	94	1:46
PE-12_95_01	Ferry Boat 1: Cruise Steady, With Low Level Water Splashes.	PE-12	95	1:17
PE-12_96_01	Ferry Boat 2: Cruise Steady, With Low Level Water Splashes. Higher Pitched Motor Sound Than Fx 95.	PE-12	96	2:38
PE-12_97_01	Multiple Ferry Boat Ship Horn Blasts, [note: This Effect Has A Lot Of Out Of Phase Signal In It].	PE-12	97	0:13
CD #13				
PE-13_01_01	Coughs; Male, A Few Short Bursts, Close Perspective.	PE-13	1	0:10
PE-13_02_01	Cough; Male, Close Perspective.	PE-13	2	0:01
PE-13_03_01	Coughs; Male, Three Short Wheezing Coughs, Close Perspective.	PE-13	3	0:02
PE-13_04_01	Coughing Fit; Male, Close Perspective.	PE-13	4	0:09
PE-13_05_01	Laugh; Male, Close Perspective.	PE-13	5	0:06
PE-13_06_01	Laugh, Silly; Male, Close Perspective.	PE-13	6	0:02
PE-13_07_01	Laugh, Short Manic Burst; Male, Close Perspective.	PE-13	7	0:02
PE-13_08_01	Laugh; Female, Close Perspective.	PE-13	8	0:04
PE-13_09_01	Giggling; Boy, Close Perspective.	PE-13	9	0:20
PE-13_10_01	Giggling; Two Children, Close Perspective.	PE-13	10	0:07
PE-13_11_01	Laugh; Low-pitched Hearty Fat Man Laugh 1, Evil Or Mischievous, Close Perspective.	PE-13	11	0:17
PE-13_12_01	Laugh; Low-pitched Fat Man Laugh 2, Evil Or Mischievous, Close Perspective.	PE-13	12	0:03
PE-13_13_01	Laugh, Evil; Very Low-pitched Devil Laugh Reverberant, Close Perspective.	PE-13	13	0:14
PE-13_14_01	Laugh, Mischievous; High-pitched, Sped-up Version Of Fx 07.	PE-13	14	0:01
PE-13_15_01	Breathing, Agitated; Male, Trembling, With Sniffs, Close Perspective.	PE-13	15	0:26
PE-13_16_01	Crying / Sobbing; Woman, Reacting To Something Saying No!, Close Perspective.	PE-13	16	0:15
PE-13_17_01	Gasps 1; Woman, Close Perspective.	PE-13	17	0:01
PE-13_18_01	Gasps 2; Woman, Close Perspective.	PE-13	18	0:01
PE-13_19_01	Gasps; Male, With Exhale-inhale, Close Perspective. Could Be Fear Or Effort Reaction.	PE-13	19	0:01
PE-13_20_01	Gasping / Straining To Breathe; Male, Softly Choking, Close Perspective.	PE-13	20	0:10
PE-13_21_01	Grunt 1; Male, Soft, Interior Perspective.	PE-13	21	0:01
PE-13_22_01	Grunt 2; Male, With Exhale, Close Perspective.	PE-13	22	0:01
PE-13_23_01	Grunt 3; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	23	0:01
PE-13_24_01	Grunt 4; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	24	0:01
PE-13_25_01	Grunt 5; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	25	0:01
PE-13_26_01	Grunt 6; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	26	0:01

PE-13_27_01	Grunt 7; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	27	0:01
PE-13_28_01	Grunt 8; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	28	0:01
PE-13_29_01	Grunt 9; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	29	0:01
PE-13_30_01	Grunt 10; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	30	0:01
PE-13_31_01	Grunt 11; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	31	0:01
PE-13_32_01	Grunt 12; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	32	0:01
PE-13_33_01	Grunt 13; Male, Strained Effort Or Punch Reaction, Close Perspective.	PE-13	33	0:01
PE-13_34_01	Gagged Woman Struggles To Yell Through Taped Or Covered Mouth, Close Perspective.	PE-13	34	0:14
PE-13_35_01	Screams 1; Woman, Single Scream, Close Perspective.	PE-13	35	0:02
PE-13_36_01	Screams 2; Woman, Single Scream, Close Perspective. More Terrified And Piercing Than Fx 35.	PE-13	36	0:02
PE-13_37_01	Screams 3; Woman, Single Scream, Close Perspective. Similar To Fx 36, But Shorter.	PE-13	37	0:01
PE-13_38_01	Screams 4; Woman, Single Scream, Close Perspective. Followed By Gasping Breath.	PE-13	38	0:02
PE-13_39_01	Screams 5; Woman, Short Screech, Medium Perspective.	PE-13	39	0:01
PE-13_40_01	Screams 6; Woman, Panicked Shrieks Of Fear Close Perspective.	PE-13	40	0:04
PE-13_41_01	Screams 7; Woman, Three Screams, Exterior Close Perspective.	PE-13	41	0:05
PE-13_42_01	Screams 1; Man, Pained, Short Yell, Close Perspective.	PE-13	42	0:01
PE-13_43_01	Scream 2; Man Yell / Screams In Anger, Close Perspective. Longer Than Fx 42.	PE-13	43	0:03
PE-13_44_01	Screams 3; Man, Gut-wrenching Scream And Fall Into Distance.	PE-13	44	0:05
PE-13_45_01	Screams 4; Man, Gut-wrenching Scream And Fall Into Distance. Similar To Fx 44.	PE-13	45	0:06
PE-13_46_01	Screams 5; Man, Insane Tantrum, Medium Perspective.	PE-13	46	0:05
PE-13_47_01	Moans And Groans; Sexy Female Moans, Groans And Deep Breathing, Close Perspective.	PE-13	47	0:50
PE-13_48_01	Sigh, Heavy; Male, Inhale And Exhale, Close Perspective.	PE-13	48	0:03
PE-13_49_01	Sighs, Heavy; Exhales, Close Perspective.	PE-13	49	0:07
PE-13_50_01	Sneeze 1; Close And Short Choo! .	PE-13	50	0:01
PE-13_51_01	Sneeze 2; Very Wet, Could Play For Nose Blow.	PE-13	51	0:01
PE-13_52_01	Sniff 1; Close Inhale Through Nose.	PE-13	52	0:01
PE-13_53_01	Sniff 2; Close Inhale Through Nose, Longer Than 1.	PE-13	53	0:01
PE-13_54_01	Sniff 3; Close Inhale Through Nose With Snort.	PE-13	54	0:01
PE-13_55_01	Sniff 4; Three Sniffs With A Snort.	PE-13	55	0:02
PE-13_56_01	Sniff 5; Wet Sniff.	PE-13	56	0:01
PE-13_57_01	Nose Blow, Comical 1; Short, Medium Perspective.	PE-13	57	0:01
PE-13_58_01	Nose Blow, Comical 2; Longer Than Fx 57, Close Perspective.	PE-13	58	0:01
PE-13_59_01	Snore 1; Close Breathing With Snort On Inhale Quiet Exhale.	PE-13	59	1:10

PE-13_60_01	Snore 2; Close Breathing With Snorts On Inhale And Exhale.	PE-13	60	0:40
PE-13_61_01	Snore 3; Close Breathing With Obnoxious Snorting.	PE-13	61	1:01
PE-13_62_01	Snorting; Obnoxious Human Snorting Like A Pig Close Perspective.	PE-13	62	0:11
PE-13_63_01	Spitting; Man Spits, Close Perspective.	PE-13	63	0:01
PE-13_64_01	Bites; Three Crunchy Bites Into Hard Food (Candy Or Nuts).	PE-13	64	0:05
PE-13_65_01	Bites; Six Crunchy Bites Into A Handful Of Chips Single Chomps, No Chewing. Close Perspective.	PE-13	65	0:17
PE-13_66_01	Bites; Six Wet, Crunchy Bites Of Raw Vegetables; Carrot, Cabbage And Sweet Potato. Single Chomps Only, Close Perspective.	PE-13	66	0:13
PE-13_67_01	Bites; Four Wet, Muffled And Crunchy Bites Into Corn, Close Perspective.	PE-13	67	0:08
PE-13_68_01	Bite And Chew Apple With Close Wet Crunches, Lip Smacks And A Few Swallows.	PE-13	68	0:35
PE-13_69_01	Eating; Man, Interior Kitchen Close Perspective. Sloppy And Obnoxious Chewing, Lip Smacking Slurps, Belches, And Coughs.	PE-13	69	1:50
PE-13_70_01	Eating Cereal Close Up. Milk Slurps And Crunchy Chewing With Some Spoon Clinks.	PE-13	70	0:49
PE-13_71_01	Spoon Clinks And Scraping Bowl, For Eating Or Serving Food, Close Perspective.	PE-13	71	0:18
PE-13_72_01	Finger-licking And Lip Smacks, Medium Close Interior Perspective. (As If After Eating Fried Chicken).	PE-13	72	0:22
PE-13_73_01	Slurp 1; Short Sip Of Drink, Close Perspective.	PE-13	73	0:01
PE-13_74_01	Slurp 2; Longer Than Fx 73, Close Perspective.	PE-13	74	0:01
PE-13_75_01	Slurp 3; Very Long, Close Perspective.	PE-13	75	0:02
PE-13_76_01	Slurp 4; Very Close Wet Slurp.	PE-13	76	0:01
PE-13_77_01	Swallow 1; Very Close Liquid Swallow.	PE-13	77	0:01
PE-13_78_01	Swallow 2; Very Close Liquid Swallow.	PE-13	78	0:01
PE-13_79_01	Swallow 3; Very Close Swallow, Food Or Liquid.	PE-13	79	0:01
PE-13_80_01	Belch 1; Medium Belch, Close Perspective.	PE-13	80	0:01
PE-13_81_01	Belch 2; Short, Close Perspective.	PE-13	81	0:01
PE-13_82_01	Belch 3; Shorter Than Fx 81, Close Perspective.	PE-13	82	0:01
PE-13_83_01	Belch 4; High-pitched And Short, Close Perspective.	PE-13	83	0:01
PE-13_84_01	Belch 5; Wet And Short, Close Perspective.	PE-13	84	0:01
PE-13_85_01	Belch 6; Low-pitched And Wet, Close Perspective.	PE-13	85	0:01
PE-13_86_01	Belch 7; Long, Disgusting Burp, Close Perspective.	PE-13	86	0:01
PE-13_87_01	Belch 8; Long, Disgusting Burp, Comical, Close Perspective.	PE-13	87	0:01
PE-13_88_01	Gagging; Man Gags With Long Dry Vomit.	PE-13	88	0:07
PE-13_89_01	Fart 1; Medium Fart, Close Perspective.	PE-13	89	0:01

PE-13_90_01	Fart 2; Short Fart, Close Perspective.	PE-13	90	0:01
PE-13_91_01	Fart 3; Very Short And Wet Fart, Close Perspective.	PE-13	91	0:01
PE-13_92_01	Fart 4; Very Short, High-pitched Fart, Close Perspective.	PE-13	92	0:01
PE-13_93_01	Fart 5; A Squeaker Fart, Close Perspective.	PE-13	93	0:01
PE-13_94_01	Fart 6; Very Short, Wet, Dribbler Fart, Close Perspective.	PE-13	94	0:01
PE-13_95_01	Fart 7; Low-pitched, Juicy, Like Whoopee Cushion, Close Perspective.	PE-13	95	0:01
PE-13_96_01	Fart 8; Comical, High-pitched Squeak Like Balloon Deflating, Close Perspective.	PE-13	96	0:01
PE-13_97_01	Fart 9; Wet Squish, Could Play For Impact Close Perspective.	PE-13	97	0:01
PE-13_98_01	Whistle, Medium Perspective Fingers-in-mouth As When Whistling For A Cab.	PE-13	98	0:01
CD #14				
PE-14_01_01	Medium Interior Crowd (Intermission): Busy Murmur, Some Pointed Lines, Occasional Footsteps By; Close To Distant Perspective.	PE-14	1	1:49
PE-14_02_01	Large Exterior Crowd Idle Ambience Or Grandstand: Busy Voices, Activity; Medium / Close To Distant Perspective.	PE-14	2	2:23
PE-14_03_01	Small Interior Crowd Applause Of About 20 People. Close Perspective.	PE-14	3	0:40
PE-14_04_01	Medium Exterior Crowd Applause Of About 30-40 People, With Cheers And Hoots.	PE-14	4	0:19
PE-14_05_01	Medium Exterior Crowd Applause Of About 30-40 People, With Cheers And Hoots. More Active Than Fx 4.	PE-14	5	0:05
PE-14_06_01	Huge Interior Crowd (Auditorium) Applause That Becomes Louder With Cheers, Yells And Whistles.	PE-14	6	0:28
PE-14_07_01	Huge Interior Crowd Applause, Begins With Laughs, Yells And Whistles. [reaction To A Joke Onstage].	PE-14	7	0:07
PE-14_08_01	Huge Interior Crowd Applause, With Laughter And Cheers In A Large Auditorium. More Active Applause Than Fx 7.	PE-14	8	0:20
PE-14_09_01	Large Interior Crowd Applause Of About 50-100 People, With Cheers And Whistles.	PE-14	9	0:55
PE-14_10_01	Large Interior Crowd (Auditorium). Applause Only.	PE-14	10	0:35
PE-14_11_01	Huge Interior Crowd, Applause Only, With Occasional Voices.	PE-14	11	0:19
PE-14_12_01	Huge Interior Crowd Applause And Busy Voices With One Cheer Surge; Very Active.	PE-14	12	0:22
PE-14_13_01	Large Exterior Crowd Applause, With Cheers, Hoots And Chants.	PE-14	13	0:46
PE-14_14_01	Medium Exterior Crowd Cheer And Yell Surge With Light Applause.	PE-14	14	0:12
PE-14_15_01	Medium Exterior Crowd Applause With Boos, Cheers And Yells; Close To Distant Perspective.	PE-14	15	0:24
PE-14_16_01	Huge Exterior Crowd Applause, With Boos, Cheers And Claps; Anticipatory Excitement.	PE-14	16	0:28
PE-14_17_01	Medium Interior Crowd With Boos, Hisses And Very Few Light Claps.	PE-14	17	0:14

PE-14_18_01	Medium Crowd Reacts Disappointed: Ooh! .	PE-14	18	0:05
PE-14_19_01	Large Crowd Reacts Disappointed: Oohs And Boos!.	PE-14	19	0:08
PE-14_20_01	Large Interior Audience Reactions, Laughing And Chuckling.	PE-14	20	0:04
PE-14_21_01	Large Interior Audience Reactions, Laughing And Chuckling. Heavier Reaction Than Fx 20.	PE-14	21	0:04
PE-14_22_01	Large Interior Audience Reactions, Laughing. Heavier Reaction Than Fx 20 And 21.	PE-14	22	0:07
PE-14_23_01	Audience Reactions, 100 Men Laugh With Some Claps Interior Large Hall, Reverberant.	PE-14	23	0:09
PE-14_24_01	Large Interior Crowd, Loud Murmur, Close To Distant Perspective.	PE-14	24	0:16
PE-14_25_01	Crowd Reaction, 10 People In Shock...ooh!.	PE-14	25	0:02
PE-14_26_01	100 Men Chant That Turns Into Cheers And Applause. Interior Large Hall, Reverberant.	PE-14	26	0:31
PE-14_27_01	Small Group Of Men Shout Angry Chant.	PE-14	27	0:14
PE-14_28_01	Small Group (10) Of Young Kids Shouting And Cheering, Exterior.	PE-14	28	0:34
PE-14_29_01	Medium Crowd Of Adults Yell, Shout, Scream And Laugh.	PE-14	29	0:17
PE-14_30_01	Large Group Of Kids On Playground: Basketball Playing In Background With Cheers, Yells Footsteps Running And Distant Traffic. Close To Distant Perspective.	PE-14	30	2:13
PE-14_31_01	Elementary School Kids In Hallway, Reverberant. Talking And Yelling, Sneaker Squeaks And Footsteps, Coin Drops On Floor. Close To Distant Perspective.	PE-14	31	1:21
PE-14_32_01	High School Hallway, Reverberant. Busy Voices Footsteps By, Locker Opening And Closing A Couple Of Times. Close To Distant Perspective.	PE-14	32	2:58
PE-14_33_01	Medium Teenage Crowd, Excited, Busy Voices. [party]. Close Perspective.	PE-14	33	2:56
PE-14_34_01	Medium Teenage Crowd, Excited, Busy Voices. [rowdy Party]. Close Perspective.	PE-14	34	1:48
PE-14_35_01	Two Young Kids Giggle.	PE-14	35	0:07
PE-14_36_01	Small Group Of Kids Laugh, Giggle.	PE-14	36	0:12
PE-14_37_01	Medium Crowd Of Adults Laugh. Some Footsteps. Close To Distant Perspective.	PE-14	37	0:31
PE-14_38_01	Baby Playing, Short Breaths.	PE-14	38	0:04
PE-14_39_01	Baby Coo.	PE-14	39	0:22
PE-14_40_01	Baby Crying Slowly.	PE-14	40	1:04
PE-14_41_01	Baby Whining Short Cries, With Snorts.	PE-14	41	0:49
PE-14_42_01	Baby Cries In Hospital Nursery.	PE-14	42	0:12
PE-14_43_01	Newborn Babies Crying In Hospital Nursery.	PE-14	43	0:32
PE-14_44_01	Baby Feeding, With Breathing And Grunts.	PE-14	44	0:48
PE-14_45_01	Baby Moaning With Pleasure.	PE-14	45	0:11
PE-14_46_01	Baby Laughs, Various, Short.	PE-14	46	0:16
PE-14_47_01	Baby Laughs, Giggles And Sputters.	PE-14	47	0:34
PE-14_48_01	Baby Gurgles.	PE-14	48	0:11

PE-14_49_01	Baby Hiccups.	PE-14	49	0:00
PE-14_50_01	Baby Vocals, With Spitting And Burrs.	PE-14	50	0:19
PE-14_51_01	Baby Vocals. [playful].	PE-14	51	1:01
PE-14_52_01	Baby Sneezes.	PE-14	52	0:03
PE-14_53_01	Baby Squeals, Excited, High-pitched.	PE-14	53	0:15
PE-14_54_01	Baby Sucking Pacifier.	PE-14	54	0:03
PE-14_55_01	Baby Talking.	PE-14	55	0:03
PE-14_56_01	Baby Whines And Cries, With Huffs And Puffs.	PE-14	56	0:14
PE-14_57_01	Hospital Respirator.	PE-14	57	0:42
PE-14_58_01	Air Pumps Into Arm Band, (Blood Pressure Cuff) Then Releases.	PE-14	58	0:17
PE-14_59_01	Electrocardiogram.	PE-14	59	0:30
PE-14_60_01	Gurney Being Wheeled Down Interior Hallway.	PE-14	60	0:46
PE-14_61_01	Hospital Metal Food Cart, Being Wheeled Down Hallway, With Various Rattles.	PE-14	61	0:37
PE-14_62_01	Sheet Movement (Bed Being Made).	PE-14	62	0:22
PE-14_63_01	Hospital P.a. Announcement, Doctor Forest, Dial 118 Please....	PE-14	63	0:06
PE-14_64_01	Hospital P.a. Announcement Doctor Cravitz, You Have A Visitor In The Main Lobby....	PE-14	64	0:06
PE-14_65_01	Hospital Nurses Station In Hallway: Voices Pointed Lines, Paper Shuffles, Movement, P.a. Announcements, Phone Rings, Buzzer, Gurney Rolls By.	PE-14	65	2:26
PE-14_66_01	Heart Beat, Slow: 63 Beats Per Minute.	PE-14	66	3:01
PE-14_67_01	Heart Beat, Medium: 80 Beats Per Minute.	PE-14	67	3:01
PE-14_68_01	Heart Beat, Fast: 106 Beats Per Minute.	PE-14	68	3:00
PE-14_69_01	Heart Beat, Very Fast: 158 Beats Per Minute.	PE-14	69	3:01
PE-14_70_01	Heart Beat, Fluctuating.	PE-14	70	1:26
PE-14_71_01	Card Shuffle 1: Cards Being Shuffled.	PE-14	71	0:06
PE-14_72_01	Card Shuffle 2: Multiple Card Shuffle.	PE-14	72	0:33
PE-14_73_01	Gambling Casino Background, Voices, Roulette Wheel, Chips Movement, Bells Ring. Close To Distant Perspective.	PE-14	73	0:54
PE-14_74_01	Dealer Calls Out Dice Throws.	PE-14	74	0:42
PE-14_75_01	Roulette Wheel Spinning, With Ball Dropping Into The Slot.	PE-14	75	0:12
PE-14_76_01	Coins Dropping Out Of Slot Machine.	PE-14	76	0:12
CD #15				
PE-15_01_01	Huge Auditorium With Active, Large Crowd Voices Occasional Footsteps By: Close To Distant Perspective.	PE-15	1	2:43

PE-15_02_01	Spacious, Reverberant Hall With Large Male Crowd Murmur, Door Open And Close, Key Jingles; Medium To Distant Perspective.	PE-15	2	0:57
PE-15_03_01	Bar Ambience: 30 People In Small Busy Bar, Mixed Happy Chatter With Occasional Glass Clinks; Close To Medium Perspective.	PE-15	3	3:07
PE-15_04_01	Bar Ambience: 50 People In Large Busy Bar, Mixed Happy Chatter With Glass, Dish, And Utensil Clinks; Close To Medium Perspective.	PE-15	4	1:30
PE-15_05_01	Bar Ambience: 5 People In Light Conversation Some Laughter, Ordering From Waitress, No Movement; Close Perspective.	PE-15	5	0:49
PE-15_06_01	Courtroom Or Convention: Large Mixed Crowd Busy Murmur In Wide, Reverberant Area; Close And Distant Perspective.	PE-15	6	1:02
PE-15_07_01	Courtroom: Large Crowd Murmur In Medium Sized Room With Natural Reverb, Predominantly Males; Close And Distant Perspective.	PE-15	7	2:16
PE-15_08_01	Courtroom Or Church: Large Mixed Crowd Murmurs Very Quietly In Large Wide Hall; Close To Distant Perspective.	PE-15	8	1:57
PE-15_09_01	Department Store Ambience, Busy: People Walking And Talking, Paging Bell Dings, Phone Rings General Movement; Close To Distant Perspective.	PE-15	9	2:51
PE-15_10_01	Department Store Ambience, Light Activity: People Mill Around And Talk With General Movement, Store Bell Dings; Close To Distant Perspective.	PE-15	10	2:39
PE-15_11_01	Outdoor Market Or Fair, Busy: People Mill Around And Talk With General Movement; Close To Distant Perspective.	PE-15	11	2:22
PE-15_12_01	Grocery Store: Light Activity With Shopping Carts Clatter, General Movement, Voices, Turnstile Entrance, Pa Page; Close And Distant Perspective.	PE-15	12	2:54
PE-15_13_01	Intermission In Hallway: Large Crowd Young Adults Busy Chatter With Light Background Movement; Close To Distant Perspective.	PE-15	13	3:02
PE-15_14_01	Shopping Mall, Interior: Large Crowd Milling And Murmur In Middle Section Of Mall With Wide Natural Reverb; Medium Distant Perspective.	PE-15	14	2:24
PE-15_15_01	Large Older Office Or Newsroom: Busy Voices Manual Typewriter, Old Type Desk Phones Ring General Background Movement, Tiled Room, Close To Distant Perspective.	PE-15	15	3:07
PE-15_16_01	Large Modern Office, Light Activity: Workers Chatter, Doors Open And Close, No Typewriters Or Phones; Medium Distant Perspective.	PE-15	16	1:09
PE-15_17_01	Cocktail Party: 50 Busy Mixed Adult Voices Chatting Happily With No Movement; Close To Distant Perspective.	PE-15	17	0:59
PE-15_18_01	Sophisticated Cocktail Party: 25 Mixed Adult Voices Chat Lightheartedly; Close To Distant Perspective.	PE-15	18	0:59

PE-15_19_01	Large Rowdy Teen Crowd, Exterior: Enthused Talking, Shrieking And Laughter; Close To Distant Perspective.	PE-15	19	2:44
PE-15_20_01	Police Station, Busy; Serious Toned Office With Active Movement, Voices, Old Type Desk Phones Ring; Medium Distant Perspective.	PE-15	20	1:48
PE-15_21_01	Police Station, Light Activity: Voices Quiet With Specific Lines, Old Type Desk Phone Rings; Medium Distant Perspective.	PE-15	21	2:18
PE-15_22_01	Police Radio: Calls Received Through Radio From Female Dispatcher With Static And Squelch Pops; Close Perspective.	PE-15	22	2:01
PE-15_23_01	Prison Block: Large Busy Male Crowd, Voices And Milling With Male Pager In Large Reverberant Hall; Medium Distant Perspective.	PE-15	23	1:11
PE-15_24_01	Prison Or Hospital Visiting Area: Large Crowd Mixed Voices With Crying Babies And Kids Yelling; Medium Distant Perspective.	PE-15	24	2:12
PE-15_25_01	Prison Mess Hall: Large Crowd Busy Male Voices In A Large Cafeteria With Light Background Activity, Time Bell Rings; Medium Perspective.	PE-15	25	1:54
PE-15_26_01	Coffee Shop: Busy Restaurant Crowd Chatter With Dish Clatter, Cash Register Ring, Griddle Frying And Movement; Medium Perspective.	PE-15	26	3:46
PE-15_27_01	Restaurant: Busy Crowd General Conversation In Large Dining Area With Intermittent Dishes Clanking; Medium Perspective.	PE-15	27	1:29
PE-15_28_01	Fast Food Restaurant: Large Mixed Crowd Busy Milling, Activity And Voices With Some Plasticware Movement; Medium Distant Perspective.	PE-15	28	2:24
PE-15_29_01	French Restaurant: Medium Crowd Voices Converse In A Subdued Manner With Light Activity, Audible Traffic Outside; Close To Medium Perspective.	PE-15	29	2:24
PE-15_30_01	Swiss Restaurant: Medium Crowd Eating And Talking In A Sophisticated, Subdued Manner With Dish And Utensil Movement; Medium Perspective.	PE-15	30	1:49
PE-15_31_01	Riot Background, Exterior: Large Crowd Shouting In Extreme Anger; Close To Distant Perspective.	PE-15	31	1:13
PE-15_32_01	Women's Dressing Room: 10 Women General Chatter And Movement In A Small Tiled Room; Close To Medium Distant Perspective.	PE-15	32	0:34
PE-15_33_01	Loudspeaker Truck In And By With Mexican Man's Voice On Megaphone, Echoing Off Buildings.	PE-15	33	0:26
CD #16				
PE-16_01_01	Ice Clinks In Glass Without Liquid 1.	PE-16	1	0:01
PE-16_02_01	Ice Clinks In Glass Without Liquid 2.	PE-16	2	0:01
PE-16_03_01	Ice Clinks In Glass Without Liquid 3.	PE-16	3	0:01

PE-16_04_01	Ice Clinks In Glass Without Liquid 4.	PE-16	4	0:01
PE-16_05_01	Ice Clinks In Glass Without Liquid 5.	PE-16	5	0:01
PE-16_06_01	Ice Clinks In Glass Without Liquid 6.	PE-16	6	0:02
PE-16_07_01	Ice Clinks In Glass Without Liquid 7.	PE-16	7	0:02
PE-16_08_01	Ice Clinks In Glass Without Liquid 8.	PE-16	8	0:02
PE-16_09_01	Ice Clinks In Glass Without Liquid 9.	PE-16	9	0:03
PE-16_10_01	Ice Clinks In Glass Without Liquid 10.	PE-16	10	0:03
PE-16_11_01	Ice Dropping Into Glass Of Water 1.	PE-16	11	0:10
PE-16_12_01	Ice Swirling In Full Glass Of Liquid.	PE-16	12	0:19
PE-16_13_01	Ice Dropping Into Glass, With Can Open And Pour Carbonated Beverage Into Glass.	PE-16	13	0:17
PE-16_14_01	Soda Can Open, With Fizz 1.	PE-16	14	0:07
PE-16_15_01	Soda Can Open, With Fizz 2.	PE-16	15	0:05
PE-16_16_01	Soda Fizz.	PE-16	16	0:01
PE-16_17_01	Soda Pouring Into Empty Glass, With Fizz 1.	PE-16	17	0:18
PE-16_18_01	Soda Pouring Into Empty Glass, With Fizz 2.	PE-16	18	0:07
PE-16_19_01	Soda Pouring Into Glass, With Ice And Fizz.	PE-16	19	0:15
PE-16_20_01	Chugging Soda Pouring Into Glass, With Fizz 1.	PE-16	20	0:14
PE-16_21_01	Ice Drop Into Glass, Chugging Soda Pouring Into Glass With Fizz.	PE-16	21	0:12
PE-16_22_01	Chugging Soda Pouring Into Glass, With Fizz 2.	PE-16	22	0:06
PE-16_23_01	Liquid Pouring Over Ice Into Glass , Fills Up 1.	PE-16	23	0:11
PE-16_24_01	Liquid Pouring Over Ice Into Glass, Fill Up 2.	PE-16	24	0:08
PE-16_25_01	Liquid Pouring Over Ice Into Glass, Swish Cubes In Glass, And Continue Pouring.	PE-16	25	0:07
PE-16_26_01	Glass Ding 1, Crystal Champagne Flute Toast.	PE-16	26	0:04
PE-16_27_01	Glass Ding 2, Crystal Champagne Flute Toast.	PE-16	27	0:03
PE-16_28_01	Glass Ding 3, Crystal Champagne Flute Toast.	PE-16	28	0:03
PE-16_29_01	Glass Ding 4, Crystal Champagne Flute Toast.	PE-16	29	0:04
PE-16_30_01	Double Glass Ding, Crystal Champagne Flute Toast 1.	PE-16	30	0:03
PE-16_31_01	Double Glass Ding, Crystal Champagne Flute Toast 2.	PE-16	31	0:04
PE-16_32_01	Glass Ding 5, Crystal Champagne Flute Toast Muted.	PE-16	32	0:01
PE-16_33_01	Match Strike And Ignite 1.	PE-16	33	0:10
PE-16_34_01	Match Strike And Ignite 2.	PE-16	34	0:04
PE-16_35_01	Match Strike And Ignite 3.	PE-16	35	0:03
PE-16_36_01	Coins Being Poured On Hard Surface.	PE-16	36	0:05
PE-16_37_01	Single Coin Drops Onto Hard Surface, With Ring Off.	PE-16	37	0:18

PE-16_38_01	Cartoon Boing, Jew's Harp 1.	PE-16	38	0:02
PE-16_39_01	Cartoon Boing, Jew's Harp 2.	PE-16	39	0:03
PE-16_40_01	Whistles, Multiple, Short.	PE-16	40	0:09
PE-16_41_01	Zipper 1.	PE-16	41	0:02
PE-16_42_01	Zipper 2.	PE-16	42	0:01
PE-16_43_01	Zipper 3.	PE-16	43	0:01
PE-16_44_01	Zipper 4.	PE-16	44	0:01
PE-16_45_01	Zipper 5.	PE-16	45	0:01
PE-16_46_01	Zipper 6. Action Pans From Left To Right.	PE-16	46	0:01
PE-16_47_01	Zipper 7.	PE-16	47	0:02
PE-16_48_01	Briefcase Opens And Closes, With Latch Noise.	PE-16	48	0:16
PE-16_49_01	Inflating Small Balloon.	PE-16	49	0:05
PE-16_50_01	Inflating Large Balloon.	PE-16	50	0:04
PE-16_51_01	Deflating Small Balloon.	PE-16	51	0:12
PE-16_52_01	Blow Dryer Turn On, And Dry Hair On High Speed And Turn Off.	PE-16	52	1:06
PE-16_53_01	Blow Dryer Turn On, And Dry Hair On Medium Speed And Turn Off.	PE-16	53	1:41
PE-16_54_01	Blow Dryer Turn On, And Dry Hair On Low Speed And Turn Off.	PE-16	54	0:47
PE-16_55_01	Electric Shaver 1: Turn On, Shave And Turn Off.	PE-16	55	1:04
PE-16_56_01	Electric Shaver 2: Multiple On And Offs.	PE-16	56	0:06
PE-16_57_01	Electric Shaver 3: Turn On, Shave And Turn Off.	PE-16	57	0:17
PE-16_58_01	Electric Shaver 4: Turn On And Dies.	PE-16	58	0:07
PE-16_59_01	Electric Toaster 1: Bread Down And Up.	PE-16	59	0:05
PE-16_60_01	Electric Toaster 2: Bread Down, Toast And Bread Pop Up.	PE-16	60	0:29
PE-16_61_01	Refrigerator Door Opens And Closes With Latch Click.	PE-16	61	0:03
PE-16_62_01	Refrigerator Compressor Motor Turn On, Steady And Off.	PE-16	62	0:41
PE-16_63_01	Garbage Disposal 1: On And Offs Without Water.	PE-16	63	0:03
PE-16_64_01	Garbage Disposal 2: Turn On And Grind With Running Water, Then Turn Off.	PE-16	64	0:36
PE-16_65_01	Dishwasher Turn On, Run (Wash Dishes), Turn Off Drain Water, Run (Rinse Dishes), And Turn Off.	PE-16	65	2:55
PE-16_66_01	Gas Stove Turn On, Ignite, And Turn Off.	PE-16	66	0:13
PE-16_67_01	Multiple Water Cooler Glubs.	PE-16	67	0:15
PE-16_68_01	Electric Fan 1: Turn On And Off.	PE-16	68	1:11
PE-16_69_01	Electric Fan 2: Turn On With Oscillations, And Off.	PE-16	69	0:51
PE-16_70_01	Heating Pipes Clanging In House.	PE-16	70	1:19

PE-16_71_01	Office Machine, Xerox Copier Reproducing A Document.	PE-16	71	0:28
PE-16_72_01	Office Machine, Fax, Receiving Document.	PE-16	72	1:07
PE-16_73_01	Toilet Flush 1, Modern Type.	PE-16	73	0:13
PE-16_74_01	Toilet Flush 2, Old Type.	PE-16	74	0:11
PE-16_75_01	Toilet Flush 3: Old Type With Long Flush And Tank Fill Up.	PE-16	75	1:16
PE-16_76_01	Toilet Flush 4, Public Toilet.	PE-16	76	0:13
PE-16_77_01	Toilet Flush 5, Urinal Toilet.	PE-16	77	0:14
PE-16_78_01	Water Going Down Drain 1.	PE-16	78	0:08
PE-16_79_01	Water Going Down Drain 2.	PE-16	79	0:15
PE-16_80_01	Shower Running 1: Gymnasium Shower Room. Shower Is Running Very Lightly With Water Running Down The Drain. Faint Voices Distant Perspective; Reverberant.	PE-16	80	0:30
PE-16_81_01	Shower Running 2: Lightly.	PE-16	81	1:35
PE-16_82_01	Shower Running 3: Lightly With Slight Reverberation.	PE-16	82	1:37
PE-16_83_01	Shower Running 4: Hard With Fine Spray, Then Turn Off.	PE-16	83	0:28
PE-16_84_01	Shower Running 5: Fast Running That Turns Into Slow Running Then Off, With Drain Sounds.	PE-16	84	1:21
PE-16_85_01	Garbage Disposal 3: Water Running Then Disposal Turn On And Off, With Drain At Tail.	PE-16	85	0:33
PE-16_86_01	Full Sink Draining.	PE-16	86	0:28
PE-16_87_01	Turn On Faucet, Run Water Into Sink, And Turn Off 1.	PE-16	87	0:29
PE-16_88_01	Turn On Faucet, Run Water Into Sink And Fill Up With Turn Off 2.	PE-16	88	1:08
PE-16_89_01	French Fries Dropped Into Hot Grease And Sizzle.	PE-16	89	0:25
PE-16_90_01	Hamburgers Fry On Grill With Spatula Hits.	PE-16	90	0:37
CD #17				
PE-17_01_01	Telephone Rings, Rapid Electronic Pulses, Loud Ring Setting.	PE-17	1	0:23
PE-17_02_01	Telephone Rings, Rapid Electronic Pulses, Soft Ring Setting.	PE-17	2	0:27
PE-17_03_01	Telephone Rings, Electronic Dual Tone Princess Phone Ring.	PE-17	3	0:26
PE-17_04_01	Telephone Rings, Wireless Phone With Short, Rapid Beeps.	PE-17	4	0:17
PE-17_05_01	Telephone Rings, Cricket Like Electronic Pulses.	PE-17	5	0:26
PE-17_06_01	Telephone Rings, Bell-type Ring 1, Standard.	PE-17	6	0:31
PE-17_07_01	Telephone Rings, Bell-type Ring 2, Muted Ring Off.	PE-17	7	0:28
PE-17_08_01	Telephone Rings, Bell-type Ring 3, Trim Line.	PE-17	8	0:26
PE-17_09_01	Telephone Rings, Bell-type Ring 4, Standard.	PE-17	9	0:30
PE-17_10_01	Telephone Rings, Old Style Bell-type Ring 1.	PE-17	10	0:27
PE-17_11_01	Telephone Rings, Old Style Bell-type Ring 2.	PE-17	11	0:36

PE-17_12_01	Telephone Rings, Foreign Bell-type Ring 1.	PE-17	12	0:28
PE-17_13_01	Telephone Rings, Foreign Bell-type Ring 2.	PE-17	13	0:31
PE-17_14_01	Telephone Rings, Bell-type Desk Phone 1.	PE-17	14	0:16
PE-17_15_01	Telephone Rings, Bell-type Desk Phone 2.	PE-17	15	0:35
PE-17_16_01	Telephone Rings, Double Bell-type Pay Phone.	PE-17	16	0:12
PE-17_17_01	Telephone Rings, Bell-type Antique Phone 1.	PE-17	17	0:32
PE-17_18_01	Telephone Rings, Bell-type Antique Phone 2. One Long Ring.	PE-17	18	0:14
PE-17_19_01	Telephone Rings, Bell-type Antique Phone 3. A Few Short Rings.	PE-17	19	0:11
PE-17_20_01	Futzed (Through The Line) Bell-type Telephone Ring 1, With Receiver Pick Up.	PE-17	20	0:32
PE-17_21_01	Futzed Bell-type Telephone Ring 2.	PE-17	21	0:32
PE-17_22_01	Futzed Foreign Telephone Ring.	PE-17	22	0:18
PE-17_23_01	Futzed Dial Tone.	PE-17	23	0:08
PE-17_24_01	Futzed Busy Signal 1.	PE-17	24	0:27
PE-17_25_01	Futzed Busy Signal 2.	PE-17	25	0:12
PE-17_26_01	Futzed Phone Off Hook Signal.	PE-17	26	0:21
PE-17_27_01	Futzed Operator Message: We're Sorry, Your Call Cannot Be Completed As Dialed....	PE-17	27	0:08
PE-17_28_01	Futzed Operator Message: If You'd Like To Make A Call, Please Hang Up And Try Again....	PE-17	28	0:08
PE-17_29_01	Futzed Operator Message: We're Sorry, It Is Not Necessary To Dial A One When Calling This Number....	PE-17	29	0:09
PE-17_30_01	Futzed Operator Message: The Number You Have Reached Is Not In Service At This Time....	PE-17	30	0:16
PE-17_31_01	Rotary Phone Dial 1.	PE-17	31	0:01
PE-17_32_01	Rotary Phone Dial 2.	PE-17	32	0:01
PE-17_33_01	Rotary Phone Dial 3.	PE-17	33	0:01
PE-17_34_01	Rotary Phone Dial 4.	PE-17	34	0:01
PE-17_35_01	Rotary Phone Dial 5.	PE-17	35	0:02
PE-17_36_01	Rotary Phone Dial 6.	PE-17	36	0:02
PE-17_37_01	Rotary Phone Dial 7.	PE-17	37	0:02
PE-17_38_01	Rotary Phone Dial 8.	PE-17	38	0:02
PE-17_39_01	Rotary Phone Dial 9.	PE-17	39	0:02
PE-17_40_01	Rotary Phone Dial O.	PE-17	40	0:02
PE-17_41_01	Rotary Phone Dialing Generic Phone Number 1.	PE-17	41	0:16
PE-17_42_01	Rotary Phone Dialing Generic Phone Number 2.	PE-17	42	0:14
PE-17_43_01	Rotary Pay Phone Dialing Generic Phone Number.	PE-17	43	0:21

PE-17_44_01	Futzed Rotary Phone Dial With Receiver Pick-up.	PE-17	44	0:10
PE-17_45_01	Push Button Phone Dial With Plastic Buttons.	PE-17	45	0:06
PE-17_46_01	Futzed Dial Tone, And Push Button Dialing Generic Phone Number.	PE-17	46	0:08
PE-17_47_01	Phone Receiver Pick-up 1.	PE-17	47	0:01
PE-17_48_01	Phone Receiver Pick-up 2.	PE-17	48	0:01
PE-17_49_01	Phone Receiver Pick-up 3.	PE-17	49	0:01
PE-17_50_01	Pay Phone Receiver Pick-up 1.	PE-17	50	0:01
PE-17_51_01	Pay Phone Receiver Pick-up 2.	PE-17	51	0:01
PE-17_52_01	Futzed Phone Receiver Pick-up.	PE-17	52	0:01
PE-17_53_01	Futzed Phone Receiver Hang-up 1.	PE-17	53	0:01
PE-17_54_01	Futzed Phone Receiver Hang-up 2.	PE-17	54	0:01
PE-17_55_01	Futzed Phone Receiver Hang-up 3.	PE-17	55	0:01
PE-17_56_01	Futzed Phone Receiver Hang-up 4.	PE-17	56	0:01
PE-17_57_01	Phone Receiver Hang-up 1.	PE-17	57	0:01
PE-17_58_01	Phone Receiver Hang-up 2.	PE-17	58	0:01
PE-17_59_01	Phone Receiver Hang-up 3.	PE-17	59	0:01
PE-17_60_01	Phone Receiver Hang-up, With Bell Ring.	PE-17	60	0:02
PE-17_61_01	Phone Receiver Slams Down.	PE-17	61	0:01
PE-17_62_01	Pay Phone Receiver Hang-up 1.	PE-17	62	0:01
PE-17_63_01	Pay Phone Receiver Hang-up 2.	PE-17	63	0:01
PE-17_64_01	Pay Phone Receiver Hang-up 3.	PE-17	64	0:01
PE-17_65_01	Coin Dropping Into Slot In Pay Phone.	PE-17	65	0:04
PE-17_66_01	Coin Dropping Into Pay Phone Coin Return.	PE-17	66	0:04
PE-17_67_01	Coin Removed From Pay Phone Coin Return.	PE-17	67	0:02
PE-17_68_01	Coin Return Empty Slot Movement.	PE-17	68	0:02
PE-17_69_01	Phone Dropped On Carpeted Surface.	PE-17	69	0:01
PE-17_70_01	Antique Camera Shutter Clicks And Winds 1.	PE-17	70	0:06
PE-17_71_01	Antique Camera Shutter Clicks And Winds 2.	PE-17	71	0:07
PE-17_72_01	Instamatic Flash Bulb, Thin Click And Sizzle.	PE-17	72	0:03
PE-17_73_01	Small Flash Bulb, Thin Click And Sizzle.	PE-17	73	0:03
PE-17_74_01	Large Flash Bulb, Low And Mid-range Pops With Slight Crackle. Can Be Used For Bug Squish.	PE-17	74	0:02
PE-17_75_01	Two Large Flash Bulbs, Low And Mid-range Pops Wit Slight Crackle, Quicker Than Fx 74. Can Be Used For Bug Squish.	PE-17	75	0:02

PE-17_76_01	Two Large Flash Bulbs, Pops And Sizzles With Glassy Crackles And Crunches. Can Be Used For Bug Squish.	PE-17	76	0:04
PE-17_77_01	[special Mix] Large Flash Bulb, Glassy Crack And Pop With Sizzle. Can Be Used For Bug Squish.	PE-17	77	0:02
PE-17_78_01	[special Mix] Very Large Flash Bulb, Glassy Crack Pop With Sizzle. Can Be Used For Bug Squish.	PE-17	78	0:02
PE-17_79_01	Small Instamatic Flash Bulb, Eject And Shatter.	PE-17	79	0:02
PE-17_80_01	Hasselblad Shutter Clicks With Manual Advance.	PE-17	80	0:02
PE-17_81_01	Instamatic Shutter Clicks And Wind, Cheap And Plastic.	PE-17	81	0:04
PE-17_82_01	8mm Newsreel Motion Picture Camera On, Run, And Off, With Clicks And Clatters.	PE-17	82	0:19
PE-17_83_01	Polaroid Camera Ejecting Picture.	PE-17	83	0:03
PE-17_84_01	16mm Projector, Start, Steady And Off, With Wind Ups, Slow Downs And Machine Hum.	PE-17	84	0:44
PE-17_85_01	35mm Projector Start, Steady And Off, With Wind Ups, Slow Downs And Machine Hum.	PE-17	85	0:30
PE-17_86_01	35mm Slide Projector, Steady Fan Noise And Clicks Of Slides Changing.	PE-17	86	0:25
PE-17_87_01	35mm Still Camera 1: Electronic Shutter Click With Wind.	PE-17	87	0:02
PE-17_88_01	35mm Still Camera 2: Electronic Shutter Click With Manual Film Wind.	PE-17	88	0:02
PE-17_89_01	35mm Still Camera 3: Electronic Shutter Click With Automatic Rewind, Single Picture.	PE-17	89	0:01
PE-17_90_01	35mm Still Camera Shooting Multiple Shots With Autowinder 1: Rapid Shutter Clicks With Motor And Servo Whine.	PE-17	90	0:09
PE-17_91_01	35mm Still Camera Shooting Multiple Shots With Autowinder 2: Rapid Shutter Clicks With Motor And Servo Whine.	PE-17	91	0:10
PE-17_92_01	Antique Timer Clicks. And Servo Whine.	PE-17	92	2:01
PE-17_93_01	Antique Wind-up Wall Clock Ticks.	PE-17	93	2:02
PE-17_94_01	Cuckoo Clock Striking Nine O'clock.	PE-17	94	0:12
PE-17_95_01	Desk Top Clock Ticks.	PE-17	95	2:00
PE-17_96_01	Egg Timer With Rapid Clicks.	PE-17	96	0:30
PE-17_97_01	Mantle Clock Ticks Slowly 1.	PE-17	97	2:01
PE-17_98_01	Mantle Clock Ticks Slowly 2.	PE-17	98	2:01
PE-17_99_01	Wind-up Alarm Clock, With Room Tone.	PE-17	99	2:00
CD #18				
PE-18_01_01	Wood Door 1: Open And Close With Metal Latch Knob.	PE-18	1	0:04
PE-18_02_01	Wood Door 2: Open And Close With Metal Latch Knob, Slight Rattle.	PE-18	2	0:04
PE-18_03_01	Wood Door 3: Open And Slam With Metal Latch Knob.	PE-18	3	0:04
PE-18_04_01	Wood Door 4: Open And Close With Squeak.	PE-18	4	0:06

PE-18_05_01	Wood Door 5: Open With Squeak And Close With Bounce.	PE-18	5	0:05
PE-18_06_01	Wood Door 6: Open And Slam.	PE-18	6	0:05
PE-18_07_01	Wood Door 7: Open And Close.	PE-18	7	0:04
PE-18_08_01	Wood Door 8: Open And Close.	PE-18	8	0:04
PE-18_09_01	Wood Door 9: Open And Slam.	PE-18	9	0:04
PE-18_10_01	Small Wood Door Open And Slam.	PE-18	10	0:04
PE-18_11_01	Heavy Wood Door With Metal Latch Open With Creaky Spring And Close With Slight Squeak.	PE-18	11	0:08
PE-18_12_01	Half Glass / Wood Door 1: Open With A Creak.	PE-18	12	0:04
PE-18_13_01	Half Glass / Wood Door 2: Open And Close.	PE-18	13	0:05
PE-18_14_01	Half Glass / Wood Door 3: Open With Latch And Long Time To Close.	PE-18	14	0:06
PE-18_15_01	Half Glass / Wood Door 4: Opens And Closes Quickly.	PE-18	15	0:04
PE-18_16_01	Half Glass / Wood Door 5: Bang Open And Close Hard With A Rattle.	PE-18	16	0:08
PE-18_17_01	Screen Door Open With Latch And Slam / Bang With A Rattle.	PE-18	17	0:05
PE-18_18_01	Heavy Screen Door Open With Latch And Close With Air Hiss And A Rattle.	PE-18	18	0:09
PE-18_19_01	Heavy Screen Door With Creaky Spring Opens And Closes With Bounce.	PE-18	19	0:05
PE-18_20_01	Light And Squeaky Old Wood Screen Door Opens And Closes With A Bounce.	PE-18	20	0:07
PE-18_21_01	Wooden Cabinet Door Closes Against Wood, With Bounce 1.	PE-18	21	0:04
PE-18_22_01	Wooden Cabinet Door Closes Against Wood, With Bounce 2.	PE-18	22	0:04
PE-18_23_01	Wooden Cabinet Door Closes Against Wood, With A Bounce 3.	PE-18	23	0:04
PE-18_24_01	Wooden Drawer Slide Open And Close.	PE-18	24	0:04
PE-18_25_01	Full Silverware Drawer Slide Open And Close.	PE-18	25	0:04
PE-18_26_01	Shower Door Slide Open And Close.	PE-18	26	0:07
PE-18_27_01	Trailer Door Open And Close.	PE-18	27	0:04
PE-18_28_01	Metal Trailer Door Slam With Slight Bounce 1.	PE-18	28	0:04
PE-18_29_01	Metal Trailer Door Slam With Slight Bounce 2.	PE-18	29	0:04
PE-18_30_01	Door Knob Jiggle.	PE-18	30	0:15
PE-18_31_01	Metal Latch Clicks 1.	PE-18	31	0:04
PE-18_32_01	Metal Latch Clicks 2.	PE-18	32	0:06
PE-18_33_01	Metal Latch Clicks 3.	PE-18	33	0:04
PE-18_34_01	Metal Latch Clicks 4.	PE-18	34	0:04
PE-18_35_01	Metal Locker Door Opens And Closes Several Times With Bangs And Rattles.	PE-18	35	0:28
PE-18_36_01	Metal Door Open And Slam 1.	PE-18	36	0:07
PE-18_37_01	Metal Door Open And Close 2.	PE-18	37	0:04

PE-18_38_01	Freezer Door Opens And Closes, With Metal Latch.	PE-18	38	0:04
PE-18_39_01	Old Freezer Door Opens And Closes, With Metal Latch.	PE-18	39	0:05
PE-18_40_01	Walk-in Freezer Door Opens And Closes, With Metal Latch.	PE-18	40	0:05
PE-18_41_01	Metal Door Close With Slight Rattle.	PE-18	41	0:01
PE-18_42_01	Pneumatic Door Mechanism Hiss 1.	PE-18	42	0:02
PE-18_43_01	Pneumatic Door Mechanism Hiss 2.	PE-18	43	0:02
PE-18_44_01	Push Bar Door Open In Reverberant Hall 1: Strong Push, Classic.	PE-18	44	0:02
PE-18_45_01	Push Bar Door Open In Reverberant Hall 2: Classic.	PE-18	45	0:02
PE-18_46_01	Push Bar Door Open In Reverberant Hall 3: Abrupt.	PE-18	46	0:03
PE-18_47_01	Push Bar Door Open In Reverberant Hall 4: With Slight Rattle.	PE-18	47	0:03
PE-18_48_01	Push Bar Door Open And Close In Reverberant Hall 5: Slow Open With Squeak, Then Close.	PE-18	48	0:07
PE-18_49_01	Metal Safe Door Shut With Latch.	PE-18	49	0:04
PE-18_50_01	Small Heavy Metal Door Open With Loud Squeak.	PE-18	50	0:03
PE-18_51_01	Metal Door Open And Slam Hard In Reverberant Hall.	PE-18	51	0:12
PE-18_52_01	Big Rolling Wood Door Close.	PE-18	52	0:05
PE-18_53_01	Prison Metal Bar Cell Door Roll Close With Reverb.	PE-18	53	0:05
PE-18_54_01	Industrial Door, Huge Electric Metal, With Solenoid Clicks On And Off As Door Closes With Reverb.	PE-18	54	0:12
PE-18_55_01	Warehouse Door, Huge Metal, Rolls Closed With Metal Gear Clicks And Movement; Reverberant 1.	PE-18	55	0:12
PE-18_56_01	Warehouse Door, Huge Metal, Rolls Closed With Metal Gear Clicks And Movement; Reverberant 2. Heavier Close Than Fx 55.	PE-18	56	0:10
PE-18_57_01	Elevator Door Ding, Then Open And Close 1.	PE-18	57	0:30
PE-18_58_01	Elevator Door Ding, Then Open And Close 2.	PE-18	58	0:13
PE-18_59_01	Elevator Door Ding, Then Open 3. (Segues To Fx 60).	PE-18	59	0:19
PE-18_60_01	Elevator Buzzer, Then Door Close 4.	PE-18	60	0:09
PE-18_61_01	Elevator Door Ding, Then Open 5. (Segues To Fx 62).	PE-18	61	0:24
PE-18_62_01	Elevator Buzzer, Then Door Close 6.	PE-18	62	0:11
PE-18_63_01	Interior Freight Elevator: Two Door Elevator With Pneumatic Door In Front. Constant Smooth Motor Hum. Manual Door Slide Open With Rusty Metal Scrape, Then Close And Ride. Door Slide Open And Exit P	PE-18	63	1:03

PE-18_64_01	Interior Warehouse Elevator: Two Door Elevator With Manual Metal Slide Gate In Front. Gate Slide Open With Metal Latch, Step Into Elevator Wood Door Slide Close. Elevator Run, Then Gate Slide Open W	PE-18	64	0:32
PE-18_65_01	Metal Gate Roll / Slide Close 1.	PE-18	65	0:03
PE-18_66_01	Metal Gate Roll / Slide Close 2, With Slight Reverb.	PE-18	66	0:03
PE-18_67_01	Metal Gate Roll / Slide Close 3, With Slight Reverb.	PE-18	67	0:03
PE-18_68_01	Interior Old Type Elevator: Steps On Wood Floor And Automatic Gate Type Door Clank / Slide Open And Close. Elevator Servo Motor Wind Up, Elevator Run, Then Clank At Floor Where It Stops. Door Open A	PE-18	68	0:18
PE-18_69_01	Old Manual Metal Gate Rolls Slowly Open And Close With Thumps And Rattles.	PE-18	69	0:21
PE-18_70_01	Interior Industrial Elevator Shaft: Constant Loud Metal Clicks Of Servo Switches, With Motor Hum And Various Light Motor Whir.	PE-18	70	2:30
PE-18_71_01	Wooden Bed Creaks.	PE-18	71	0:49
PE-18_72_01	Slow Wooden Boat Creaks, Gentle Rocking Motion.	PE-18	72	0:36
PE-18_73_01	Metal Boat Slowly Rocking, With Anchor Chain Creaks And Light Movement.	PE-18	73	0:39
PE-18_74_01	Rope Stretch's And Creaks With Metal Rattles And Creaks. Slow Rocking Boat.	PE-18	74	1:01
PE-18_75_01	Wooden Gate Slowly Creaks Open And Close.	PE-18	75	0:11
PE-18_76_01	Low Hinge Creaks On Secretary Desk, Predominantly Wooden Sounding.	PE-18	76	0:39
PE-18_77_01	Slow Multiple Hinges Creak On Closet Door. Multiple Open And Closes.	PE-18	77	0:53
PE-18_78_01	Metal Screen Door Squeaks 1.	PE-18	78	0:03
PE-18_79_01	Metal Screen Door Squeaks 2.	PE-18	79	0:04
PE-18_80_01	Wood Floor Creaks 1.	PE-18	80	0:16
PE-18_81_01	Wood Floor Creaks 2.	PE-18	81	0:24
PE-18_82_01	Wood Floor Creaks 3.	PE-18	82	0:17
PE-18_83_01	Metal Door Creaks, Multiple Opens And Closes.	PE-18	83	0:21
PE-18_84_01	Small Metal Hinge With Piercing Squeaks.	PE-18	84	0:08
PE-18_85_01	High-pitched Metal Squeaks 1.	PE-18	85	0:03
PE-18_86_01	High-pitched Metal Squeaks 2: With Low-pitched Rubbing.	PE-18	86	0:14
PE-18_87_01	Thick Rope Stretch With Twisting Creak, Low Pitched.	PE-18	87	0:08
PE-18_88_01	Wood Creaks, Very Close Perspective Rocking Chair Creaks. Great Creaking Bridge Sound.	PE-18	88	0:23
PE-18_89_01	Heavy Wood Frame Window Squeaks While Sliding.	PE-18	89	0:19
PE-18_90_01	Ice Creaks And Groans, Some Natural Reverb, Good For Wood And Floor Creaks.	PE-18	90	0:07
CD #19				
PE-19_01_01	Rapid Mid-range Electronic Beeps.	PE-19	1	0:06

PE-19_02_01	Single High-pitched Electronic Beep.	PE-19	2	0:01
PE-19_03_01	Electronic Computer Beeps.	PE-19	3	0:05
PE-19_04_01	Modern Phone Machine Beep.	PE-19	4	0:02
PE-19_05_01	Electronic Telemetry Beeps, Steady.	PE-19	5	0:29
PE-19_06_01	Watch Alarm With High, Double-pitched Beeps.	PE-19	6	0:08
PE-19_07_01	Bicycle Bell Rings; Small Metal Bell With Manual Lever.	PE-19	7	0:11
PE-19_08_01	Large, High-pitched Bell Struck: For Boxing Or Carnival Bell.	PE-19	8	0:02
PE-19_09_01	Large, Low-pitched Bell Struck: For Boxing Or Carnival Bell.	PE-19	9	0:04
PE-19_10_01	Bell Tower: Single Low-pitched Bell Toll Close With Long Ring-off. Classic Clock Tower Chime.	PE-19	10	0:30
PE-19_11_01	Bell Tower: Three Low-pitched Bell Tolls Medium Close, Slow, With Long Ring-off. Classic Clock Tower Chime.	PE-19	11	0:27
PE-19_12_01	Bell Tower: Medium-pitched Bell Tolls Five Times Slow, Medium Perspective. Classic Clock Tower Chime.	PE-19	12	0:38
PE-19_13_01	City Church Bells: Low-pitched, Distant Bell Tolls Nine Times With Ring Out. Classic Clock Tower Chime. Light Traffic Ambience, Medium Roar.	PE-19	13	0:34
PE-19_14_01	Bell Tower: Low-pitched Bells Chime Slow, Somber Melody. Could Be Used For Funeral.	PE-19	14	0:48
PE-19_15_01	Bell Tower: Medium-pitched Bells Chime Conservative, Medium-paced Melody, Close Perspective.	PE-19	15	0:58
PE-19_16_01	Bell Tower: High-pitched Bells Chime Traditional Fast-paced Melody, With More Polyphony Than Previous Tracks, Close Perspective.	PE-19	16	1:03
PE-19_17_01	Bell Tower: High-pitched Bells Chime An Up-tempo Celebration Song With Full Range Of Bells. Long Ring-off.	PE-19	17	0:38
PE-19_18_01	Department Store Paging Bell Rings, Close Perspective. First Singles, Then Multiples.	PE-19	18	0:11
PE-19_19_01	High-pitched Desk Bell Rings 1x With Ring-off Close Perspective.	PE-19	19	0:06
PE-19_20_01	High-pitched Desk Bell Rings 2x With Ring-off Close Perspective.	PE-19	20	0:06
PE-19_21_01	Home Doorbell Rings 1x: Classic, High-pitched, At Close Perspective.	PE-19	21	0:02
PE-19_22_01	Home Doorbell Rings 2x: Classic, High-pitched, At Close Perspective.	PE-19	22	0:03
PE-19_23_01	Home Doorbell Rings 1x: Classic, Low-pitched, At Close Perspective.	PE-19	23	0:06
PE-19_24_01	Home Doorbell Rings 2x: Classic, Low-pitched, At Close Perspective.	PE-19	24	0:06
PE-19_25_01	Brass Door Bells Jing-a-ling, High-pitched Close Perspective.	PE-19	25	0:02
PE-19_26_01	Brass Door Chimes Jing-a-ling, High-pitched Close Perspective.	PE-19	26	0:03
PE-19_27_01	Door Camel Bells Jingle, Close Perspective.	PE-19	27	0:04
PE-19_28_01	Elevator Bell Dings Loud, Close Perspective.	PE-19	28	0:02

PE-19_29_01	Elevator Bell Dings Soft, Medium Close Perspective.	PE-19	29	0:01
PE-19_30_01	Antique Fire Engine Or Cable Car Bell Clangs Close Perspective.	PE-19	30	0:35
PE-19_31_01	School Bell: Short Ring, Interior Hall, Close Perspective.	PE-19	31	0:04
PE-19_32_01	School Bell: Long Ring, Interior Hall, Close Perspective.	PE-19	32	0:10
PE-19_33_01	School Bell: Short Ring, Exterior, Close Perspective.	PE-19	33	0:10
PE-19_34_01	School Bell: Long Ring, Exterior, Close Perspective.	PE-19	34	0:14
PE-19_35_01	Ship Bell Dings, Close Perspective.	PE-19	35	0:12
PE-19_36_01	Egg Timer Bell Dings With Long Ring-off, Close Perspective. Some With Timer Ticking.	PE-19	36	0:17
PE-19_37_01	Train Crossing Bell: Two Bells Ringing At The Same Time With Different Pitch And Speed, Medium Close Perspective.	PE-19	37	1:00
PE-19_38_01	Light Metal Wind Chimes Brushed Through Once.	PE-19	38	0:13
PE-19_39_01	Glass Wind Chimes Ring Lightly, Sporadically.	PE-19	39	1:37
PE-19_40_01	Pentatonic Wind Chimes Melodic, With Long Ring-off.	PE-19	40	0:46
PE-19_41_01	Door Buzzer, Industrial Type: Loud, Mid-range Bursts, Short And Long.	PE-19	41	0:11
PE-19_42_01	Door Buzzer, Apartment Security Type: Loud Mid-range Buzz With Door Latch Open.	PE-19	42	0:13
PE-19_43_01	Electronic Buzzer: Long, Single Buzz.	PE-19	43	0:05
PE-19_44_01	Warning Buzzer, Industrial Type: Short Successive Singles, Then Long, Single Buzz, Medium Distant Perspective With Reverb.	PE-19	44	0:12
PE-19_45_01	Warning Buzzer, Space Alarm Type: Pulsing Buzzes At Medium Perspective With Reverb.	PE-19	45	0:28
PE-19_46_01	Low Frequency Earthquake Rumble With Stereo Motion.	PE-19	46	0:48
PE-19_47_01	Very Low Frequency, Smooth Earthquake Rumble With Less Stereo Motion Than Trk. 46.	PE-19	47	2:00
PE-19_48_01	Very Low Frequency, Ominous, Underwater Rumble.	PE-19	48	2:20
PE-19_49_01	Avalanche Rumble With Rocks Rolling And Debris.	PE-19	49	1:54
PE-19_50_01	Air Tool Ratchet Whir With Tool Movement And Metal Clinks.	PE-19	50	0:22
PE-19_51_01	Air Tool Wrench Whir 1: 1 / 2 Impact Wrench Lower Pitch Than Fx 50.	PE-19	51	0:14
PE-19_52_01	Air Tool Wrench Whir 2: Nut On And Off, With Pitch Wavering Low And High.	PE-19	52	0:14
PE-19_53_01	Electric Drill Through Wood. Various Short Bursts.	PE-19	53	0:28
PE-19_54_01	Air Drill: Short And Long Spurts. Interior Shop Or Garage Reverb, Medium Perspective.	PE-19	54	0:52
PE-19_55_01	Metal Grinder: Very Long Single Run With Metallic Buzzing.	PE-19	55	0:39
PE-19_56_01	Large Industrial Grinder: Two Long Runs.	PE-19	56	0:15
PE-19_57_01	Air Chisel: Harsh Pneumatic Metallic Ratchet Sound With Garage Reverb. Short And Long Bursts.	PE-19	57	0:33
PE-19_58_01	Hammer 1: Soft Hits Of Nail Into Wood. Close Perspective.	PE-19	58	0:46
PE-19_59_01	Hammer 2: Nail Into Wood, Interior Reverb. Medium Perspective.	PE-19	59	0:16

PE-19_60_01	Small Air Sander: Wavering High-pitched Servo Bursts And Air Release. Interior Garage Reverb Medium Perspective.	PE-19	60	0:28
PE-19_61_01	Hand-held Saw 1: Grinding Back And Forth Motion Through Wood. Close Perspective.	PE-19	61	0:18
PE-19_62_01	Hand-held Saw 2: Higher-pitched And Faster Motion Than Fx 61. Interior Reverb.	PE-19	62	0:36
PE-19_63_01	Power Saw: Grinds In Long Burst Through Wood.	PE-19	63	0:23
PE-19_64_01	Industrial Saw, Large: Cutting Through Wood.	PE-19	64	0:09
PE-19_65_01	Electric Saw: Cuts Through Metal. Medium Perspective.	PE-19	65	1:11
PE-19_66_01	Industrial Saw, Large: Motor With Blower, Start Up And Off.	PE-19	66	0:16
PE-19_67_01	Industrial Saw, Large: Cutting Wood.	PE-19	67	0:10
PE-19_68_01	Chain Saw: False Starts Then Starts With Short Revs And Runs, Then Off. Close Perspective.	PE-19	68	1:20
PE-19_69_01	Acetylene Blow Torch: Light, Then Strong Steady Run With (Oxygen) Hiss.	PE-19	69	1:41
PE-19_70_01	Shoveling Dirt: Light Layer Scrapes On Asphalt.	PE-19	70	0:36
PE-19_71_01	Assembly Line Ambience: Close Perspective Machinery Hum With Medium To Distant Voices, Air Hisses, Metal Movement And Change In Machinery Noise.	PE-19	71	1:39
PE-19_72_01	Bulldozer: Blade Drops Hard On Ground, Then Maneuvers With Brake Squeals.	PE-19	72	1:14
PE-19_73_01	Construction Site Ambience 1: Interior With Close To Medium Perspective Voices, Welding Torch Blow, Chain Movement, Lumber Sawing And Movement.	PE-19	73	1:14
PE-19_74_01	Construction Site Ambience 2: Large Apartment Building With Generator Hum, Power Tools, Bell Beeps, Tool Movement And Brake Squeals.	PE-19	74	1:01
PE-19_75_01	Construction Site Ambience 3: City, Distant Perspective. Busy With Hammers, Power Saw Lumber Movement, Dump Truck Maneuvers, Traffic Drone With A Few Honks.	PE-19	75	2:22
PE-19_76_01	Chain Saw, Construction Site Ambience 4: Medium Perspective Chain Saw With Engine Idle Nearby.	PE-19	76	0:23
PE-19_77_01	Saw Mill Ambience: Power Saw Cuts Logs, Engine Noise, Logs Banging Together.	PE-19	77	1:12
PE-19_78_01	Bulldozer Crane: Heavy Engine Revs And Maneuvers With Piercing Metal Squeaks And Metal Bangs.	PE-19	78	0:53
PE-19_79_01	Crane: Interior, Engine Hum With Pulley Chain Clinks And Gear Shift Movement.	PE-19	79	0:33
PE-19_80_01	Dump Truck: Backs Up And Dumps Coal.	PE-19	80	0:13
PE-19_81_01	Grinding Mulch Machine: Grinding Wood Chips Into Sawdust (Mulch).	PE-19	81	1:01
PE-19_82_01	Jackhammer 1: Interior Or Underground, Close Perspective.	PE-19	82	0:25
PE-19_83_01	Jackhammer 2: On Bridge Above With Deep Knocking Vibrations. Medium Perspective.	PE-19	83	1:34
PE-19_84_01	Pile Driver 1: Rhythmic Impacts Medium Perspective With Slapback Echo Off Of Buildings.	PE-19	84	0:49

PE-19_85_01	Pile Driver 2: Start Up Then Rhythmic Impacts. Close Perspective With Slapback Echo Off Of Buildings.	PE-19	85	1:50
PE-19_86_01	Wood Shop Ambience: Heavy Machine And Generator Airy Noise With Medium Perspective Power Saw Cuts Through Wood.	PE-19	86	0:48
CD #20				
PE-20_01_01	Electricity Arcing 1: Low Pitched Energy Hum With Zapping.	PE-20	1	0:23
PE-20_02_01	Electricity Arcing 2: Steady Sparking Changes To Pulsating Zaps.	PE-20	2	0:58
PE-20_03_01	Electricity Arcing 3: Steady Sparking On And Off.	PE-20	3	0:27
PE-20_04_01	High Voltage Electrical Sizzle, Steady.	PE-20	4	0:31
PE-20_05_01	Electrical Zaps And Arcs: 4 Short Fx Of Various Pitches And Intensities.	PE-20	5	0:11
PE-20_06_01	Electrical Buzz From Neon Light Transformer. Close Perspective.	PE-20	6	0:15
PE-20_07_01	Multi-pitched, Oscillating Buzzes: Low-pitched Buzz With Varying Higher-pitched Buzz.	PE-20	7	0:10
PE-20_08_01	Electrical Sparking: Constant With Slight Rhythmic Pulsing.	PE-20	8	0:39
PE-20_09_01	Gong: Long Scrape Across With Reverb And Ring-out.	PE-20	9	0:37
PE-20_10_01	Electrical Hum With Buzz.	PE-20	10	0:06
PE-20_11_01	Machine Hum With Very Low Frequency.	PE-20	11	0:18
PE-20_12_01	Industrial Plant Ambience, Low Frequency, Steady.	PE-20	12	0:17
PE-20_13_01	Synthesized Jungle Background: High Frequency Bird Beeps And Low Frequency Robot Frogs With Oscillating Bubble Type Effect.	PE-20	13	0:45
PE-20_14_01	Laser 1: 9 Short Blasts Of Various Lengths Textures, And Frequencies.	PE-20	14	0:23
PE-20_15_01	Laser 2: Long, Oscillating Blast.	PE-20	15	0:20
PE-20_16_01	Laser 3: High-pitched, Very Fast Oscillation Constant, With High Intensity. Two Pitches.	PE-20	16	1:03
PE-20_17_01	Laser 4: Medium-pitched Blast.	PE-20	17	0:17
PE-20_18_01	Buzz 1: Multi-pitched, Oscillating, Processed Buzz.	PE-20	18	0:09
PE-20_19_01	Buzz 2: Multi-pitched, Oscillating, Processed Buzz. Lower Pitched Than Fx 18.	PE-20	19	0:13
PE-20_20_01	Synth Radio 1: Oscillating Square Wave Pattern With White Noise Background.	PE-20	20	0:21
PE-20_21_01	Synth Radio 2: Tuning And Shifting Through Frequencies.	PE-20	21	0:10
PE-20_22_01	Elevator Servo Motor 1: With Various Electronic Switching And Motor Whir With Speed Changes, Slow To Stop; Reverberant.	PE-20	22	1:21
PE-20_23_01	Elevator Servo Motor 2: Switches On And Off And Various Motor Speeds. Metal Cable Tension Creaks And Motor Shut Off; Reverberant.	PE-20	23	0:25
PE-20_24_01	Elevator Servo Motor 3: Switches On And Off With Motor Whine; Reverberant.	PE-20	24	0:07
PE-20_25_01	Servo Motor 4: Turns On And Runs At Fluctuating Speeds With Whining Motor Straining, And Off.	PE-20	25	0:09

PE-20_26_01	Servo Motor 5: Quick On And Off Of A Servo Motor.	PE-20	26	0:02
PE-20_27_01	Rising Multi-pitched Soundwave 1: Oscillating Tones Ascending And Descending. Action Pans As Pitch Changes.	PE-20	27	0:23
PE-20_28_01	Rising Multi-pitched Soundwave 2: Tones Ascending In Frequency Quickly.	PE-20	28	0:06
PE-20_29_01	Rising Multi-pitched Soundwave 3: Smooth Tones Ascend To High Frequency.	PE-20	29	0:10
PE-20_30_01	Rising Soundwaves: 4 Various Oscillating Ascending Tones To High Frequency.	PE-20	30	0:14
PE-20_31_01	Descending Soundwaves: 2 Various Oscillating Descending Tones. To Low Frequency.	PE-20	31	0:06
PE-20_32_01	Flanging Synth Tone Fades Into Electronic Buzz.	PE-20	32	0:07
PE-20_33_01	Synth Door Opens With A Squeak; Reverberant.	PE-20	33	0:02
PE-20_34_01	Fast Sequence On Synth Changes And Distorts; Reverberant.	PE-20	34	0:16
PE-20_35_01	Eerie Synth Tone Rising And Falling In Pitch And Intensity.	PE-20	35	0:09
PE-20_36_01	Synthesized Whoosh Sweetener.	PE-20	36	0:05
PE-20_37_01	Bubbling And Rising Synth Tone. Reverberant And Complex In Texture.	PE-20	37	0:08
PE-20_38_01	Oscillating, Multi-pitched Tones Rise And Fall 1.	PE-20	38	0:10
PE-20_39_01	Oscillating, High Frequency, Multi-pitched Tones Rise And Fall 2.	PE-20	39	0:49
PE-20_40_01	Low Frequency, Oscillating Tone.	PE-20	40	0:13
PE-20_41_01	Low Frequency Synth Hum With Force Field Or Electric Energy Radiation Sound, Pulsating.	PE-20	41	0:22
PE-20_42_01	Low Frequency Pulsating Tone Speeds Up And Slows Down.	PE-20	42	0:16
PE-20_43_01	Low-pitched Synth Tone, Eerie, Slow And Fluctuating In Tone And Frequency.	PE-20	43	0:30
PE-20_44_01	Synth Comet Whoosh By, Left To Right.	PE-20	44	0:01
PE-20_45_01	Flanged Whoosh, Short.	PE-20	45	0:02
PE-20_46_01	Flanged Oscillating Tones. Similar To Fx 45, But Longer, With Rise And Fall In Frequency.	PE-20	46	0:06
PE-20_47_01	Processed Air Release 1: [note: This Effect Has A Lot Of Out Of Phase Signal In It.].	PE-20	47	0:04
PE-20_48_01	Processed Air Release 2: Shorter Than Fx 47.[note: This Effect Has A Lot Of Out Of Phase Signal In It.].	PE-20	48	0:02
PE-20_49_01	Short Synth Rising Multi-pitched Tone.	PE-20	49	0:02
PE-20_50_01	Short Synth Rising And Falling Multi-pitched Tone.	PE-20	50	0:01
PE-20_51_01	Synth Gun Ricochet, Multi-pitched, 1.	PE-20	51	0:01
PE-20_52_01	Synth Gun Ricochet, Multi-pitched, 2.	PE-20	52	0:05
PE-20_53_01	Synth High-pitched Tone By With Echo.	PE-20	53	0:02
PE-20_54_01	Synth Energy Zaps 1: Tonal With A Delay.	PE-20	54	0:03
PE-20_55_01	Synth Energy Zaps 2: Tonal With A Delay, Shorter Than Fx 54.	PE-20	55	0:02
PE-20_56_01	Synth Energy Zaps 3: Multiple Bursts.	PE-20	56	0:04
PE-20_57_01	Synth Energy Zaps 4: Multiple Bursts. Faster And Higher Pitched Than Fx 56.	PE-20	57	0:03

PE-20_58_01	Synth Energy Zap 5: Single Burst.	PE-20	58	0:01
PE-20_59_01	Synth Energy Zap 6: Single Burst. Slower And Lower Pitched Than Fx 58.	PE-20	59	0:02
PE-20_60_01	Synth Energy Zaps 7: Double Burst.	PE-20	60	0:02
PE-20_61_01	Synth Energy Zaps 8: Triple Burst. Higher Pitched Than Fx 60.	PE-20	61	0:02
PE-20_62_01	Synth Energy Zap 9: Short Burst.	PE-20	62	0:01
PE-20_63_01	Synth Energy Zaps 10: Four Short Bursts.	PE-20	63	0:03
PE-20_64_01	Synth Energy Zap 11: Multi-pitched Descending Burst.	PE-20	64	0:02
PE-20_65_01	Synth Energy Zap 12: Single Air Whoosh Burst.	PE-20	65	0:02
PE-20_66_01	Synth Gun Shot And Ricochet.	PE-20	66	0:02
PE-20_67_01	Long Synth Zap And Whoosh With Decay.	PE-20	67	0:07
PE-20_68_01	Synth Martian Voice.	PE-20	68	0:12
PE-20_69_01	Synth Bug Fly Bys: Three Short Bys With Various Pitches.	PE-20	69	0:06
PE-20_70_01	Synth Spaceship By 1: Fast, With Action Panning Right To Left.	PE-20	70	0:01
PE-20_71_01	Synth Spaceship By 2: Action Panning From Right To Left. Longer And Lower Pitched Than Fx 70.	PE-20	71	0:02
PE-20_72_01	Synth Spaceship By 3: Fast, With Action Panning From Left To Right.	PE-20	72	0:01
PE-20_73_01	Synth Spaceship Approach, In And By 1.	PE-20	73	0:02
PE-20_74_01	Synth Spaceship Approach, In And By 2. More Dynamic By Than Fx 73.	PE-20	74	0:03
PE-20_75_01	Reverse Ricochet 1: Strange High Speed By.	PE-20	75	0:03
PE-20_76_01	Reverse Ricochet 2: Strange High Speed By. Shorter Than Fx 75.	PE-20	76	0:03
PE-20_77_01	Reverse Ricochet 3: Strange High Speed By. Higher Pitched Approach Than Fx 75.	PE-20	77	0:03
PE-20_78_01	Reverse Ricochet 4: Two Short, Strange High Speed Bys; The Second One Is Higher-pitched Than The First.	PE-20	78	0:09
PE-20_79_01	Eerie Low Frequency Synth Gusts.	PE-20	79	0:03
PE-20_80_01	Low Frequency, Fast Synth Whoosh.	PE-20	80	0:01
PE-20_81_01	Multi-pitched Synth Laser Burst, Descending.	PE-20	81	0:03
PE-20_82_01	Multi-pitched, High Frequency Transformation Sequence: Multiple Tones And Bells Oscillate.	PE-20	82	0:31
PE-20_83_01	Single-pitched, High Frequency Spinning Tone Like An Object Whirling. Spins Very Fast Towards Tail.	PE-20	83	0:28
PE-20_84_01	Bull Growls, Processed; Several, Low Frequency.	PE-20	84	0:37
PE-20_85_01	Werewolf Growls, Processed; Two Low Frequency Growls.	PE-20	85	0:07
PE-20_86_01	Vicious Dog Growls, Processed; Low Frequency.	PE-20	86	0:25
PE-20_87_01	Bull Growls, Processed; Low Frequency.	PE-20	87	0:05

PE-20_88_01	Synth Alien Breathing; Very Slow, Low Frequency.	PE-20	88	1:55
PE-20_89_01	Synth Alien Screams 1: Multiple, High-pitched.	PE-20	89	2:30
PE-20_90_01	Synth Alien Screams 2: Multiple, High-pitched And Fluctuating.	PE-20	90	0:26
PE-20_91_01	Synth Generated Helicopter Blade Malfunction.	PE-20	91	0:24
PE-20_92_01	Synth Generated High Frequency, Pulsating Bubbles, Very Active.	PE-20	92	0:27
PE-20_93_01	Eerie, Multi-pitched, Reverberant Metallic Moans.	PE-20	93	1:42
PE-20_94_01	Large Synth Motor Rapidly Oscillating: Rhythmic Low Frequency With Sporadic High Frequency Tones.	PE-20	94	0:18
PE-20_95_01	Low Frequency Synth Tone Pulsating.	PE-20	95	0:36
PE-20_96_01	Synth Spaceship Interior 1: Reverberant, Low Frequency Rumble.	PE-20	96	0:43
PE-20_97_01	Synth Spaceship Interior 2: Higher Pitched And With More Airy Texture Than Fx 96.	PE-20	97	0:55
PE-20_98_01	Synth Submarine Interior; Reverberant, Very Low Frequency Rumble.	PE-20	98	0:43

Audio: Premiere Edition #21-30				
CDLink_Filename	Description	Disc Number	Track Number	Duration
CD #21				
PE-21_01_01	F-5: Start / Idle; Whining Start With Sputtering Second Ignition, Idles At Various Pitches. Close Perspective. Jet.	PE-21	1	1:52
PE-21_02_01	Gnat: Start / Idle / Taxi; Slow Start With Clicking Fuel Ignition Sparks, Builds To Alternating Revs And Idles. Close To Medium Perspective. Jet.	PE-21	2	3:11
PE-21_03_01	Gnat: Start / Idle; Flanging Start, Roar Builds And Subsides, Steady Idle. Close Perspective. Jet.	PE-21	3	1:44
PE-21_04_01	Gnat: Start / Idle; Air Intakes Open, Piercing Whistle With Snaps Of Ignition Sparks, Low Intense Roar, Whistle Dies Out With Steady Idle. Close Perspective. Jet.	PE-21	4	0:48
PE-21_05_01	Gnat: Start / Idle; Ignition With Many Stages, Sweeping Whistles And Air Intakes, Engine Catches Before Settling At A Steady Idle. Close Perspective. Jet.	PE-21	5	1:41
PE-21_06_01	Gnat: Start / Idle Interior; Quick Start With Rushing Air Of Engines Highlighted. Close Perspective. Jet.	PE-21	6	0:34
PE-21_07_01	Harrier: Start / Idle / Throttle / Off; Exhaust Hiss Reflections, Rhythmic Click During Very Short Idle, Throttle To Idling Speed And Hold Steady, Gun Engine To Snarling Rev And Release. Engine Slowly Dies	PE-21	7	1:59
PE-21_08_01	Gnat: Idle / Away; Medium Idle, Steady, Slow Engine Rev Followed By Combustion And Exhaust Sounds Reflecting, Deep Jet Rev And Away. Close To Medium Perspective. Jet.	PE-21	8	0:59
PE-21_09_01	Gnat: Idle / Canopy Close; Interior Idle With Exhaust Hiss And Engine Rumble, Sound Muffled As Canopy Is Closed With Clicks And Movement, Interior Engine Throttle. Close Perspective. Jet.	PE-21	9	1:13
PE-21_10_01	Marchetti: Slow By; Slow Taxi By, High-pitched Engine At Low Rpm. Close To Medium Perspective. Jet.	PE-21	10	0:21
PE-21_11_01	Marchetti: Slow Circle; Timbre Of Jet Changes With Direction And Distance. Varies From Low-pitched Drone To Sharp, Hissing Whine. Close To Medium Perspective. Jet.	PE-21	11	0:38
PE-21_12_01	Gnat: Takeoff Interior; Rev To Taxi Speed, Jets Roar For Takeoff, Wind And Mechanical Grinding, Engine Steadies To Cruising Speed. Jet.	PE-21	12	3:53
PE-21_13_01	Harrier: Takeoff Vertical; Metallic Idle With Revs, Crackling Roar Of Takeoff, Away.	PE-21	13	0:55
PE-21_14_01	Marchetti: Takeoff Runway; Whining Engine Taxi, Speed Gradually Increases, Jets Ignite To Very Low Roar Of Takeoff, Away. Close To Distant Perspective. Jet.	PE-21	14	0:54

PE-21_15_01	Gnat: Interior With Throttle; Acceleration, Deceleration, Maneuvering Jet With Hisses And Whistles Of Engines. Close Perspective. Jet.	PE-21	15	3:12
PE-21_16_01	F-5: By High; F-5 By With High Descending Whistle, Long Distant Roar Of Away. Medium To Distant Perspective. Jet.	PE-21	16	0:52
PE-21_17_01	F-5: By Medium; Clear, Bell-like Tone With F-5 Approach, Medium Speed By, Crisp Engine Roar With Away. Medium To Distant Perspective. Jet.	PE-21	17	0:24
PE-21_18_01	F-5: By Low; Powerful, Raspy F-5 Flyby And Away. Medium To Distant Perspective. Jet.	PE-21	18	0:46
PE-21_19_01	Gnat: By Low Over Canyon; Roaring Gnat Flyby And Away With Warped Echoes. Medium To Distant Perspective. Jet.	PE-21	19	0:22
PE-21_20_01	Gnat: By Low Over Canyon; Low Rumble Of Approach, Roaring Flyby And Away With Multiple Warped Echoes. Medium To Distant Perspective. Jet.	PE-21	20	0:30
PE-21_21_01	Gnat: By Low Very Close; Long Rumble Of Approach, Searing Jet Flyby And Long Away. Close Perspective. Jet.	PE-21	21	0:51
PE-21_22_01	Gnat: By Low; Fast Whistling Gnat Approach, Medium-pitch Jet Away In Distance. Medium To Distant Perspective. Jet.	PE-21	22	0:27
PE-21_23_01	Gnat: By Low; Extremely Fast Whistling Gnat Flyby And Away. Medium Perspective. Jet.	PE-21	23	0:28
PE-21_24_01	Gnat: By Low; Fast Cruising Gnat Flyby And Fast Away With Flanging Engine. Medium Perspective. Jet.	PE-21	24	0:21
PE-21_25_01	Gnat: By Low; Short, Rumbling In, Flare, By And Short Away. Medium Perspective. Jet.	PE-21	25	0:38
PE-21_26_01	Harrier: By Medium; Medium Approach, Intense, Screaming Jet Flyby, Away Into Distance. Medium To Distant Perspective. Jet.	PE-21	26	0:12
PE-21_27_01	Marchetti: By Medium; Distant Jet Approach With Rising Whine, Extremely Fast By, Long Away. Medium To Distant Perspective. Jet.	PE-21	27	0:45
PE-21_28_01	Marchetti: By Low; High-rev Approach, Fast By And Med-low Away. Medium To Distant Perspective. Jet.	PE-21	28	0:28
PE-21_29_01	Marchetti: By Low; Rumble And Low Whine, Approach, By And Away. Jet.	PE-21	29	0:20
PE-21_30_01	F-5: By Series Of 4: High; F-5 Formation, Close And Distant Flybys. Medium To Distant Perspective. Jet.	PE-21	30	0:20
PE-21_31_01	F-5: By Series Of 2: High; Distant And Very Close F-5 Flybys. Medium To Distant Perspective. Jet.	PE-21	31	0:24

PE-21_32_01	F-5: By Series Of 3: High; Formation Flyby, Slow. Active Rumbling Drone Of Jets Throughout. Medium To Distant Perspective. Jet.	PE-21	32	0:55
PE-21_33_01	F-5: Land / Overhead; Rumbling Approach, Swishing Hiss Overhead, Ignition Of Landing Jets, Distant Wheel Touchdown. Medium To Distant Perspective. Jet.	PE-21	33	0:20
PE-21_34_01	Gnat: Land / Interior; Ac Hiss And Engine Whine With Revs, Ignition Of Landing Jets, Idle And Rev Down. Close Perspective. Jet.	PE-21	34	2:16
PE-21_35_01	Harrier: Land / Off; Long Approach And By With Distant Throttle Down And Low Whistling. Medium To Distant Perspective. Jet.	PE-21	35	1:32
PE-21_36_01	Gnat: Idle / Off; Steady Idle With Sudden Power Down, Slowly Descending Whistle, Fan Slows To Stop. Close Perspective. Jet.	PE-21	36	0:53
PE-21_37_01	Lear: Series Of 2: In / Off; Approach With Low Drone And Piercing Whistle, Landings With Ignitions Of Landing Jets. Powering Down With Descending Whistles And Whines, Slowing Rhythmic Engine Clicks.	PE-21	37	1:05
PE-21_38_01	Betty Alone; Computerized Warning Message In Cockpit. Close Perspective. Jet.	PE-21	38	0:09
PE-21_39_01	Betty With Electronics; Interior Perspective Whining Engine Startup, Computerized Warning Message With Flight Instrument Clicks, One Loud Beep At End. Close Perspective. Jet.	PE-21	39	0:25
PE-21_40_01	Betty During Taxi; Jet Taxi, Squeak And Clatter Of Wheels, Interior Perspective Engine Growl, Various Computerized Warning Messages With Radio Squelching. Jet.	PE-21	40	0:27
PE-21_41_01	Takeoff Exchange; Interior Quiet Engine Whine, Radio Messages Between Pilot And Air Traffic Control. Close Perspective. Jet.	PE-21	41	0:15
PE-21_42_01	In Flight Exchange; Interior Quiet Engine Whine, Wind In Cockpit, Radio Messages Between Pilot And Air Traffic Control, Advisory Of Pilot's And Other Planes' Locations, Radio Cutting In And Out. Close	PE-21	42	0:46
PE-21_43_01	Landing Exchange: Tower; Wind Buffeting Tower, Hissing Tower Ambience, Clear To Land, And Air Traffic Advisory Messages Between Pilot And Air Traffic Control. Close Perspective. Jet.	PE-21	43	0:31
PE-21_44_01	Landing Exchange: Interior; Radio Messages Between Pilot And Air Traffic Control, Interior Engine Whine With Increasing Rev At End. Close Perspective. Jet.	PE-21	44	0:23
PE-21_45_01	Landing Exchange: Interior; Traffic Advisories Between Pilot And Ground, Pilot Breathing In Face Mask. No Engine Sound, Quiet Whistle Of Cockpit Ambience. Close Perspective. Jet.	PE-21	45	0:50

PE-21_46_01	Landing Exchange: Interior; Fighter Jet Messages Between Pilot And Ground, Heavy Breathing Of Pilot In Cockpit Throughout. No Engine Sound, Quiet Medium Whistle Of Cockpit Ambience. Close Perspective	PE-21	46	0:22
PE-21_47_01	Breaths: Relaxed; Pilot Breathing In Face Mask With Steady Interior Engine Whine. Close Perspective. Jet.	PE-21	47	0:32
PE-21_48_01	Breaths: Forced; Steady Rhythmic Breathing In Face Mask, Gulping And Unsteady Breaths At End, Cockpit Ambience. Close Perspective. Jet.	PE-21	48	0:26
PE-21_49_01	Face Mask Detached; Piercing Whistle And Heavy Winds In Cockpit. Close Perspective. Jet.	PE-21	49	0:24
PE-21_50_01	Hughes 500: Start / Idle; Quiet Start, Sudden Roar Of Second Ignition, Swish Of Blades Speeds Up To Steady Chop, Idle. Medium Perspective. Helicopter.	PE-21	50	0:53
PE-21_51_01	Hughes 500: Start / Idle Interior; Start Engine Whine With Slow Swish Of Blades, Groaning And Roar Of Second Ignition, Steadily Rising Engine Whine, Wind Blowing, Sputtering Of Spinning Blades, Low, Groan	PE-21	51	1:53
PE-21_52_01	Hughes 500: Idle: High; Engine Whine And Fast Chopping Of Blades During Ground Taxi. Close Perspective. Helicopter.	PE-21	52	0:15
PE-21_53_01	Hughes 500: Throttle / Away; Engine Whine And Chopping Blades, Blades Speed Up To Growling Drone, Takeoff With Sound Changing As Helicopter Flies Into Distance. Close To Medium Perspective. Helicopter.	PE-21	53	0:43
PE-21_54_01	Hughes 500: Quick Turns / Away: High; Growling Engine With Sharp Chopping Of Blades, Turns At Various Distances. Close Turn With Very Intense Low Sputtering Of Blades. Engine Sound Morphs As Helicopter	PE-21	54	0:43
PE-21_55_01	Hughes 500: Hover / Away, High; Active Steady Engine Drone With Quiet Whine, Fast Blades, Some Chopping, Moving Back And Forth, Flies Into Distance. Medium To Distant Perspective. Helicopter.	PE-21	55	1:28
PE-21_56_01	Hughes 500: Hover / Turns: High; High Engine With Steady Wind Of Blades And Exhaust, Blades Snapping As Helicopter Turns Closer. Close To Medium Perspective. Helicopter.	PE-21	56	0:27
PE-21_57_01	Hughes 500: Hover Steady; Quiet Engine / Ventilator Whine, Low Steady Roar, Active Blade Sputtering. Medium Perspective. Helicopter.	PE-21	57	0:14
PE-21_58_01	Hughes 500: Hover / Figure Eight's; Engine Growl And Low, Punching Blade Sputtering. Swooshing Bys, Low Engine Roar At Close Range, Engine Shifting And Changing At Far End Of Loop. Medium To Medium-dist	PE-21	58	1:01

PE-21_59_01	Hughes 500: Hover Interior: Medium; Engine And Cockpit Ventilation Whine, Occasional Loud Bursts Of Sputtering Blades, Some High Blade Swishes. Close Perspective. Helicopter.	PE-21	59	0:45
PE-21_60_01	Hughes 500: Single By: Medium; Medium Engine Growl With Quiet Low Rumble, Medium Flyby Into Distance. Close To Medium Perspective. Helicopter.	PE-21	60	0:21
PE-21_61_01	Hughes 500: Single By: Medium; High Engine Drone, Fast Flyby With Exhaust Fans And Away. Helicopter.	PE-21	61	0:10
PE-21_62_01	Hughes 500: Single By: Medium; High Engine Drone, Very Fast Flyby With Exhaust Fans. Close To Medium Perspective. Helicopter.	PE-21	62	0:12
PE-21_63_01	Hughes 500: Single By: Medium; Medium Engine Drone, Medium Flyby With Whining Away. Close To Medium Perspective. Helicopter.	PE-21	63	0:10
PE-21_64_01	Hughes 500: Single By: Medium; Medium Engine Drone, Sputtering Blades As Helicopter Flies Closer, Flyby And Away. Close To Medium Perspective. Helicopter.	PE-21	64	0:12
PE-21_65_01	Hughes 500: Single By: Medium; Medium Engine Drone And Chopping Blades Throughout, Medium Speed Flyby And Away. Close To Medium Perspective. Helicopter.	PE-21	65	0:17
PE-21_66_01	Hughes 500: Single By: Low; Long Approach With Medium Engine Drone, Low Rumble With Closer Approach, Whipping Blades, Fast Flyby With Hiss. Helicopter.	PE-21	66	0:29
PE-21_67_01	Hughes 500: Single By: Low; Rich Medium Engine Drone With Chopping Blades, Medium Flyby With Thick Hiss, Engine Whines At End. Medium To Close Perspective. Helicopter.	PE-21	67	0:13
PE-21_68_01	Hughes 500: Single By: Low; Steady Medium Engine, Some Chopping Blades, Medium Flyby. Long Away With Engine Becoming Quiet Roar In Distance. Medium To Distant Perspective. Helicopter.	PE-21	68	0:24
PE-21_69_01	Hughes 500: Single By: Low; Long Approach With Smooth Medium Engine Drone, Sharp Sputtering Blades. Medium Speed Roaring Flyby And Away. Helicopter.	PE-21	69	0:24
PE-21_70_01	Hughes 500: Landing / Idle Interior; High, Whining And Whistling Idle, Rev Down With Quietly Chopping Blades. Close Perspective. Helicopter.	PE-21	70	0:41
PE-21_71_01	Hughes 500: Landing / Idle Interior; Whining And Hissing Idle, Gradual Rev Down With Quiet Sputtering And Swishing Blades. Close Perspective. Helicopter.	PE-21	71	0:30
PE-21_72_01	Hughes 500: Idle / Off; Chopping Blades Slow, Rhythmic Whistling Swishes To Slow Whooshes, Engine Wind Down. Close Perspective. Helicopter.	PE-21	72	2:07
PE-21_73_01	Hughes 500: Idle / Off Interior; Idle To Engine Wind-down, Descending Grinding Tone, Quiet Blade Whoosh. Close Perspective. Helicopter.	PE-21	73	1:01
PE-21_74_01	Hughes 500: Safety Belt Movement; Unfasten, Clunking Buckle Movement, Click Of Buckle Fastening. Close Perspective. Helicopter.	PE-21	74	0:10

PE-21_75_01	Airport Temporary Loading Zone: Exterior ; Loading Zone Announcements, Male And Female Announcers. Bus And Car Traffic, Voices, Rolling Baggage Carts, Distant Jet Overhead. Medium Perspective.	PE-21	75	2:00
PE-21_76_01	Airport Terminal Concourse: Interior; Voices, Footsteps On Hard Floor, Flight, Boarding, And Page Announcements. Medium Perspective.	PE-21	76	1:54
PE-21_77_01	Airport Control Tower: Interior; Ventilation And Ac Ambience, Steady. Medium Perspective.	PE-21	77	0:28
PE-21_78_01	Airport; Aircraft Hanger: Interior Paging / Personnel; Low, Rumbling Ambience, Distant Footsteps, Voices, And Clanks.	PE-21	78	1:06
<u>CD #22</u>				
PE-22_01_01	Beechcraft: Start / Idle: Medium; Beechcraft, 1978 E55 Baron. Sputtering Start With Popping Exhaust, Builds Up Speed, Steadies At Sharp, Raspy Idle. Close Perspective. Prop Plane.	PE-22	1	0:58
PE-22_02_01	Beechcraft: Start / Idle: Low; Beechcraft, 1978 E55 Baron. Interior Perspective. Grind And Sputter To Start, Blast Of Fuel Ignition, Steady Idle With Quiet Rudder And Mechanical Movement, Rev Up And T	PE-22	2	0:53
PE-22_03_01	Broussard: Electric Start / Idle / Off; Broussard M.h.1522. Grind And Wheeze To Start, Blast Of Fuel Ignition In Tank, Motor Sputters To Life. Idle With Popping Of Pistons, Whirring Of Belts, And Starting	PE-22	3	1:20
PE-22_04_01	Broussard: Electric Start / Idle; Broussard M.h.1522. Slow Popping Start, Engine Revs To Idle. Smooth Motor Underneath Sporadic Popping. Idle With Prop Buzzing, Steadily Increasing Speed. Second Mot	PE-22	4	1:54
PE-22_05_01	Broussard: Electric Start / Idle; Broussard M.h.1522. Wheeze And Start, Low, Rich, Steady Idle. Close Perspective. Prop Plane.	PE-22	5	1:20
PE-22_06_01	Broussard: Electric Start / Idle; Broussard M.h.1522. Pop And Wheeze With Attempt To Start, Motor Spins And Slows To Stop. Motor Starts On Second Attempt With Sporadic, Irregular Popping, Then Revs Up	PE-22	6	0:22
PE-22_07_01	Broussard: Electric Start / Idle; Broussard M.h.1522. Long Wheezing Start, Engine Idles With Rhythmic Sputters And Pops. Close Perspective. Prop Plane.	PE-22	7	0:20
PE-22_08_01	Broussard: False Electric Start; Broussard M.h.1522. Shuddering And Grinding Of False Start. Close Perspective. Prop Plane.	PE-22	8	0:06
PE-22_09_01	Stearman: Electric Start / Idle / Throttle; Stearman Xa-21. Pilot's Perspective: Engine Grinds And Starts, Idles Steadily With Low, Smooth Timbre. Idles At Various Speeds. Revs Up At End With Whir Of P	PE-22	9	4:04

PE-22_10_01	Taylorcraft: Start / Idle / Taxi Away; Spin Prop To Start, Engine Chugs And Sputters To Low, Steady Idle. Rev Up And Taxi, Plane Moves Away With Dirt Grinding Under Wheels. Speed Stays Steady As Plane P	PE-22	10	1:03
PE-22_11_01	Taylorcraft: Start / Idle; Smooth Rev To Start With Rising And Falling Whistle. Very Slow, Steady Idle With Rotating Props, Rhythmic Puffing And Popping. Revs Up At End With Sharp, Buzzing Engine Sound	PE-22	11	0:59
PE-22_12_01	Tiger Moth: Electric Start / Idle / Throttle / Off; D.h. 82 Tiger Moth. Whines Twice Before Engine Catches, Revs To Slowly Throbbing Idle, Series Of Faster Idles With Growling And Humming Props. Distinct	PE-22	12	3:51
PE-22_13_01	Tiger Moth: Electric Start / Idle / Throttle / Off; D.h. 82 Tiger Moth. Wheezing Start, Very Low Idle And Revs, Off With Slow Wind-down. Close Perspective. Prop Plane.	PE-22	13	0:17
PE-22_14_01	Tiger Moth: Electric Start / Idle / Off; D.h. 82 Tiger Moth. Two False Starts With Wheezing And Grinding. Idles Slowly, Then Steadily Builds In Speed. Abrupt Rev Down, Low Idle, And Off. Close Perspective	PE-22	14	1:03
PE-22_15_01	Tiger Moth: Electric Start / Idle / Taxi; D.h. 82 Tiger Moth. Start And Idle, Very Raspy Tiger Moth Engine With Hollow Metallic Knocking. Slow Taxi Away. Close To Medium Perspective. Prop Plane.	PE-22	15	0:45
PE-22_16_01	Tiger Moth: Electric Start / Idle / Takeoff; D.h. 82 Tiger Moth. Interior Perspective. Wheeze To Slow, Sputtering Start, Engine Almost Dies, Revs To Idle With Quiet, High-pitched Metallic Ringing. Rev H	PE-22	16	2:19
PE-22_17_01	Tiger Moth: Manual Start / Idle / Off; D.h. 82 Tiger Moth. Brief Sputter, Start And Steady Idle, Off. Close Perspective. Prop Plane.	PE-22	17	0:34
PE-22_18_01	Tiger Moth: False Electric Start; D.h. 82 Tiger Moth. Sharp Pop And Grind, Engine Grinds With Rhythmic Whine, Pops And Stops. Close Perspective. Prop Plane.	PE-22	18	0:11
PE-22_19_01	Beechcraft: Taxi In / Throttle / Away; Beechcraft, 1978 E55 Baron. Taxi In And By With High Rhythmic Warbling, Maneuvers On Ground, Revs Up And Away With Droning Props. Close To Medium Perspective. Prop	PE-22	19	0:45
PE-22_20_01	Broussard: Idle / Taxi / Off; Broussard M.h.1522. Interior Perspective. Full, Deep Motor Idle, Maneuvers On Ground With Prop Drone, Slows To Sputtering Idle, Revs, Engine And Prop Wind Down. Close Perspective	PE-22	20	0:41
PE-22_21_01	Broussard: Idle / Taxi / Throttle Interior; Broussard M.h.1522. Slow, Smooth Idle, Throttle Up With Prop Growl, Rev To Takeoff And Fly At Steady Rate. Close Perspective. Prop Plane.	PE-22	21	1:17

PE-22_22_01	Stearman: Idle: Low; Stearman Xa-21. Low, Growling Motor With Rhythmic Metallic Pinging And Engine Pops. Steady Idle. Close Perspective. Prop Plane.	PE-22	22	0:18
PE-22_23_01	Stearman: Taxi / Throttle / Off; Stearman Xa-21. Smooth, Steady Idle, Choppy Prop Hum, Props Swish And Drone With Approach. Throttle And Off With Spinning And Hollow Metallic Pings That Slow To A Stop.	PE-22	23	0:53
PE-22_24_01	Taylorcraft: Taxi Roll By; Taxi By On Sand Or Dirt. Close Perspective. Prop Plane.	PE-22	24	0:12
PE-22_25_01	Tiger Moth: Taxi In / Off; D.h. 82 Tiger Moth. Idle In Distance, Approach, Sputter With Metallic Ringing, Off. Close To Medium Perspective. Prop Plane.	PE-22	25	0:35
PE-22_26_01	Tiger Moth: Out Of Gas / Off; D.h. 82 Tiger Moth. Idling With Revs, Cutting Out Intermittently. Engine Stops, Coughs And Sputters, Winds Down. Close Perspective. Prop Plane.	PE-22	26	0:31
PE-22_27_01	Broussard: Runway By; Broussard M.h.1522. Approach, Scream By With Flanging Echoes And Away. Medium Perspective. Prop Plane.	PE-22	27	0:14
PE-22_28_01	Broussard: Runway By; Broussard M.h.1522. Medium-speed Approach, Loud Drone With By, Long Away With Harmonic Echoes. Medium Perspective. Prop Plane.	PE-22	28	0:20
PE-22_29_01	Taylorcraft: Throttle / Taxi / Takeoff / Interior; Interior Perspective. Taxi On Rough Surface, Rattling Metal In Cockpit, Wheels Bouncing On Dirt. Liftoff, Smooth Engine Drone, Some Quiet Rattling In Cockpit	PE-22	29	1:17
PE-22_30_01	Stearman: Runway By; Stearman Xa-21. Long Approach With Whine And Swishing Props, Close Perspective By, Long Away. Medium Perspective. Prop Plane.	PE-22	30	0:27
PE-22_31_01	Tiger Moth: Runway By; D.h. 82 Tiger Moth. Raspy Engine, Medium-speed By. Long Away, Steady Engine. Medium Perspective. Prop Plane.	PE-22	31	0:36
PE-22_32_01	Taylorcraft: Circles: High; Clattering Engine Idles With Intermittent Bursts Of Speed. Audible Hissing Of Vents At Close Range. Medium Perspective. Prop Plane.	PE-22	32	1:00
PE-22_33_01	Tiger Moth: Gliding / Throttle Interior; D.h. 82 Tiger Moth. Idling With Occasional Revs, Loud Air Whistling In Cockpit, Some Gusts. Close Perspective. Prop Plane.	PE-22	33	0:48
PE-22_34_01	Beechcraft: By Medium; Beechcraft, 1978 E55 Baron. Drone In Distance, Approach And Scream By With Stereo Echoes, Short Away. Medium To Distant Perspective. Prop Plane.	PE-22	34	0:18
PE-22_35_01	Beechcraft: By Low; Beechcraft, 1978 E55 Baron. Hissing And Drone In Approach, High-pitched, Slicing Whoosh By, And Short Away. Medium To Distant Perspective. Prop Plane.	PE-22	35	0:10
PE-22_36_01	Broussard: By High; Broussard M.h.1522. Low, Rich Engine Drone, Slow By, Engine Chatters With Away. Medium To Distant Perspective. Prop Plane.	PE-22	36	0:20

PE-22_37_01	Broussard: By High; Broussard M.h.1522. Deep, Growling Engine, Medium-speed By At High-medium Altitude. Medium To Distant Perspective. Prop Plane.	PE-22	37	0:20
PE-22_38_01	Broussard: By Medium; Broussard M.h.1522. Very Low Engine Growl With By, Audible Clattering With Away. Medium To Distant Perspective. Prop Plane.	PE-22	38	0:17
PE-22_39_01	Broussard: By Medium; Broussard M.h.1522. High-speed Flyby At Medium Altitude. Medium To Distant Perspective. Prop Plane.	PE-22	39	0:15
PE-22_40_01	Broussard: By Medium; Broussard M.h.1522. Fast Approach With Engine Whine, Growling Low-speed By, Engine Chatters As It Draws Into Distance. Medium To Distant Perspective. Prop Plane.	PE-22	40	0:19
PE-22_41_01	Broussard: By Low; Broussard M.h.1522. Medium-speed Approach, High Whine And Sharp, Low Engine Clatter In Flyby. Medium To Distant Perspective. Prop Plane.	PE-22	41	0:17
PE-22_42_01	Stearman: By High; Stearman Xa-21. Very Long Approach With Hissing And Whine, Classic Growl By, Whine In Distance. Medium To Distant Perspective. Prop Plane.	PE-22	42	0:36
PE-22_43_01	Stearman: By Medium; Stearman Xa-21. Propeller Swishing And Engine Whine With Approach, Flyby With Prop Hum And Away. Medium To Distant Perspective. Prop Plane.	PE-22	43	0:24
PE-22_44_01	Stearman: By Low; Stearman Xa-21. Low Drone In Distance, Audible Whistling As Plane Draws Closer, Loud Flyby And Away. Medium To Distant Perspective. Prop Plane.	PE-22	44	0:20
PE-22_45_01	Stearman: By / Throttle Low; Stearman Xa-21. Pilot Alternately Revs Engine And Idles In Approach, Slow Flyby With Flanging Effect. Medium To Distant Perspective. Prop Plane.	PE-22	45	0:13
PE-22_46_01	Taylorcraft: By / Backfire Medium; Pilot Alternately Revs And Idles With Rising And Falling Whistle. One Dull Backfire In Distance, One Sharp, Isolated Backfire During Idle At Close Range, Engine Stead	PE-22	46	0:34
PE-22_47_01	Taylorcraft: By Medium; Rich, Low Engine Sound. Slow Flyby With Whistle In Away. Medium To Distant Perspective. Prop Plane.	PE-22	47	0:13
PE-22_48_01	Taylorcraft: By Low; Steady, Medium-speed Engine With Air Whistling. Extreme Doppler Effect With Flyby. Medium To Distant Perspective. Prop Plane.	PE-22	48	0:11
PE-22_49_01	Taylorcraft: By Throttle / Low; Pilot Revs And Idles, Very Slow Flyby. Sharp Engine Chatter And Hiss With Flyby, Engine Steadies In Away. Medium To Distant Perspective. Prop Plane.	PE-22	49	0:30
PE-22_50_01	Tiger Moth: By High; D.h. 82 Tiger Moth. Pilot Throttling Engine. Landscape Creates Flanging Effect With Approach And Away; Slow Flyby. Medium To Distant Perspective. Prop Plane.	PE-22	50	0:26

PE-22_51_01	Tiger Moth: By, Medium; D.h. 82 Tiger Moth. Grinding And Chattering Engine, Slow Approach And Away, Medium Growl With Flyby. Medium To Distant Perspective. Prop Plane.	PE-22	51	1:28
PE-22_52_01	Tiger Moth: By, Medium; D.h. 82 Tiger Moth. Medium-speed Approach, Slows Slightly As Plane Draws Closer, Medium- To Low-altitude Flyby And Away, Speed Up In Distance. Medium To Distant Perspective.	PE-22	52	0:32
PE-22_53_01	Tiger Moth: By, Low; D.h. 82 Tiger Moth. Slow Approach, Engine Unsteady, Speeds Up Slightly With Flyby At Low Altitude, Steady Away, Speed Up In Distance. Medium To Distant Perspective. Prop Plane.	PE-22	53	0:44
PE-22_54_01	Tiger Moth: By, Low; D.h. 82 Tiger Moth. Steady, Medium-speed Approach With Hiss And Whine As Plane Draws Closer. Thick, Growling Flyby With Prop Drone, Long Away. Medium To Distant Perspective. Pr	PE-22	54	0:28
PE-22_55_01	Tiger Moth: By, Low; D.h. 82 Tiger Moth. Steady, High-speed Approach. Loud, Low-altitude Flyby With Doppler Effect. Long, Steady Away. Medium To Distant Perspective. Prop Plane.	PE-22	55	0:28
PE-22_56_01	Cargo Series Of 3: Medium; Group Of Three Cargo Planes Closely Following Each Other, Approach And Flyby. Huge Engine Drones, Each Plane At A Different Pitch, Slow, Screaming Flybys And Away With Ticks	PE-22	56	0:41
PE-22_57_01	Cargo Series Of 2: Medium; High-speed Approach At Low Altitude. Low Engine Drones With Sharp Buzzing Edge, Fast, Screaming Flybys And Short Away. Medium To Distant Perspective. Prop Plane.	PE-22	57	0:18
PE-22_58_01	Broussard: Land / By Close; Broussard M.h.1522. Approach Runway With Chattering Motor, Metallic Impacts As Wheels Touch Down In Distance And During By, Whistle And Sputter As Plane Draws Down Runway.	PE-22	58	0:16
PE-22_59_01	Stearman: Touch And Go; Stearman Xa-21. Slow, Sputtering Approach, Screech As Wheels Bounce On Runway, Abrupt Throttle And High-speed Away. Flanging Echo In Distance. Medium Perspective. Prop Plane	PE-22	59	0:19
PE-22_60_01	Taylorcraft: Throttle / Engine Off / By; Soft Whistling In Distance As Plane Glides Closer, Pop And Ignition, Throttle, Grinding And Impact As Wheels Touch Down, By With Metallic Rattles On Dirt Surface.	PE-22	60	0:41
PE-22_61_01	Taylorcraft: Engine Off / Taxi Roll; Banging And Rumble As Plane Taxis On Dirt, Grinding Of Stones Under Wheels. Engine Winds Down And Stops. Medium To Close Perspective. Prop Plane.	PE-22	61	0:12

PE-22_62_01	Taylorcraft: Throttle / Engine Off / Stop Interior; Cockpit Perspective. Throttle, Land On Irregular Dirt Surface. Banging And Squeaking As Plane Taxis Over Ground, With Engine At Very Low Sputtering Id	PE-22	62	0:37
PE-22_63_01	Taylorcraft: Landing Interior; Touchdown With Whirring Props. Shifting And Clanking Metal, Loud Rumble And Squeaking As Plane Taxis On Ground. Low, Steady Idle. Close Perspective. Prop Plane.	PE-22	63	0:30
PE-22_64_01	Tiger Moth: In / Land / By With Brake; D.h. 82 Tiger Moth. Throttling With Approach, Skid Of Tires On Ground. Shrill Squeak Of Brake As Plane Pulls Away. Medium Perspective. Prop Plane.	PE-22	64	0:22
PE-22_65_01	Broussard: Idle / Off Interior; Broussard M.h.1522. Sputtering Idle, Throttle And Shut Off With Slow Wind-down. Prop Slowly Spins To A Halt. Close Perspective. Prop Plane.	PE-22	65	0:16
PE-22_66_01	Stearman: Throttle / Off; Stearman Xa-21. Smooth Rev, Abrupt Off. Prop Slowly Spins To A Halt. Close Perspective. Prop Plane.	PE-22	66	0:22
PE-22_67_01	Taylorcraft: Throttle / Off; Throttle With Prop Drone, Off With Slow Wind-down Of Engine And Prop. Close Perspective. Prop Plane.	PE-22	67	0:19
CD #23				
PE-23_01_01	Claymore Antipersonnel Mine; One Sharp Low Blast With Echo Roll Off And Debris Fall At Tail. Close Up Perspective. Explosion.	PE-23	1	0:04
PE-23_02_01	Claymore Antipersonnel Mine (4x); Four Shots / Explosions With Echoes. Ideal For Sweetening Other Shots / Explosions. Distant Perspective.	PE-23	2	0:15
PE-23_03_01	Grenade Launcher (2x) ; Two Grenade Launcher Fires With Hollow Boom And Resulting Explosion With Debris Fall. Close Perspective Launch And Fire.	PE-23	3	0:08
PE-23_04_01	Grenade Launcher; One Medium Distant Grenade Explosion With Echo Followed By A	PE-23	4	0:05
PE-23_05_01	Grenade: Explosion; One Sharp Explosion With Short Echo. Close Up Perspective.	PE-23	5	0:04
PE-23_06_01	Howitzer Artillery Cannon: Fire; Sharp Metallic Sounding Missile Launch With Short Echo Followed By Distant Explosion When Missile Hits Its Target. Good Outgoing Missile. Launch Is Very Close Up.	PE-23	6	0:06
PE-23_07_01	Howitzer Artillery Cannon: Aiming Movement; Wwi Type Cannon Being Adjusted To Be Fired. Fast Cranking And Metal Squeaks. Starts And Stops Two Times. Close Up Perspective.	PE-23	7	0:12
PE-23_08_01	Howitzer Artillery Cannon: Load; Wwi Type Cannon Being Loaded With A Long, Metal Scrape And Breach Close. Close Up Perspective.	PE-23	8	0:07

PE-23_09_01	Tank Machine Gun: Load / Fire (Int.); .50 Caliber Magazine Being Loaded Into Gun With Sharp Metallic Impact. Two Loud Echoey Rounds Of Automatic Fire Are Shot And Shells Fall To The Tank Floor With Meta	PE-23	9	0:09
PE-23_10_01	Tank Machine Gun: Fire (Int.); Series Of Machine Gun Fires With Clink Of Shells Falling To Hard Ground. Two Single Shots Fired After Series Firing. Close Perspective.	PE-23	10	0:17
PE-23_11_01	Tank Machine Gun: Bursts; Exterior Tank Machine Gun Bursts. Three Short Bursts With Long Echoey Roll Off. Medium Close Perspective.	PE-23	11	0:11
PE-23_12_01	Tank Machine Gun: Bursts; Long Bursts Of Tank Machine Gun. Two Huge Bursts With Short Echo Roll Off. Close Up Perspective.	PE-23	12	0:06
PE-23_13_01	M-1 Tank Cannon: Fire W / Echo; Large Tank Cannon Fire With Long Echo And Flame Whoosh Recoil. Medium Perspective.	PE-23	13	0:17
PE-23_14_01	M-1 Tank Cannon: Recoils (Int.) (3x); Tank Cannon Fires With Buzz Of Metal Components, Long And Distant Recoils; 3 Individual Shots Fire In Series. Medium Perspective.	PE-23	14	0:27
PE-23_15_01	M-1 Tank Cannon: Recoil (Int.); Large Tank Gun Shoots With Springy Recoil. One Single Shot Followed By A Series Of Multiples. Close Up Interior Shots.	PE-23	15	0:07
PE-23_16_01	Armored Vehicle: In Combat (Int.); Interior Perspective Of Armored Vehicle In Combat. Automatic Shots Are Fired From The Armored Vehicle, With Distant Shots Fired In Response. Medium Perspective. G	PE-23	16	0:31
PE-23_17_01	Armored Vehicle: In Combat (Int.); Interior Perspective Of Armored Vehicle In Combat. Automatic Shots Are Fired From The Armored Vehicle, With Distant Shots Fired In Response. Cannon Fire In Distance	PE-23	17	1:21
PE-23_18_01	Artillery Battle Background; Intense Close Up And Distant Heavy Caliber Machine Gun Fire Throughout With Occasional Artillery Launch And An Explosion At The End. Great Battle Scene.	PE-23	18	1:34
PE-23_19_01	Artillery Battle Background; Somewhat Distant Artillery Launches. Shells Can Be Heard Soaring Above And Some Large Medium Close Explosions As Shells Land. Great For Incoming Artillery Fire.	PE-23	19	1:03
PE-23_20_01	.45 Colt: Single Shot (3x); Three Sharp, Loud, Single Shots With Medium Long Echo. Close Perspective. Gunshots.	PE-23	20	0:08
PE-23_21_01	.44 Magnum: Single Shot (3x); Four Heavy, Single Shots With Long Echo. Close Perspective. Gunshots.	PE-23	21	0:11
PE-23_22_01	.38 Revolver: Single Shot (4x); Four Boomy Single Shots With Ring Off. Medium Close Perspective. Gunshots.	PE-23	22	0:06

PE-23_23_01	.357 Magnum Revolver: Single Shot (4x); Four Sharp, Loud Single Shots With Short Echo. Close Up Perspective. Gunshots.	PE-23	23	0:07
PE-23_24_01	.22 Colt Python: Single Shot (3x); Three Deep Boomy Shots With Slapback And Good Echo Roll Off. Medium Distant Perspective. Gunshots.	PE-23	24	0:07
PE-23_25_01	.22 Colt Python: Single Distant Shot (2x); Two Sharp Shots With Loud, Long Echo. Distant Perspective. Gunshots.	PE-23	25	0:04
PE-23_26_01	.22 Colt Revolver: Single Shot (3x); Three Interior-sounding, Sharp, Echoey, Single Shots. Medium Close Up Perspective. Gunshots.	PE-23	26	0:06
PE-23_27_01	.22 Magnum: Single Shot (3x); Three Sharp, High-pitched Single Shots With Short Echo. Very Close Perspective. Gunshots.	PE-23	27	0:07
PE-23_28_01	30.06 Rifle: Single Shots (2x); Two High, Single Shots With Shell Falls And Medium Long Echo. Close Up Perspective. Gunshots.	PE-23	28	0:04
PE-23_29_01	30.06 Rifle: Single Shots W / Slapback (3x); Three Boomy, Heavy Low End Shots. Huge Sounding With Long, Rolling Echo. Medium Close Perspective. Gunshots.	PE-23	29	0:13
PE-23_30_01	Mauser Rifle: Single Shots W / Slapback (3x); Three Single Shots. Loud Sharp Shots With Heavy, Long Echo. Close Up Perspective. Gunshots.	PE-23	30	0:12
PE-23_31_01	12 Gauge Shotgun: Single Shots (2x); Two Loud, Sharp, High End Blasts With Medium Echo. Close Perspective. Gunshots.	PE-23	31	0:07
PE-23_32_01	12 Gauge Shotgun: Single Shots W / Echo (4x); Four Deep, Loud Shots With Medium Echo. Medium Close Perspective. Gunshots.	PE-23	32	0:11
PE-23_33_01	12 Gauge Shotgun: Single Shots W / Echo (2x); Extremely Large Bangs With Slapback And Medium Echo. Two Great Dynamic Shots. Very Close Up Perspective. Gunshots.	PE-23	33	0:09
PE-23_34_01	Hk-91: Single Shot (3x); Three Very Loud, Interior Shots With Medium Echo And Shells Fall. Single Shots With Long Echo. Close Up Perspective. Gunshots.	PE-23	34	0:07
PE-23_35_01	Hk-91: Semi-automatic Fire; Gun Cock Followed By Sporadic Rapid Semi-automatic Shots With Shells Falling. Interior, Close Up Perspective With Medium Short Echo. Gunshots.	PE-23	35	0:07
PE-23_36_01	M-60 Automatic: Multiple Bursts; Heavy, Low End, Single And Multiple Automatic Bursts. Very Big Sounding With Medium Echo. Medium Close Perspective. Gunshots.	PE-23	36	0:16
PE-23_37_01	M-60 Automatic: Multiple Bursts; Eleven Crunchy, Large-sounding Multiple Shot Bursts With Shells Falling To Ground After Each Burst. Last One Is Very Long. Close Perspective With Short Echo. Gunshot	PE-23	37	0:18
PE-23_38_01	M-60 Automatic: Multiple Bursts; M-60 Automatic Fires Multiple Bursts, Clank Of Shells Falling Onto Hard Ground. Close Perspective. Gunshots.	PE-23	38	0:04

PE-23_39_01	M-60 Automatic: Multiple Bursts; M-60 Automatic Fires Multiple Bursts, Clank Of Shells Falling Onto Hard Ground. Close Perspective. Gunshots.	PE-23	39	0:05
PE-23_40_01	M-60 Automatic: Multiple Bursts; M-60 Automatic Fires Multiple Bursts, Clank Of Shells Falling Onto Hard Ground. Close Perspective. Gunshots.	PE-23	40	0:06
PE-23_41_01	M-60 Automatic: Single Burst; M-60 Automatic Fires Single Burst Of Shots, Clank Of Shells Falling Onto Hard Ground. Close Perspective. Gunshots.	PE-23	41	0:04
PE-23_42_01	M-16 Automatic: Multiple Bursts; Loud, Low End Automatic, Multiple Shot Bursts. Five Bursts With Short Echo. Close Perspective. Gunshots.	PE-23	42	0:08
PE-23_43_01	M-14 Semi-automatic: Single Shots (12x); Very Crunchy, High End, Semi-automatic, Single Shots. Long, Crunchy Echo. Close Perspective. Gunshots.	PE-23	43	0:10
PE-23_44_01	M-14 Semi-automatic: Multiple Bursts; Three Short Automatic Fire Bursts. Crunchy High End Bursts With Short Echo. Close Perspective. Gunshots.	PE-23	44	0:04
PE-23_45_01	Mini-14 Automatic: Single Shot (3x); Mini-14 Automatic Fires Three Individual Shots, Long Echo Tail On Each Shot. Medium Perspective. Gunshots.	PE-23	45	0:11
PE-23_46_01	Mini-14 Automatic: Single Burst; One, Lengthy, Rapid Fire Burst. Heavy Shots With Shells Falling At End Of Burst. No Echo. Close Up Perspective. Gunshots.	PE-23	46	0:04
PE-23_47_01	Mini-14 Automatic (Silenced): Single Burst; One Short, Silenced Burst Of Automatic Fire. Subsonic Rounds Could Sound Like Distant Burst. Close Up Perspective. Gunshots.	PE-23	47	0:04
PE-23_48_01	Mini-14 Automatic (Silenced): Multiple Bursts; Heavy, Low End, Rapid Fire Bursts. Some Audible Impacts And Ricochet. Close Up Perspective Gunshots.	PE-23	48	0:06
PE-23_49_01	Ak-47 Automatic: Singles And Bursts; Ak-47 Automatic Fires Individual Shots And Bursts, Large Echo, Beefy Fires. Medium Perspective. Gunshots.	PE-23	49	0:09
PE-23_50_01	Ak-47 Automatic: Single Burst; Ak-47 Automatic Fires Single Burst Of Shots With Echo. Medium Perspective. Gunshots.	PE-23	50	0:04
PE-23_51_01	Ak-47 Automatic: Single Burst; Ak-47 Automatic Fires Long Burst Of Shots With Echo. Medium Perspective. Gunshots.	PE-23	51	0:05
PE-23_52_01	Ak-47: Automatic: Burst Multiple Bursts; One Long Burst Of Automatic Fire Followed By Two Shots. Heavy, Low End Shots, Very Close Up. Gunshots.	PE-23	52	0:06
PE-23_53_01	9mm Uzi Automatic: Single Burst; One Long Burst Of Automatic Fire. Very Rapid, High End Shots. Close Up Perspective. Gunshots.	PE-23	53	0:04
PE-23_54_01	9mm Uzi Automatic: Single Burst W / Echo; 9mm Uzi Automatic Fires A Single Burst Of Shots With Echo, Clank Of Shell Falling Onto Hard Ground. Medium Perspective. Gunshots.	PE-23	54	0:05

PE-23_55_01	9mm Mac 10 Automatic: Multiple Bursts; 9mm Mac 10 Automatic Fires Multiple Bursts With Echo. Close Perspective. Gunshots.	PE-23	55	0:17
PE-23_56_01	9mm Mac 10 Automatic: Multiple Bursts; Three Loud Bursts Of Very Rapid Fire Shots With Interior Sounding, Long Echo. Close Up Perspective. Gunshots.	PE-23	56	0:07
PE-23_57_01	9mm Mac 10 Automatic (Silenced): Multiple Bursts; Three Short, Silenced Bursts Of Automatic Fire. Very Rapid Low End Sounding Shots With Shells Falling After Bursts. Very Little Echo. Close Up Perspective	PE-23	57	0:07
PE-23_58_01	9mm Mac 10 Automatic (Silenced): Multiple Bursts; A Sporadic Burst Of Automatic Fire Followed By One Steady Short Burst. Very Quiet, Silenced Rounds And Shell Drops At Close Perspective With Distant	PE-23	58	0:04
PE-23_59_01	Automatic Burst: By (3x); Doppler Effect Of Firing Machine Gun While Running. Five Separate Bys With Various Length Bursts. Heavy Low End Shots With Some Exterior Echo. Gunshots.	PE-23	59	0:11
PE-23_60_01	M-60: Bullets Impact Metal (Multiple Bursts) ; M-60 Fires Multiple Bursts That Impact Metal With Echo. Close Perspective. Gunshots.	PE-23	60	0:16
PE-23_61_01	Mini-14: Bullets Impact Metal (Single Burst); One Long Burst Of Silenced Automatic Fire Into Metal. Some Gun Noise Audible With Low Pitch Impacts. Close Perspective On Metal Target. Gunshots.	PE-23	61	0:04
PE-23_62_01	Mini-14: Bullets Impact Metal (Multiple Bursts); Four Single, Silenced Rounds Shot At Metal. Some Gun Noise Audible With Very Good, Deep Impact And Some Ricochet. Close Up Perspective On Metal Target	PE-23	62	0:08
PE-23_63_01	9mm Uzi: Bullets Impact Metal (Single Burst); Subsonic, Silenced Rounds Fired Into Metal. Excellent Impacts With No Gun Noise. Close Up Perspective On Metal Target. Gunshots.	PE-23	63	0:04
PE-23_64_01	Single Bullet Impacts Metal (6x) ; Six Very Deep Sounding, Silenced Single Shots Into Metal. No Gun Noise Audible, With Great Impacts And Some Ricochet Happening. Close Up On Metal Target. Gunshots.	PE-23	64	0:12
PE-23_65_01	Multiple Single Bullet Ricochets; Many Awesome Ricochets And Bullet Whiz-bys, Some With Impact Or Debris Fall. Close Up Panned And Doppler Bys. Gunshots.	PE-23	65	0:32
PE-23_66_01	.45 Colt: Load Magazine; Three .45 Caliber Rounds Being Loaded Into Colt Magazine. One Round Is Ejected At End. Close Up Perspective. Guns.	PE-23	66	0:06
PE-23_67_01	.45 Colt: Magazine Insert And Eject; Series Of Load And Ejects Of Magazine From Colt Automatic Pistol. Close Perspective. Guns.	PE-23	67	0:09

PE-23_68_01	.45 Colt: Slide Pull / Release; Several Cock-releases Of Colt Automatic Pistol Slide. Close Up Perspective. Guns.	PE-23	68	0:05
PE-23_69_01	.45 Colt: Safety Movement; Series Of Engaging And Disengaging Colt Automatic Pistol Safety And Slide Lock. Close Up Perspective. Guns.	PE-23	69	0:04
PE-23_70_01	.45 Colt: Dry Fire; Series Of Single Action Dry Fires Of Colt Automatic Pistol; Manually Retracting Hammer With Thumb And Dry Fire. Close Up Perspective. Guns.	PE-23	70	0:06
PE-23_71_01	.22 Ruger Revolver: Slide On Brick ; Series Of Quick Drops And Slides Of Ruger Revolver Pistol. Close Up Drop / Slides To Brick Surface. Guns.	PE-23	71	0:09
PE-23_72_01	.22 Ruger Revolver: Drop To Brick; Series Of Several Hard Drops Of Ruger Revolver Pistol. Revolver Drops To Brick With Some Sliding And Fumbling In Hand. Close Up Perspective. Guns.	PE-23	72	0:28
PE-23_73_01	.22 Ruger Revolver: Set Down / Slide On Brick; Series Of Light Set Downs Of Ruger Revolver Followed By One Long Slide; Three Light Set Downs And Long Slide On Cement Surface. Close Up Perspective. G	PE-23	73	0:07
PE-23_74_01	.22 Ruger Revolver: Drop (Various Surfaces); Series Of Ruger Revolver Drops To Various Surfaces; Drops Of Pistol To Sand, Gravel, Rocks And Boulders. Close Up Perspective. Guns.	PE-23	74	0:16
PE-23_75_01	.22 Ruger Rifle: Cock / Dry Fire; Pulling Back Bolt On Single Shot Bolt Action Ruger Rifle With Composite Stock. Two Close Perspective Cocks With Resulting Dry Fires. Guns.	PE-23	75	0:07
PE-23_76_01	.22 Ruger Rifle: Bolt Jam; Simulated Bolt Jam Of Ruger Composite Stock Rifle. Several Labored Bolt Cocks With Lots Of Gun Rattle. Close Up Perspective. Guns.	PE-23	76	0:17
PE-23_77_01	.22 Ruger Rifle: Bolt Slide / Load; Bolt Slide Backs Of Ruger Composite Stock Rifle. Bolt Pullback Followed By Loading Bullet Into Single Round Chamber. More Bolt Action At End. Close Up Perspective	PE-23	77	0:10
PE-23_78_01	.22 Ruger Rifle: Movement ; Handling And Movement Of Ruger Rifle With Composite Stock. Sounds Of Gun And Hand Strap, Includes Hitting Gun With Hand And Twirling Gun At End. Close Up Perspective. G	PE-23	78	0:20
PE-23_79_01	.38 Marlin Rifle: Movement; Various Actions Of Marlin Winchester Rifle. Includes Single And Multiple Slide Pull Backs At Various Speeds And Dry Fires. Close Up Perspective. Guns.	PE-23	79	0:15
PE-23_80_01	.38 Marlin Rifle: Dry Fire; Two Single Action Dry Fires Of Marlin Winchester Rifle; Manually Retracting Hammer With Thumb Followed By Dry Fire. Close Up Perspective. Guns.	PE-23	80	0:04
PE-23_81_01	12 Gauge Shotgun: Movement; Series Of Shotgun Movements; Simulated Jam Half-cocks, Gun Hits With Hands And Gun Drops To Pavement. Close Up Perspective. Guns.	PE-23	81	0:32

PE-23_82_01	12 Gauge Shotgun: Pump Action; Series Of Slow And Fast Shotgun Pumps With Sequence Of Rapid Pumps At End. Close Up Perspective. Guns.	PE-23	82	0:21
PE-23_83_01	12 Gauge Shotgun: Pump / Dry Fire; Series Of Four Shotgun Single Pumps With Resulting Dry Fire. Close Up Perspective. Guns.	PE-23	83	0:09
PE-23_84_01	M1 Carbine Rifle: Movement; Series Of Actions Of M1 Carbine; Some Clip Insertions Followed By Slide Pullback And Release At Various Speeds. The Last Few Slide Pull Backs Include Dry Fires. Close Up	PE-23	84	0:28
PE-23_85_01	M1 Carbine Rifle: Movement; Various Movement And Handling Noises Of M1 Carbine Rifle. Includes Gun Hits With Hand, Strap Handling And Gun Movement. Close Up Perspective. Guns.	PE-23	85	0:29
PE-23_86_01	Mini-14: Magazine Insert; Single Insertion Of Magazine Into Mini 14 Automatic Rifle. Includes Insertion And Slide Pull Back. Close Up Perspective. Guns.	PE-23	86	0:04
PE-23_87_01	Mini-14: Slide Pull / Dry Fire ; Series Of Slide-dry Fires Of A Mini 14 Automatic Rifle. Three Pull Backs Of Slide To Chamber Round With Resulting Dry Fire. Close Perspective. Guns.	PE-23	87	0:06
PE-23_88_01	Mini-14: Stock Fold; Two Fold And Unfolds Of Wire Stock On Mini 14 Automatic Rifle. Medium Distant Perspective. Guns.	PE-23	88	0:04
PE-23_89_01	9mm Beretta Pistol: Slide Movement; Various Speed Beretta Auto Pistol Slide Pullback And Releases. Some Very Slow Deliberate Cocks And Some Fast And Rapid Ones. Medium Close Perspective Guns.	PE-23	89	0:25
PE-23_90_01	9mm Beretta Pistol: Slide / Eject Shells; Series Of Slide Pull Backs Of Beretta Auto Pistol To Eject Chambered Round With Quiet Impacts As Bullets Fall To Floor. Empty Magazine Is Also Ejected To Ground	PE-23	90	0:17
PE-23_91_01	9mm Tokeroav Pistol: Jam; Simulated Jam Of Tokeroav Automatic Pistol. Shaking Of Gun And Aggravated Slide Half-cocks To Simulate Jammed Weapon. Close Up Perspective. Guns.	PE-23	91	0:06
PE-23_92_01	9mm Tokeroav Pistol: Drop To Metal ; Two Drops Of Tokeroav Automatic Pistol To Metal Surface. Includes Short Fumbling Of Pistol With Drop To Metal Floor. Close Up Perspective. Guns.	PE-23	92	0:07
PE-23_93_01	9mm Tokeroav Pistol: Slide On Concrete; Three Slides Of Tokeroav Automatic Pistol On Concrete Surface. Medium Close Up Perspective Of Short Drop / Slides Of Pistol. Guns.	PE-23	93	0:04
PE-23_94_01	9mm Tokeroav Pistol: Drop / Slide On Wood; Series Of Several Drops And Slides Of Tokeroav Automatic Pistol. Dropping Pistol And Sliding Across Wood Floor. Close Up Perspective. Guns.	PE-23	94	0:20

PE-23_95_01	Bullet Drops To Wood (7x); Series Of Bullet Drops To Wood Floor With Resulting Bounces And Rolls. Close Up Perspective. Guns.	PE-23	95	0:20
PE-23_96_01	Bullet Drops To Brick (8x); Series Of Bullet Drops To Brick Surface. Several Single Drops Followed By A Multiple Drop. Close Up Perspective. Guns.	PE-23	96	0:17
PE-23_97_01	Bullet Drops To Metal (3x); Single And Multiple Bullet Drops To Metal Surface. Last Drop Is Multiple Drop In Sequence. Close Up Perspective. Guns.	PE-23	97	0:10
PE-23_98_01	Troop Marching; Platoon Synchronized Marching At Medium Distance. Then Marches Away To Distant. Footsteps.	PE-23	98	0:23
PE-23_99_01	Arms Drills; Commander Calls, Company Attention. Troops Respond With Count Off. Commander Proceeds To Call Various Arms Drill Commands And Soldiers Reply In-sync With Count And / Or Rifle Movement.	PE-23	99	1:38
CD #24				
PE-24_01_01	Large Multiple Cannon Fire; Six Or Seven Cannon Being Fired Together. Shots Are Offset Slightly To Give Rapid Fire Effect. Huge, Heavy Low End Blasts With Long Echo At Medium Close Perspective.	PE-24	1	0:09
PE-24_02_01	Large Single Cannon Fire W / Fuse; Soft Flare Up Of Fuse Followed By Large Cannon Blast And Long Echo. Medium Close Perspective.	PE-24	2	0:09
PE-24_03_01	Large Single Cannon Fire W / Fuse; Bright Flare Up As Fuse Is Lit Followed By A Huge Cannon Blast And Long Echo. Close Up Perspective.	PE-24	3	0:09
PE-24_04_01	Large Single Cannon Fire; Single Cannon Fire. Medium Sized, Sharp Blast With Little Echo. Medium Perspective.	PE-24	4	0:04
PE-24_05_01	Large Single Cannon Fire (3x); Three Separate Cannon Fires. Huge, Low Pitched Blasts With Some Echo. Close Up Perspective.	PE-24	5	0:14
PE-24_06_01	Medium Single Cannon Fire (4x); Four Separate Cannon Fires. Mid-sized Cannon With Long Echo. Medium Close Perspective.	PE-24	6	0:14
PE-24_07_01	Medium Single Cannon Fire (4x); Four Separate Cannon Fires. High Pitch, Small Cannon Quality With Very Short Echo. Close Up Perspective.	PE-24	7	0:14
PE-24_08_01	Distant Single Cannon Fires (4x); Four Separate Cannon Fires. Loud, Deep, Boomy Cannon Fires With Long Echo. Medium Distant Perspective.	PE-24	8	0:20
PE-24_09_01	Flintlock Pistol: Single Fire; Single Shot Of Flintlock Pistol. Sharp, Loud Crack At Medium Close Perspective. Gunshots.	PE-24	9	0:04
PE-24_10_01	Kentucky Rifle: Single Fire (2x); Two Shots From Kentucky Rifle. Sharp, Loud Musket Fires. First Shot Is Followed By Faint Rifle Drop Or Set Down. Close Up Perspective. Gunshots.	PE-24	10	0:05

PE-24_11_01	Musket: Single Fire (2x); Two Shots Fired By Charleville Musket. Boomy, Low End Shots. First Shot Ricochets. Close Up Perspective. Gunshots.	PE-24	11	0:07
PE-24_12_01	Musket: Single Fire; Single Shot Of Musket Fire. Crunchy, High Pitched Slightly Muted Sounding Shots At Medium Close Perspective. Gunshots.	PE-24	12	0:04
PE-24_13_01	Musket: Single / Multiple Fire; Single And Multiple Shot Takes Of Alibi Musket. One Single, Heavy, Low End Shot Followed By Shots Of Several Muskets Fired Simultaneously. Close Perspective. Gunshots.	PE-24	13	0:06
PE-24_14_01	Pistol Fire W / Ricochet; Single, Sharp, High Whine Sounding Ricochet. Close Up Perspective. Gunshots.	PE-24	14	0:04
PE-24_14_02	Pistol Fire W / Ricochet (8x); Eight Various Pitched, Ricochets. Some Include Impacts Or Debris Falls. Gunshots.	PE-24	14	0:15
PE-24_15_01	Non-serrated Flu-flu Arrow: By; Single, Fast By Of Arrow Shot From A Longbow. Right To Left, Semi-rough Texture, Medium Low Pitched Pass At Close Perspective.	PE-24	15	0:04
PE-24_16_01	Serrated Flu-flu Arrow: By; Four Fast Bys Of Arrow Shot From Longbow. Rough, Low Pitched Right To Left Arrow Bys. Close Perspective On By.	PE-24	16	0:05
PE-24_17_01	Serrated Wood Arrow: By; Two Fast Bys Of Arrows Shot From Longbow. Smooth, Medium Pitched Whistley Arrow Whiz Bys From Right To Left. Close Perspective On By.	PE-24	17	0:04
PE-24_18_01	Various Arrow Types: By; Four Fast Arrow Swish Bys Shot A From Longbow. Right To Left Bys Of Arrows With Various Pitch And Texture. Close Perspective Pass Bys.	PE-24	18	0:06
PE-24_19_01	Non-punctured Longbolt Crossbow Arrow: By; Three Very Fast Arrow Bys Shot From Crossbow. Smooth, Low Pitched Bys. Close Perspective.	PE-24	19	0:04
PE-24_20_01	Non-punctured Shortbolt Crossbow Arrow: By; Three Fast Bys Of Arrows Shot From Crossbow. Smooth, Medium Low Pitched Left To Right Arrow Bys. Close Perspective.	PE-24	20	0:05
PE-24_21_01	Punctured Longbolt Crossbow Arrow: By; Three Very Fast Arrow Bys Shot From Crossbow. Smooth, High Pitched, Whistley Right To Left Arrow Bys. Close Perspective.	PE-24	21	0:05
PE-24_22_01	Punctured Shortbolt Crossbow Arrow: Bys ; Three Very Fast Arrow Bys Shot From Crossbow. Smooth, Very High Pitched, Whistley Right To Left Arrow Bys. Close Perspective.	PE-24	22	0:05
PE-24_23_01	Arrow Swoosh (7x); Seven Fast Medium Pitched Arrow Swishes, Last Three Are Followed By Spring-like Twangs. Close Perspective. Whoosh.	PE-24	23	0:11
PE-24_24_01	Arrow Swoosh (2x); Two Wide Medium Pitched Arrow Whooshes. Close Perspective. Whoosh.	PE-24	24	0:04
PE-24_25_01	Arrow Swoosh; Single, Low Pitched, Rough Sounding Arrow Whoosh. Close Perspective. Whoosh.	PE-24	25	0:04

PE-24_26_01	Bow And Arrow Pullback; Single Take Of Wood Arrow Sliding Against Bow While Being Drawn Back To Fire. Smooth Wood Scraping Sound. Medium Perspective.	PE-24	26	0:04
PE-24_27_01	Bow Release: Twang (4x); Four Tight, Fast, Low Pitched Bow String Releases. Medium Close Perspective.	PE-24	27	0:07
PE-24_28_01	Bow Release: Twang; Single Loose Bow String Release With Faint Arrow Whiz Away. Medium Perspective.	PE-24	28	0:04
PE-24_29_01	Crossbow Release: Twang (6x); Six Loose, Rattles, Low Pitched Crossbow Releases. Medium Perspective. Arrow.	PE-24	29	0:15
PE-24_30_01	Crossbow Release; Single Fast, Direct Sounding Arrow Release. Medium High Pitched. Medium Perspective.	PE-24	30	0:04
PE-24_31_01	Arrow Impacts (3x); Three Separate Quick Impacts. Short, Very Fast Whoosh Followed By Sharp, Low Pitched Thud Type Arrow Impacts. Medium Perspective.	PE-24	31	0:04
PE-24_32_01	Arrow Into Body; Short, Quick, Wet Impact Of Arrow Hitting Body. Medium Perspective.	PE-24	32	0:04
PE-24_33_01	Knife Into Wood; Knife Hits Solid Object With Metal Into Wood Impact And Spring-like Sound As The Knife Settles Into Place. Close Perspective.	PE-24	33	0:04
PE-24_34_01	Knife Into Flesh: In / Twist / Out; Quick, Juicy, Light Body Stab And Knife Pull Out. Medium Perspective.	PE-24	34	0:04
PE-24_35_01	Knife Into Flesh: In / Twist / Out; Squishy Stab Impact And Gushy, Wet Twist And Pull Out. Close Perspective.	PE-24	35	0:05
PE-24_36_01	Knife Into Flesh: In / Out (3x); Three Quick, Mushy, Sloppy Knife Impacts And Pull Outs. Close Perspective.	PE-24	36	0:05
PE-24_37_01	Knife Into Flesh: Multiple Quick Stabs; Four Very Fast, Wet Knife Stabs Followed By A Long, Deliberate One. Close Perspective.	PE-24	37	0:07
PE-24_38_01	Bayonet: Stab Into Flesh; Eight Crunchy, Fast, Metallic Scrapes. No Flesh Noise. Close Perspective.	PE-24	38	0:16
PE-24_39_01	Cut Heart Out; Fast Stab With Gushy Slices And Rips Followed By Hearty Blood Drips To The Ground. Close Perspective.	PE-24	39	0:16
PE-24_40_01	Sword: Remove From Sheath; Light Metal Clangs And A Shing With Ring Off Of Sword Being Drawn Incrementally. Medium Perspective.	PE-24	40	0:04
PE-24_41_01	Sword: Remove From Sheath; Slow, Deliberate Metal Scrape As Sword Is Drawn Partially And Sheathed Quickly With Fast Scrape. Close Perspective.	PE-24	41	0:04
PE-24_42_01	Sword: Remove From Sheath; Metal Blade Quickly Removed From Sheath. Close Perspective.	PE-24	42	0:04

PE-24_43_01	Sword: Multiple Swish; About Eleven Non-stop Swishes From Rapidly Swinging Sword Back And Forth. Close Perspective. Whoosh.	PE-24	43	0:04
PE-24_44_01	Sword: Swish (3x); Three Quick, Low Pitched Whooshes For Sword Swings. Close Perspective.	PE-24	44	0:04
PE-24_45_01	Sword: Swish (2x); Two Swishes In Quick Sequence. The First One Is Faster And Higher Pitched Than The Second. Close Perspective. Whoosh.	PE-24	45	0:04
PE-24_46_01	Sword: Single Swish; Single, Medium High Pitched, Fast Swish. Close Perspective. Whoosh.	PE-24	46	0:04
PE-24_47_01	Sword: Single Swish; Single Very Fast, High Pitched Swish. Very Close Perspective. Whoosh.	PE-24	47	0:04
PE-24_48_01	Sword: Stab Through Armor Into Flesh; Deep, Dull Impact Of Sword Entering Body Followed By Some Gushy Movement Of The Sword And A Bloody Shing As The Blade Is Pulled Out. Close Perspective.	PE-24	48	0:07
PE-24_49_01	Sword: Stab Through Chain Mail Into Flesh; Sharp, Metallic Scrape Followed By A Quick, Crunchy Slash / Impact. Close Perspective.	PE-24	49	0:04
PE-24_50_01	Sword: Stab Through Chain Mail Into Flesh; Quick, Squelchy Slice Accompanied By A Loud Shing With Ring Off. Close Perspective.	PE-24	50	0:04
PE-24_51_01	Sword: Scrape On Armor; Fast, Metallic Shing With Ring Off. Medium Perspective.	PE-24	51	0:04
PE-24_52_01	Sword: Shing; Long, Clang, Metallic Shing With Ring Off As Sword Is Drawn. Close Perspective.	PE-24	52	0:04
PE-24_53_01	Sword: Shing; Ringing Metal Shing From Two Swords Scraping Against Each Other Followed By A Heavy Clang As The Swords Collide. Close Perspective.	PE-24	53	0:05
PE-24_54_01	Sword: Scrape On Stone; Gritty, Long Metallic Scrape. Could Be Sword On Rock Or Brick. Close Perspective.	PE-24	54	0:04
PE-24_55_01	Sword: Impacting Sword (Multiple) ; Twelve Sword Against Sword, Clangy Impacts With Heavy Ring Off. Medium Perspective.	PE-24	55	0:20
PE-24_56_01	Sword: Impacting Sword (Multiple) ; Sixteen Muted-sounding Metal Sword Clinks With Very Little Ring Off. Some With Bounces Or Scrapes. Close Perspective.	PE-24	56	0:27
PE-24_57_01	Sword: Impacting Sword (Multiple) ; Four Clangy, Metal Impacts Of Medium Intensity With Sharp Ring Off. Medium Perspective.	PE-24	57	0:06
PE-24_58_01	Sword: Fight Sequence; Sequence Of Medium Heavy Sword Impacts And Scrapes Some With Light To Heavy Ring Offs. Medium Perspective.	PE-24	58	0:13

PE-24_59_01	Sword: Impacts Wood; Deep, Dull Metal Into Wood Impact. Close Perspective.	PE-24	59	0:04
PE-24_60_01	Tomahawk: Scalping Sequence; Quick Shing Of Scalp Cut Followed By A Rip And Blood Drips. Close Perspective. Axe, Hatchet.	PE-24	60	0:04
PE-24_61_01	Tomahawk: Shield Block / Head Impact; Dull Metallic Impact Of A Sword Swing Being Blocked Followed By A Quick Wet Sword Hack To Body. Close Perspective. Axe, Hatchet.	PE-24	61	0:04
PE-24_62_01	Tomahawk: Impacts (4x); Four Quick Swishes With Heavy, Deep Crunch Impacts And Debris / Blood Splats. Close Perspective. Axe, Hatchet.	PE-24	62	0:05
PE-24_63_01	Tomahawk: Impacts (2x); Two Fast, Dry, Crunchy Impacts. Could Be Blunt, Club-like Hits. Medium Perspective. Axe, Hatchet.	PE-24	63	0:04
PE-24_64_01	Tomahawk: Impacts (2x); Two Heavy, Wet Swing / Impacts With Blood Splats. Close Perspective. Axe, Hatchet.	PE-24	64	0:04
PE-24_65_01	Tomahawk: Single Impact; Single Dull Blade Shing With Juicy Thud / Impact. Close Perspective. Axe, Hatchet.	PE-24	65	0:04
PE-24_66_01	Tomahawk: Single Impact; Single Dull, Wet Thud-like Impact. Close Perspective. Axe, Hatchet.	PE-24	66	0:04
PE-24_67_01	Tomahawk Throw: Impacts Wood; Deep, Low Pitched Whoop As Axe Flies Through Air Then Sharp Wooden Crack And Debris Fall As Tomahawk Hits Target. Medium Perspective. Axe, Hatchet.	PE-24	67	0:04
PE-24_68_01	Tomahawk Throw: Impacts Wood (2x); Very Faint Low Whoosh As Axe Flies Through The Air And Impacts Tree With Soft, Thick Wooden Thud. Medium Perspective. Axe, Hatchet.	PE-24	68	0:05
PE-24_69_01	Tomahawk Throw: Impacts Wood (4x); Four Deep, Thick Wooden Cracks Of Tomahawk Impacting Tree Each Preceded By Various Whoops Of Axe Flying Through The Air. Close Perspective. Close Perspective. Axe	PE-24	69	0:11
PE-24_70_01	Bull Whip: Multiple Swish; Constant Circular-type Bull Whip Whooshes With Occasional Whip Cracks. Medium Perspective.	PE-24	70	0:12
PE-24_71_01	Bull Whip: Crack (2x); Whoosh Of Whip Being Twirled, Then Sharp Crack Of Whip Snaps; 2 Times. Close Perspective.	PE-24	71	4:40
PE-24_72_01	Bone Crunch; Hard, Wet Bone Breaking Impact. Faint Vocal, Oomph Upon Impact. Close Perspective.	PE-24	72	0:04
PE-24_73_01	Crunchy Fist Impact; One Hard, Quick Punch To The Body. Low Pitched, Dry Impact. Close Perspective.	PE-24	73	0:04
PE-24_74_01	Multiple Crunchy Fist Impacts; Four Wet, Juicy, Deep Thud Impacts Preceded By Low Pitched Swishes. Close Perspective. Punches.	PE-24	74	0:04

PE-24_75_01	Body Punch (3x); Three Fast Punches To The Body With High Pitched, Slappy Quality. Close Perspective.	PE-24	75	0:06
PE-24_76_01	Face Punch (6x); Six, Fast Punches To The Face. Medium Heavy, Slap-like Dry Impacts. Medium Perspective.	PE-24	76	0:06
PE-24_77_01	Bone Break; Single Splintery Quick Break Of Stick. Medium Perspective.	PE-24	77	0:04
PE-24_78_01	Body Falls (3x); Three Body Falls Onto Wood Surface And Debris. Low Thud Type Impacts Which Cause Some Residual Debris Noises. Close Perspective.	PE-24	78	0:08
PE-24_79_01	Body Fall: Juicy; Slow, Light Body Fall. Very Wet Sounding. Close Perspective.	PE-24	79	0:04
PE-24_80_01	Creaky Drawbridge: Down; Heavy Wooden Drawbridge With Metal Squeaks Being Lowered. Huge Low Pitched Thud When Bridge Lands. Close Perspective.	PE-24	80	0:10
PE-24_81_01	Drawbridge: Ratchet / Chain; Constant Metallic Gear / Ratchet Clinks And Chain Rattle Of Lowering Drawbridge. Close Perspective.	PE-24	81	0:04
PE-24_82_01	Drawbridge: Ratchet / Chain W / Creak; High Pitched Metal Wronk Of Gears And Ratchet / Chain Clinks Of Drawbridge Being Raised Or Lowered. Medium Perspective.	PE-24	82	0:05
PE-24_83_01	Soldiers Marching W / Horses; Long Take Of Platoon Of Civil War Soldiers Marching On Grass Field. Fast, Heavy Pace With Lots Of Small Metal Gear Impacts. Also Contains Intermittent Horse Whinnies. Me	PE-24	83	1:07
PE-24_84_01	Soldiers Marching W / Horses; Mounted Soldiers Pass By Slowly. Calm Hoofbeats, Gear Movement, And Subdued Soldier Walla As Cavalry Passes In From Medium Distant To Close Perspective And Away Again.	PE-24	84	0:45
PE-24_85_01	Soldiers Marching W / Horses; Mounted Soldiers Riding At Slow Gallop. Soldier Walla, Gear Clangs, Horse Grunts, And Hoofsteps At Medium Pace. Steady, Close Up Perspective.	PE-24	85	0:43
PE-24_86_01	Cavalry Movement; Group Of Eight To Ten Mounted Horses At A Steady Fast Walk With Constant Hoofbeats, Tack And Saddle Movement, And Horse Breaths And Whinnies. Close Perspective.	PE-24	86	0:20
PE-24_87_01	Cavalry Movement; Group Of Eight To Ten Mounted Horses Trot By With Constant Hoofbeats, Tack And Saddle Movement, Horse Breaths, And Rider Walla. Medium Perspective.	PE-24	87	0:22
PE-24_88_01	Cavalry Movement; Group Of About Ten To Fifteen Horses Gallop With Hoofbeats, Saddle Movement, And Saddle And Bridle Movement. Close Perspective.	PE-24	88	0:23
PE-24_89_01	Horse Gallop By; Single Horse Gallop By From Right To Left. Heavy Hoofbeats, Saddle And Bridle Movement And Horse Breaths. Close Perspective.	PE-24	89	0:08

PE-24_90_01	Horse Gallop By; Two Separate, Single Horses Gallop By From, Left To Right, With Hoofbeats And Bridle Movement. First By Is More, Clickety As If On Hard Surface. Second By Sounds Like It Could Be	PE-24	90	0:07
PE-24_91_01	Horse Stampede; Group Of About 20-30 Horses Gallop By Quickly With Heavy Hoof Beats And Tack Movement. Close Perspective.	PE-24	91	0:39
PE-24_92_01	Cavalry Gallops By: Yells; Thunderous Roar Of Pounding Horse Hoofs And Gear Clamor Accompanied By Many Soldiers Yelling In Unison. Medium Close Perspective. Battle.	PE-24	92	0:13
PE-24_93_01	Battle Scene W / Distant Bugle And Drums; Begins With Very Distant Snare Drum Cadence And Bugle Call. Distant Commander Yells, Fire Followed By A Few Close Up Cannon Blasts. Command To Fire Is Given	PE-24	93	1:55
PE-24_94_01	Battle Scene: Rapid Musket Fire; Extremely Heavy Musket And Cannon Fire And Black Powder Explosions. Constant Soldier Yells In Background. Lots Of Action. Medium Perspective. Gunshots.	PE-24	94	1:03
PE-24_95_01	Battle Scene: Angry Hand To Hand Combat; Group Of Men Yelling Loudly With Angry Urgency. Battle Scene Voices With No Battle Background. Close Perspective.	PE-24	95	0:33
PE-24_96_01	Civil War Troop: Angry Yells; Series Of Commander Orders To Troop And Troop Response. Foot Charge With Soldiers Yells At End. Medium Close Perspective. Battle.	PE-24	96	0:22
PE-24_97_01	Fife And Drum Band: Battle Hymn Of The Republic; Battle Hymn Played By Traditional Flute / Drum Ensemble. Originally Entitled, Say Brothers Can You Meet Us(C.1857). Close Perspective. Music.	PE-24	97	1:14
PE-24_98_01	Fife And Drum Band: The Girl I Left Behind Me; Civil War Era Tune Played By Traditional Flute / Drum Ensemble. Melody Came From England Or Ireland And May Have Originally Been Entitled Brighton Camp	PE-24	98	1:16
<u>CD #25</u>				
PE-25_01_01	Mailbox Open / Close; Three Slams And One Squeaky Close; First Slam Hard And Hollow W / Some Key Jitter, Second Slam W / Out Key Jitter, Third Slam Similar To Second Slam But Slightly Harder, And Las	PE-25	1	0:07
PE-25_02_01	Door Bell 1; Typical Household Ding Dong Ring W / Long Sustain In Release. Close Perspective.	PE-25	2	0:04
PE-25_02_02	Door Bell 2; Typical Household Ding Dong Ring W / Short Sustain In Release. Close Perspective.	PE-25	2	0:02
PE-25_02_03	Door Bell 3; Several Single Dings- Becoming Almost Sporadic Towards End Of Effect. Close Perspective	PE-25	2	0:12

PE-25_03_01	Door Buzzer 1; Electric Buzzes; One Long Buzz, Followed By Two Short Buzzes, Into Another Long Buzz. Sharp Brassy-like Attack W / Out Any Sustain. Close Perspective.	PE-25	3	0:04
PE-25_03_02	Door Buzzer 2; Electric Buzzes; Long Buzz Into Several Shorter Hollow Buzzes. Close Perspective	PE-25	3	0:04
PE-25_03_03	Door Buzzer 3; Electric Buzzes; One Very Long Buzz Into Several High-pitched Throaty Buzzes. Close Perspective.	PE-25	3	0:06
PE-25_04_01	Door Knocks 1; Several Fast Hard Knocks On Wooden Door. Medium Perspective.	PE-25	4	0:03
PE-25_04_02	Door Knocks 2; Several Fast Hard Knocks On Wooden Door. Medium Perspective	PE-25	4	0:03
PE-25_04_03	Door Knocks 3; Several Fast Hard Knocks On Wooden Door. Medium Perspective	PE-25	4	0:03
PE-25_05_01	Key Movement; Keys Jingle; Gentle And Rough Metallic Key Movements. Close Perspective.	PE-25	5	0:06
PE-25_06_01	Front Door Open / Close 1; Solid Wooden Door Opens / Closes; Door Handle Turns With Quick Squeaky Open And Close (Series Of Four). Medium Perspective.	PE-25	6	0:14
PE-25_06_02	Front Door: Open / Close 2; Very Light Door Opens / Closes; Door Handle Turns With Quick Open And Close (Series Of Two). Medium Perspective.	PE-25	6	0:07
PE-25_06_03	Front Door: Open / Close 3; Key / Bolt Door; Wooden Door Unlocks, Opens, Squeaks, Closes, And Locks Again. Close Perspective.	PE-25	6	0:58
PE-25_07_01	Screen Door Open / Close; Screen Door; Slammed Closed W / Bounce. Medium Perspective.	PE-25	7	0:03
PE-25_08_01	House Alarm; Siren Starting From A Low Frequency Sweeping Into A Higher Frequency With Slight Reverb (Three Times). Medium Perspective.	PE-25	8	0:14
PE-25_09_01	Air Conditioner: Buttons And Vents; Several Buttons Being Pushed; First Two Are Pressed Heavier And Sounds Duller Than The Rest. Close Perspective.	PE-25	9	0:08
PE-25_09_02	Air Conditioner 1; Air Conditioner Blows; On Switch Followed By Low Speed Air Blows, A Speed Switch, High Speed Air Blows, And Then Switched Off. Close Perspective. Fan.	PE-25	9	0:15
PE-25_09_03	Air Conditioner 2; Air Conditioner Blows; On Switch Followed By High Speed Air Blows, A Speed Switch, Low Speed Air Blows, And Then Switched Off. Close Perspective. Fan.	PE-25	9	0:13
PE-25_10_01	Gas Heater; Gas Heater Turned On High; Constant Hum And Rumble. Close Perspective. Furnace, Fan.	PE-25	10	0:18
PE-25_11_01	Fireplace; Fire Crackles, Wood, Medium. Wood Fire Crackles With Low Flame Whoosh. Occasional Whistley Moisture Release. Interior, Close Perspective.	PE-25	11	0:43

PE-25_12_01	Electric Fan: Modern; Modern Fan; On Click Followed By A Spin And Blow On High Speed Which Gradually Dies Into A Fade Out. Close Perspective.	PE-25	12	0:26
PE-25_13_01	Electric Fan: Antique; Vintage Fan; Series Of Three Slow Metallic Almost Rhythmic Clanky Fan Spins. Medium Close Perspective.	PE-25	13	0:36
PE-25_14_01	Grandfather Clock: Chime; Grandfather Clock Strikes 12- Standard Musical Chime Series Into Chime Strikes With Mechanical Clock Winding Movements Followed By A Series Of Tick Tocks. Medium Close P	PE-25	14	1:37
PE-25_15_01	Mantle Clock: Chime; Mantle Clock Strikes 10- Standard Musical Chime Series Into Strikes With Mechanical Clock Winding Movement Followed By A Short Series Of Tick Tocks. Close Perspective.	PE-25	15	0:36
PE-25_16_01	Clock: Tick; Series Of Hollow Tick Tocks. Close Perspective.	PE-25	16	0:35
PE-25_17_01	Alarm Clock: Analog; Rings, Ticks; Long Steady Ring Which Gradually Dies Into Only The Ticking Of The Clock. Medium Close Perspective.	PE-25	17	0:45
PE-25_18_01	Alarm Clock: Digital; Long Throaty Alarm Clock Buzz. Medium Close Perspective.	PE-25	18	0:09
PE-25_19_01	Answering Machine Movement 1; Answering Machine Tape Being Forwarded; Starts With A Short Beep Into A Cassette Being Forwarded And Ending With Another Short Beep. Close Perspective.	PE-25	19	0:06
PE-25_19_02	Answering Machine Movement 2; Starts With A Long Beep Followed By A Click, Into Another Beep W / Click. Close Perspective.	PE-25	19	0:04
PE-25_19_03	Answering Machine Movement3; Answering Machine Resetting Tape Routine; Starts With A Click Followed By A Tape Being Whirled And Ends With Another Click. Close Perspective	PE-25	19	0:10
PE-25_19_04	Answering Machine Movement 4; Several Scans (Forwards And Backwards); A Forward And Backward Scan Leading Into A Long Backwards And A Medium Long Forward Scan. Close Perspective.	PE-25	19	0:18
PE-25_20_01	Answering Machine: Tape Bg; Tape Being Wound Or Forwarded By Answering Machine; Buzz-like Whirls. Close Perspective.	PE-25	20	0:10
PE-25_21_01	Audio Cassette Player 1; Eject Button Pressed W / Tape Popping Out. Close Perspective.	PE-25	21	0:01
PE-25_21_02	Audio Cassette Player 2; Tape Rewinding At A Med-fast Speed, Slows Down, Then Speeds Up To An Abrupt End Of Tape Stop. Close Perspective	PE-25	21	0:21
PE-25_21_03	Audio Cassette Player 3; Tape Rewinding At High Speed Switching Into The Tape Forwarding At High Speed . Close Perspective.	PE-25	21	0:17

PE-25_22_01	Radio Tuning 1; Radio Dial Sweeping Across Several News And Music Stations At A Medium Speed. Close Perspective.	PE-25	22	0:17
PE-25_22_02	Radio Tuning 2; Short-wave Radio Dial Tuning; Static, Pops, And Harmonic-like Tones Throughout. Close Perspective.	PE-25	22	0:22
PE-25_23_01	Video Cassette Recorder; Tape In / On / Out; Begins With Tape Being Inserted Followed By Some Machine Mechanics. Concludes W / Tape Ejecting. Close Perspective.	PE-25	23	0:17
PE-25_24_01	Laser Disc Player; Laser Disc Player Movement; Begins With A Series Of Mechanical Movements Leading Into A Long Disc Spin. Close Perspective.	PE-25	24	0:30
PE-25_25_01	Cappuccino Maker; Squirt-like Sounds Into A Hollow Reverberant Container Or Cup. Close Perspective. Cafe, Coffee.	PE-25	25	0:06
PE-25_26_01	Dishwasher: Dishes Being Loaded; Dishes Clanking Against One Another. Close Perspective. Kitchen, Restaurant.	PE-25	26	0:10
PE-25_27_01	Dishwasher: Door 1; Dishwasher Door Sliding Into Close Position. Close Perspective Kitchen, Restaurant.	PE-25	27	0:02
PE-25_27_02	Dishwasher: Door 2; Dishwasher Open And Close With Dish Movement. Medium Close Perspective. Kitchen, Restaurant.	PE-25	27	0:12
PE-25_27_03	Dishwasher: Door 3; Door Opens, Dish Rail Is Pulled Out Causing Several Glass Movements. Close Perspective Kitchen, Restaurant.	PE-25	27	0:08
PE-25_28_01	Dishwasher: Running 1; Dishwasher Filling And Washing; Stream Of Water Runs And Then Stops. Machine Then Switches Into Wash Mode. Close Perspective. Kitchen, Restaurant.	PE-25	28	0:32
PE-25_28_02	Dishwasher: Running 2; Dishwasher On / Run / Off; Dishwasher Turns On And Runs For A While. It Then Stops And Water Can Be Heard Draining. Close Perspective. Kitchen, Restaurant.	PE-25	28	0:16
PE-25_29_01	Coffee Grinder 1; Coffee Beans Being Ground; Begins With A Short Grind, Followed By A Longer Grind, Then Concludes With Another Short Grind. Close Perspective. Cafe, Restaurant.	PE-25	29	0:08
PE-25_29_02	Coffee Grinder 2; Coffee Beans Being Poured Into Coffee Grinder. Close Perspective. Cafe, Restaurant.	PE-25	29	0:04
PE-25_29_03	Coffee Grinder 3; Coffee Beans Being Ground; Begins With Two Short Grinds Into A Long Steady Grind. Medium Close Perspective. Cafe, Restaurant.	PE-25	29	0:13
PE-25_30_01	Coffee Perking 1; Bubbling Noises With A Steady Stream Of Coffee Being Dripped Into Coffee Pot. Close Perspective. Cafe, Restaurant.	PE-25	30	0:23
PE-25_30_02	Coffee Perking 2; Choking Liquid Noises With A Steady Stream Of Coffee Being Dripped Into Coffee Pot. Close Perspective. Cafe, Restaurant.	PE-25	30	0:40

PE-25_31_01	Boiling Pot 1; Water Boiling Over; Occasional Crackles, Pops, And Sizzles. Constant Boiling Rumble In Background. Close Perspective. Kitchen, Restaurant.	PE-25	31	0:32
PE-25_31_02	Boiling Pot 2; Water Boiling Rapidly; Almost Tinny Sounding. Close Perspective. Kitchen, Restaurant.	PE-25	31	0:15
PE-25_32_01	Gas Stove / Grill 1; Gas Grill On / Off; Begins With Gas Release, Followed By Fire Igniting, Then Stays Lit For A While, And Then Clicks Off. Close Perspective. Kitchen, Restaurant.	PE-25	32	0:11
PE-25_32_02	Gas Stove / Grill 2 ; Gas Stove On / Off (Twice); Begins With Gas Releasing, Followed By Fire Igniting, Then Stays Lit For A While, And Then Clicks Off- The Second Round Stays Lit Longer. Close Perspective	PE-25	32	0:29
PE-25_32_03	Gas Stove / Grill 3; Gas Stove On / Off; Begins With Gas Releasing, Followed By Fire Igniting, Then Stays Lit For A While (W / Steady Fire Hum), And Then Clicks Off. Close Perspective. Kitchen, Restaurant	PE-25	32	0:21
PE-25_33_01	Gas Oven 1; Lower Oven On / Off; Begins With An Abrupt On, Followed By A Thunderous Steady Fire Hum, And Then Fades Out. Close Perspective. Kitchen, Restaurant.	PE-25	33	0:20
PE-25_33_02	Gas Oven 2; Main Oven On / Off; Begins With A Pop-like On Followed By A Thunderous Fire W / Hum. Close Perspective. Kitchen, Restaurant.	PE-25	33	0:14
PE-25_34_01	Oven Door: Open / Close; Oven Door Open / Close (Twice). Second Time Opens Halfway And Slams Closed Quickly. Close Perspective. Kitchen, Restaurant.	PE-25	34	0:07
PE-25_35_01	Broiler Door: Open / Close; Broiler Door Open / Close. Close Perspective. Kitchen, Restaurant.	PE-25	35	0:05
PE-25_36_01	Overhead Stove Fan; Oven Hood Ventilator Fan; On Click Followed By A Long Hum-like Spin Into An Off Click. Kitchen, Restaurant.	PE-25	36	0:29
PE-25_37_01	Toaster ; Toaster Pushed Down And Locked Into Toast Position Followed By Several Releases. Medium Close Perspective. Kitchen.	PE-25	37	0:13
PE-25_38_01	Toaster Oven 1 ; Toaster Drawer Being Pulled Out And Pushed Back In (Several Times). Medium Close Perspective. Kitchen.	PE-25	38	0:17
PE-25_38_02	Toaster Oven: Bell; End Toasting Bell (Two Times). Medium Close Perspective. Kitchen.	PE-25	38	0:00
PE-25_39_01	Microwave 1; Door Open / Close Three Times. Close Perspective. Kitchen, Oven.	PE-25	39	0:10
PE-25_39_02	Microwave 2; Microwave Beeps Once, Twice, And Then Three Times. Close Perspective Kitchen, Oven.	PE-25	39	0:04

PE-25_39_03	Microwave 3; Microwave On / Off; Begins With Several Beeps, Turns On, And Then Beeps Three More Times (With The Machine Turning Off On The Third Beep). Medium Close Perspective. Kitchen, Oven.	PE-25	39	0:29
PE-25_40_01	Garbage Disposal 1; Garbage Disposal- Wet; Constant Spinning Garbage Disposal Mechanisms W / Some Food Being Ground. Very Clattery And Hollow. Close Perspective. Kitchen.	PE-25	40	0:28
PE-25_40_02	Garbage Disposal 2; Garbage Disposal- Dry; Constant Spinning Garbage Disposal Mechanisms. Very Clattery. Close Perspective. Kitchen.	PE-25	40	0:23
PE-25_40_03	Garbage Disposal 3; Garbage Disposal- Dry; Constant Low Rumble Steady Spin. Medium Close Perspective. Kitchen.	PE-25	40	0:14
PE-25_41_01	Trash Compactor 1 ; Trash Compactor On / Off; Clicked On, Followed By A Steady Compactor Engine W / Some Mechanical Movements, And Then Turned Off. Medium Close Perspective Kitchen.	PE-25	41	0:16
PE-25_41_02	Trash Compactor 2; Trash Compactor On Low; Compactor Engine On Steady W / Some Mechanical Movements, Then Turned Off. Medium Close Perspective. Kitchen.	PE-25	41	0:29
PE-25_42_01	Food Processor 1 ; Food Processor W / Wet Food; Light Steady Spin With Wet Food Being Ground. Medium Close Perspective. Kitchen.	PE-25	42	0:12
PE-25_42_02	Food Processor 2; Food Processor W / Wet Food; Light Steady Spin With Wet Food Being Ground. Medium Close Perspective. Kitchen.	PE-25	42	0:19
PE-25_42_03	Food Processor 3; Food Processor W / Food; Light Clattery Start With Some Food Being Ground. Medium Close Perspective. Kitchen.	PE-25	42	0:10
PE-25_42_04	Food Processor 4; Food Processor On / Off W / Out Food; Steady Smooth Spin. Medium Close Perspective. Kitchen.	PE-25	42	0:17
PE-25_42_05	Food Processor: Lid; Food Processor Lid; Lid Clicking On And Off. Close Perspective. Kitchen.	PE-25	42	0:03
PE-25_43_01	Blender; Blender -various Speeds; Low, Medium, Medium High, High, Low. Close Perspective. Kitchen.	PE-25	43	0:58
PE-25_44_01	Electric Can Opener; Can Opener On / Off; Engine Grind With Hum And Can Movement. Close Perspective. Kitchen.	PE-25	44	0:13
PE-25_45_01	Juicer 1; Constant Spin W / Some Mechanical Movements. Medium Close Perspective. Kitchen.	PE-25	45	0:16
PE-25_45_02	Juicer 2; Constant Spin W / Some Mechanical Movements And Juice Flowing Out Of Juicer. Medium Close Perspective. Kitchen.	PE-25	45	0:17

PE-25_45_03	Juicer 3; Constant Spin W / Some Mechanical Movements And Juice Flowing Out Of Juicer. Kitchen.	PE-25	45	0:15
PE-25_46_01	Water Cooler 1; Water Bottle Top Off Twice. Close Perspective.	PE-25	46	0:04
PE-25_46_02	Water Cooler 2; Water Cooler Refill; Rush Of Water Gushes Into Water Cooler Followed By Huge Underwater Water Bubble Tones . Close Perspective.	PE-25	46	0:08
PE-25_47_01	Pour: Water Into Glass; Water Pours Steady Into Glass With Some Glass Ring. Close Perspective.	PE-25	47	0:06
PE-25_48_01	Knife: Cutting; Knife Cuts Food; Knife Scrapes Plate, Cuts Food, And Rings. Medium Close Perspective. Kitchen.	PE-25	48	0:06
PE-25_49_01	Knife: In Jar; Knife In Mayo Jar; Knife In Jar, Scrapes Jar, Scoops Mayonnaise W / Squishes, Then Pulls Out Of Jar, Knife Gets Flung Onto Table. Medium Close Perspective. Kitchen.	PE-25	49	0:05
PE-25_50_01	Metal Pan: Scraping; Metal Pan Being Scraped With Utensil. Medium Close Perspective. Kitchen.	PE-25	50	0:10
PE-25_51_01	Refrigerator Door: Open / Close; Refrigerator Door Open / Close With Some Food Movement (Twice). Medium Close Perspective. Kitchen.	PE-25	51	0:07
PE-25_52_01	Refrigerator: Interior Movement 1; Dairy Door Opens / Closes; Several Slap-like Opens And Closes With Refrigerator Hum In Background. Close Perspective. Kitchen.	PE-25	52	0:12
PE-25_52_02	Refrigerator: Interior Movement 2; Glass Movement; Several Clunks And Clanks With Refrigerator Hum In Background. Close Perspective. Kitchen.	PE-25	52	0:11
PE-25_53_01	Refrigerator: Drawer Open / Close; Drawers Sliding In And Out Several Times With Other Movement. Refrigerator Hum In Background. Close Perspective. Kitchen.	PE-25	53	0:21
PE-25_54_01	Refrigerator: Hum 1; Refrigerator Hum; Door Opens And Lets Out Large Interior Refrigerator Hum. Door Then Closes And Exterior Refrigerator Hum Becomes Very Apparent. Close Perspective. Kitchen.	PE-25	54	0:22
PE-25_54_02	Refrigerator: Hum 2; Interior Hum; Steady And Very Industrial-like. Close Perspective. Kitchen.	PE-25	54	0:24
PE-25_54_03	Refrigerator: Hum 3; Exterior Hum; Steady And Very Industrial-like. Close Perspective. Kitchen.	PE-25	54	0:26
PE-25_55_01	Freezer: Door Open / Close 1; Open / Close With Refrigerator Hum In Background (Three Times). Medium Close Perspective. Kitchen.	PE-25	55	0:12
PE-25_55_02	Freezer Door: Open / Close 2; Freezer Door Open / Close (Twice) With Some Interior Freezer Movement. Close Perspective. Kitchen.	PE-25	55	0:09

PE-25_56_01	Freezer: Interior Movement; Food Wrapped In Foil And Plastic Movement With Interior Freezer Hum In Background. Close Perspective. Kitchen.	PE-25	56	0:19
PE-25_57_01	Freezer: Ice Cube Maker; Ice Cubes Falling Out Of Ice Cube Maker With Interior Freezer Hum In Background. Close Perspective. Kitchen.	PE-25	57	0:07
PE-25_58_01	Large Vacuum Cleaner; Vacuum Cleaner Switched On, Pulled And Pushed Back And Forth Several Times At Various Speeds, And Then Switched Off. Medium Close Perspective.	PE-25	58	0:48
PE-25_58_02	Large Vacuum Cleaner; Vacuum Cleaner Switched On, Upright And Steady, Then Switched Off. Medium Close Perspective.	PE-25	58	0:14
PE-25_59_01	Small Vacuum Cleaner; Vacuum Cleaner Switched On, Pulled And Pushed Back And Forth Several Times, Then Switched Off. Medium Perspective.	PE-25	59	0:33
PE-25_59_02	Small Vacuum Cleaner; Vacuum Cleaner Switched On, Steady, Then Switched Off. Medium Close Perspective.	PE-25	59	0:19
PE-25_60_01	Vacuum Cleaner: Knobs And Dials 1; Switch Being Toggled Back And Forth. Medium Close Perspective.	PE-25	60	0:03
PE-25_60_02	Vacuum Cleaner: Knobs And Dials 2; Dial Switch Being Turned Into Several Different Settings; Several Clicks. Medium Perspective.	PE-25	60	0:04
PE-25_61_01	Vacuum Cleaner: Miscellaneous Movements 1; Vacuum Cleaner Bag Being Emptied; A Lot Of Bag Rustling Movements, Shaking, And Bag Hits. Medium Close Perspective.	PE-25	61	0:11
PE-25_62_01	Mopping 1 ; Constant Wet Squishing And Rubbing Movements. Close Perspective. Cleaning Floor.	PE-25	62	0:22
PE-25_62_02	Mopping 2; Mop Being Flung To Wring Out Water; Several Hard Hit-like Flings. Close Perspective. Cleaning Floor.	PE-25	62	0:19
PE-25_63_01	Washing Machine Door: Open / Close; Washing Machine Door Open / Close (Twice). Close Perspective.	PE-25	63	0:08
PE-25_64_01	Washing Machine: Fill / Wash 1; Stream Of Water Filling Washing Machine (Lid Up); Machine Hum In Background. Close Perspective.	PE-25	64	1:03
PE-25_64_02	Washing Machine: Fill / Wash 2; Machine Switches Into Wash Mode; Several Swish-like Movements With Machine Hum In Background. Close Perspective.	PE-25	64	0:18
PE-25_65_01	Washing Machine: Rinse / Spin 1; Machine Switched To Rinse Mode; Stream Of Water Gushes Out With Machine Hum In Background. Close Perspective.	PE-25	65	0:20
PE-25_65_02	Washing Machine: Rinse / Spin 2; Machine Finishes Draining And Switches To Spin Mode; Machine Continues To Hum And Spin After Water Has Completed Draining. Close Perspective.	PE-25	65	0:13

PE-25_65_03	Washing Machine: Rinse / Spin 3; Wash Mode Interrupted And Stopped. Close Perspective.	PE-25	65	0:05
PE-25_65_04	Washing Machine: Rinse / Spin 4; Spin Mode Interrupted And Stopped. Close Perspective.	PE-25	65	0:10
PE-25_66_01	Washing Machine Knobs; Knobs Being Dialed To A Specific Setting. Close Perspective.	PE-25	66	0:03
PE-25_67_01	Dryer Door: Open / Close 1; Dryer Door Open / Close Several Times. Medium Close Perspective.	PE-25	67	0:06
PE-25_67_02	Dryer Door: Open / Close 2; Dryer Door Open / Close Several Times. Close Perspective.	PE-25	67	0:04
PE-25_68_01	Dryer 1; Machine Clicks On, Runs, And Switches Off. Close Perspective.	PE-25	68	0:36
PE-25_68_02	Dryer 2; Constant Shoe Banging Inside Machine With Typical Dryer Hum Throughout. Close Perspective.	PE-25	68	0:20
PE-25_69_01	Dryer: Switches And Dials; Dryer Switches And Dials Being Toggled And Turned. Close Perspective.	PE-25	69	0:13
PE-25_70_01	Dishware / Silverware On Table 1; Glass Bowl And Spoon Placed On Table. Medium Close Perspective.	PE-25	70	0:06
PE-25_70_02	Dishware / Silverware On Table 2; Plates Placed On Hard Table W / Some Slide And Bounce Movement. Close Perspective.	PE-25	70	0:15
PE-25_70_03	Dishware / Silverware On Table 3; Bottles, Plates, And Glasses Placed On Placemats. Close Perspective.	PE-25	70	0:04
PE-25_71_01	Kitchen Cabinets: Open / Close; Cabinet Open / Close With Bounce (Four Times). Medium Close Perspective.	PE-25	71	0:10
PE-25_72_01	Kitchen Cupboards: Open / Close; Cupboards Open / Close With Quick Bounce (Seven Times). Medium Close Perspective.	PE-25	72	0:08
PE-25_73_01	Window Shutters: Open / Close; Window Shutters Open / Close (Twice). Medium Close Perspective.	PE-25	73	0:05
PE-25_74_01	Venetian Blinds: Open / Close; Blinds Open / Close. Medium Close Perspective.	PE-25	74	0:04
PE-25_75_01	Interior Door: Open / Close 1; Closet Door Open / Close (Several Times) With Lots Of Door Handle Movements. Medium Close Perspective.	PE-25	75	0:14
PE-25_75_02	Interior Door: Open / Close 2; Three Quick Door Opens And Slams. Medium Close Perspective.	PE-25	75	0:04

PE-25_76_01	Sliding Closet Door; Hotel Slide Closet Door Open / Close (Twice). Medium Close Perspective	PE-25	76	0:16
PE-25_77_01	Cabinet Door: Close; Cabinet Door Slides Close, Open, Then Close Again. Close Perspective.	PE-25	77	0:05
PE-25_78_01	Dresser Drawer 1 ; Dresser Drawer Pulled Out / Pushed In (Three Times); Third Time W / Drawer Movements After Pull Out. Close Perspective.	PE-25	78	0:19
PE-25_78_02	Dresser Drawer 2; Dresser Drawer Slides Open W / Lots Of Rummaging And Rustling Movements, Then Slides Close. Close Perspective.	PE-25	78	0:14
PE-25_79_01	Shower Door: Slides; Shower Door Slides Until Door Bumps Into Wall Or Other Door (Two Slides). Medium Close Perspective.	PE-25	79	0:05
PE-25_80_01	Bathroom Drawer 1; Drawer Pulled Open / Something Dropped In / Pushed Closed. Medium Close Perspective.	PE-25	80	0:04
PE-25_80_02	Bathroom Drawer 2; Drawer Open / Close; Followed By Drawer Being Shuffled. Medium Close Perspective.	PE-25	80	0:07
PE-25_81_01	Medicine Cabinet; Cabinet Opens / Medicine Bottle Pulled Out Of Cabinet With Pill Movements / Door Close. Medium Perspective. Bathroom.	PE-25	81	0:05
PE-25_82_01	Pill Bottle On Table; Pill Out Of Bottle Movement W / Several Pill Movements Inside Of Bottle. Medium Close Perspective. Bathroom.	PE-25	82	0:07
PE-25_83_01	Pill Bounces; Single Pill Being Dropped Twice W / Bounce. Medium Close Perspective. Bathroom.	PE-25	83	0:04
PE-25_84_01	Hair Dryer 1; Switched On, Several Left And Right Blowing Motions Throughout, Then Switched Off. Close Perspective. Fan.	PE-25	84	0:42
PE-25_84_02	Hair Dryer 2; Switched On, Several Left And Right Blowing Motions Throughout, Then Switched Off. Close Perspective. Fan.	PE-25	84	0:56
PE-25_84_03	Hair Dryer 3; Switched On, Several Left And Right Blowing Motions Throughout, Then Switched Off. Close Perspective. Fan.	PE-25	84	0:40
PE-25_84_04	Hair Dryer4; Switched On To High, Medium, Then Off W / Several Left And Right Blowing Motions Throughout. Close Perspective. Fan.	PE-25	84	0:21
PE-25_85_01	Toilet Handle Movements 1; Toilet Handle Pressed And Released Lightly Several Times W / Short Bursts Of Water Gushes. Last Water Gush Longer Than The Rest. Close Perspective. Bathroom.	PE-25	85	0:12
PE-25_85_02	Toilet Handle Movements 2; Clanky Toilet Handle Jiggled Several Times. Close Perspective. Bathroom.	PE-25	85	0:06

PE-25_86_01	Toilet Flush 1 ; Typical Flush Routine; Handle Is Pressed, Water Then Flows Abruptly With Lots Of Water Gurgles Which Fades Into Typical Tank Refill Hums, Drips, And Hisses. Close Perspective	PE-25	86	0:34
PE-25_86_02	Toilet Flush 2; Typical Flush Routine; Handle Is Pressed, Water Then Flows Abruptly With Lots Of Water Gurgles Which Fades Into Typical Tank Refill Hums, Drips, And Hisses. Close Perspective.	PE-25	86	0:38
PE-25_86_03	Toilet Flush 3; Typical Flush Routine; Handle Is Pressed, Water Then Flows Abruptly With Water Gurgles. Close Perspective. Bathroom.	PE-25	86	0:19
PE-25_86_04	Toilet Flush 4; Typical Flush Routine; Handle Is Pressed, Water Then Flows Abruptly With Water Gurgles Which Fades Into Typical Tank Refill Hiss. Close Perspective. Bathroom.	PE-25	86	0:25
PE-25_87_01	Sink Fill 1; Plugged Sink Filling With Water. Close Perspective. Bathroom.	PE-25	87	1:01
PE-25_87_02	Sink Fill 2; Plugged Sink Filling With Water. Close Perspective. Bathroom.	PE-25	87	0:50
PE-25_87_03	Sink Fill 3; Large Sink Filling With Water. Close Perspective. Bathroom.	PE-25	87	0:50
PE-25_88_01	Sink: Faucet On / Off ; Sink Filling With Water; Occasional Light High-pitched Tone From Pipe. Close Perspective. Bathroom.	PE-25	88	0:16
PE-25_89_01	Sink: Drain; Kitchen Sink Draining With Lots Of Gurgling. Close Perspective.	PE-25	89	0:16
PE-25_90_01	Hand Wash 1 ; Hands Rubbing Together Under Running Water. Close Perspective.	PE-25	90	0:14
PE-25_90_02	Hand Wash 2; Soapy Hands Rubbing Together Occasionally Dipping Into Water. Close Perspective.	PE-25	90	0:37
PE-25_91_01	Shower 1 ; On / Steady / Off; Water On Running Through Shower Head With A Constant Gurgling Drain Throughout. Shower Then Turned Off. Close Perspective.	PE-25	91	1:37
PE-25_91_02	Shower 2; Steady Water Running Through Shower Head W / Lots Of Drips And Splats. Medium Close Perspective.	PE-25	91	0:35
PE-25_92_01	Bathtub: Drain; Bathtub Draining With Lots Of Gurgling Throughout. Close Perspective.	PE-25	92	0:35
PE-25_93_01	Lawn Mower: Start / Idle / Off 1 ; Mower Starts, Followed By Fluctuating Motor Speeds, Into A Steady Idle, And Then Turned Off. Medium Perspective. Small Engine.	PE-25	93	0:47
PE-25_93_02	Lawn Mower: Start / Idle / Off 2; Mower Starts, Followed By Fluctuating Engine Speeds, And Then Turned Off. Medium Perspective. Small Engine.	PE-25	93	0:45

PE-25_94_01	Lawn Mower: Start / Movement / Off; Mower Starts, Moves, Turns Off; Comes Away And Near (Left And Right) Several Times, Then Off. Far To Near Perspective. Small Engine.	PE-25	94	1:24
PE-25_95_01	Lawn Mower: False Starts ; Several False Starts; When Cord Is Pulled, Engine Spins But Does Not Start (Several Attempts). Medium Close Perspective. Small Engine.	PE-25	95	0:16
PE-25_95_02	Lawn Mower: False Starts 2; Two False Starts; Second Pull On Cord Is Stronger Than The First. Medium Close Perspective. Small Engine.	PE-25	95	0:05
PE-25_96_01	Lawn Mower: Start-up Cord; Several Clicks, Clanks, And Yanks From Start-up Cord. Close Perspective. Small Engine.	PE-25	96	0:08
PE-25_97_01	Lawn Trimmer: Start / Stops; Starts, Runs At Various Speeds, And Turns Off. Medium Close Perspective.	PE-25	97	0:21
PE-25_98_01	Sprinkler 1; Constant Clicks And Water Sprays (On Twice). Medium Perspective. Lawn, Garden, Water.	PE-25	98	0:41
PE-25_98_02	Sprinkler 2; Sprinkler Turned On And Off Twice; Constant Sprays And Trickles. Medium Perspective. Lawn, Garden, Water.	PE-25	98	0:49
PE-25_99_01	Garage Door 1; Electric Garage Door Opener Opening And Closing Garage Door. Medium Perspective.	PE-25	99	0:19
PE-25_99_02	Garage Door 2; Electric Garage Door Opener Opening And Closing Garage Door. Medium Perspective.	PE-25	99	0:22
CD #26				
PE-26_01_01	Low Frequency Modulation 1; Extremely Low Frequency Warble Tone; Regular Pulsation, Close Perspective.	PE-26	1	0:20
PE-26_02_01	Low Frequency Modulation 2; Low-mid Frequency Rumble; Dual Pulsation, Steady, Close Perspective.	PE-26	2	0:31
PE-26_03_01	Low Frequency Modulation 3; Electrical Power Surge; Oscillation, Sweeping Down, Then Pulsating; Classic Sci-fi Throw The Switch Effect, Close Perspective.	PE-26	3	0:34
PE-26_04_01	Low Frequency Modulation 4; Extremely Low Frequency Rumble With Hiss / Whine In Background; Pulsating Slowly, Then Gradually Rising In Pitch And Tempo, Close Perspective.	PE-26	4	0:28
PE-26_05_01	Synth: Wind; Synthesized Wind Effect; Low Rumble, Synthetic Harmonics.	PE-26	5	0:30
PE-26_06_01	Synth: Laser; Single Laser Shot Left To Right; Low-mid Frequencies.	PE-26	6	0:01
PE-26_07_01	Synth: Voice; Bizarre, Pseudo-random, Computer Generated, Synthesized Voice; Frantic.	PE-26	7	0:06

PE-26_08_01	Synth: Liquid; Severely Computer Manipulated Water Effects.	PE-26	8	0:06
PE-26_09_01	Synth: Data Processing 1; Completely Random, Continuous Beeps And Blurps, Computer-generated, Chirp Garbled Data.	PE-26	9	0:58
PE-26_09_02	Synth: Data Processing 2; Completely Random, Continuous Beeps And Blurps, Computer-generated, Chirp Garbled Data.	PE-26	9	0:28
PE-26_10_01	Digital Interference; High Pitched, Distorted Digital Information.	PE-26	10	0:14
PE-26_11_01	Digital Voice: Male 1; Computerized Male Voice; Caution, Warning, Overload, System Overload, All Systems Ready, Enter Voice Authorization Sample, Enter Security Access Code, Systems Accessed, Access	PE-26	11	0:23
PE-26_11_02	Digital Voice: Male 2; Computerized Male Voice; 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 30, 40, 50, 60, 70, 80, 90, 100, Close Perspective.	PE-26	11	0:38
PE-26_12_01	Digital Voice: Female 1; Computerized Female Voice; Caution, Warning, Overload, System Overload, All Systems Ready, Enter Voice Authorization Sample, Enter Security Access Code, Systems Accessed, Ac	PE-26	12	0:28
PE-26_12_02	Digital Voice: Female 2; Computerized Female Voice; 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 30, 40, 50, 60, 70, 80, 90, 100, Close Perspective.	PE-26	12	0:37
PE-26_13_01	Beeps: Digital 1; 15 Single Synthetic Beeps / Chirps / Squawks; Various Tone, Timbre, And Pitch, Close Perspective. Computer.	PE-26	13	0:13
PE-26_13_02	Beeps: Digital 2; 11 Single Synthetic Beeps / Chirps Squawks; Various Tone, Timbre, And Pitch, Close Perspective. Computer.	PE-26	13	0:08
PE-26_13_03	Beeps: Digital 3; Ten Double Synthetic Beeps / Chirps / Squawks; Various Tone, Timbre, And Pitch, Close Perspective. Computer.	PE-26	13	0:09
PE-26_14_01	Beeps: Buttons; High Pitched 'tinny' Beeps; Sporadic, Sounding Like An 'access Code' Being Entered, Close Perspective. Computer.	PE-26	14	0:02
PE-26_15_01	Beeps: Alarm; Two Groups Of Fluttery / Semi-distorted Beeps; Six High, Six Low, Close Perspective.	PE-26	15	0:07
PE-26_16_01	Beeps: Electronic; Seven Clean Beeps; Sounds Like Sonar (With Slight Echo In The Background) But Much Quicker, Close Perspective. Computer.	PE-26	16	0:04
PE-26_17_01	Beeps: Computer; Double Computer Beep With Mechanical Noise In Background; Close Perspective.	PE-26	17	0:05

PE-26_18_01	Mac: On / Boot / Steady / Off; Desktop Computer; Power On / Hard Drive And Fan Spin Up / Hard Drive Access / Steady Fan Idle / Power Off / Hard Drive And Fan Spin Down, Close Perspective.	PE-26	18	1:03
PE-26_19_01	Pc: On / Boot / Steady / Off; Desktop Computer; Power On / Hard Drive And Fan Spin Up / Beep / Hard Drive Access / Steady Fan Idle / Power Off / Hard Drive And Fan Spin Down, Close Perspective.	PE-26	19	2:48
PE-26_20_01	Laptop: On / Boot / Steady / Off; Laptop Computer; Power On / Hard Drive And Fan Spin Up / Hard Drive Access / Steady Fan Idle / Power Off / Hard Drive And Fan Spin Down, Close Perspective.	PE-26	20	1:11
PE-26_21_01	Vintage: On / Boot / Steady / Off; Vintage Computer Boot; Fan / 5.25 Drive Access / Beep / Drive Access / Floppy Access / Key Click / Power Off / Fan Spin Down, Close Perspective.	PE-26	21	0:32
PE-26_22_01	Ext. Hard Drive: On / Steady / Off; 2.0 Gigabyte External Scsi Hard Drive; Power On / Drive And Fan Spin Up / Drive Access / Steady Fan Idle / Power Off / Drive And Fan Spin Down, Close Perspective.	PE-26	22	0:54
PE-26_23_01	Mac Floppy Disk Drive: Read / Write; Desktop Computer Floppy Disk Drive; Computer Fan Idle / Floppy Insert / Read / Write / Eject, Close Perspective.	PE-26	23	1:31
PE-26_24_01	Pc Floppy Disk Drive: Read / Write; Desktop Computer Floppy Disk Drive; Computer Fan Idle / Floppy Insert / Read / Write / Eject, Close Perspective.	PE-26	24	1:50
PE-26_25_01	Vintage Floppy Disk Drive: Read / Write; Floppy Drive; Read / Write / Access / Etc., Hollow Tone, Close Perspective.	PE-26	25	0:23
PE-26_26_01	Mac Monitor: On / Off; Computer Monitor; Power On / Surge / Static / Steady Fan And Hum / Power Off / Static, Close Perspective. Video.	PE-26	26	0:47
PE-26_27_01	Pc Monitor: On / Off; Computer Monitor; Power On / Surge / Static / Steady Fan And Hum / Power Off / Static, Close Perspective. Video.	PE-26	27	0:29
PE-26_28_01	Mouse Clicks 1; Mouse Computer Input Device; Various Clicks, Close Perspective.	PE-26	28	0:14
PE-26_28_02	Mouse Clicks 2; Trackball Computer Input Device; Various Clicks, Close Perspective.	PE-26	28	0:17
PE-26_29_01	Mac Keyboard 1; Desktop Keyboard; Tap Delete Key, Then Spacebar, Close Perspective.	PE-26	29	0:07
PE-26_29_02	Mac Keyboard 2; Desktop Keyboard; Rapid / Steady Typing, Close Perspective.	PE-26	29	0:47
PE-26_29_03	Mac Keyboard 3; Desktop Keyboard; Slow / Sporadic Typing, Close Perspective.	PE-26	29	0:25

PE-26_29_04	Mac Keyboard 4; Desktop Keyboard; Numeric Keypad Entry, Close Perspective.	PE-26	29	0:42
PE-26_30_01	Pc Keyboard 1; Desktop Keyboard; Tap Delete Key, Then Spacebar, Close Perspective.	PE-26	30	0:06
PE-26_30_02	Pc Keyboard 2; Desktop Keyboard; Rapid / Steady Typing, Close Perspective.	PE-26	30	0:37
PE-26_30_03	Pc Keyboard 3; Desktop Keyboard; Slow / Sporadic Typing, Close Perspective.	PE-26	30	0:31
PE-26_30_04	Pc Keyboard 4; Desktop Keyboard; Tap Delete Key, Then Spacebar, Close Perspective.	PE-26	30	0:24
PE-26_31_01	Laptop Keyboard 1; Desktop Keyboard; Tap Delete Key, Then Spacebar, Close Perspective.	PE-26	31	0:07
PE-26_31_02	Laptop Keyboard 2; Desktop Keyboard; Rapid / Steady Typing, Close Perspective.	PE-26	31	0:45
PE-26_31_03	Laptop Keyboard 3; Desktop Keyboard; Slow / Sporadic Typing, Close Perspective.	PE-26	31	0:30
PE-26_32_01	Vintage Keyboard 1; Vintage Personal Computer Keyboard: Rapid Typing, Hollow Key Click, Close Perspective.	PE-26	32	0:32
PE-26_32_02	Vintage Keyboard 2; Early 1990's Personal Computer Keyboard; Sporadic Strokes, Close Perspective.	PE-26	32	0:08
PE-26_33_01	Ink Jet Printer; Desktop Ink Jet Printer; Turn On / Reset / Print One Page Of Text / Turn Off, Close Perspective.	PE-26	33	0:37
PE-26_34_01	Laser Printer; Desktop Laser Printer; Turn On / Reset / Print One Page Of Text / Turn Off, Close Perspective.	PE-26	34	1:28
PE-26_35_01	Dot Matrix Printer; Dot Matrix Computer Printer; Print / Advance / Print / Advance, Fan Noise In Background, Close Perspective.	PE-26	35	0:18
PE-26_36_01	Industrial Printer; Dot Matrix Printer; Steady Print, Heavy Duty Industrial Print, Medium Perspective.	PE-26	36	0:28
PE-26_37_01	Modem Connect 1; 14, 400 Bps Modem Connect; Telephone Rings / Line Noise / Modem Connect. Computer.	PE-26	37	0:24
PE-26_37_02	Modem Connect 2; 9, 600 Bps Modem Connect; Telephone Rings / Line Noise / Modem Connect. Computer.	PE-26	37	0:16
PE-26_38_01	Switches: Breaker On / Off 1; Older Breaker Style Switch Being Turned On And Then Off Again; Medium Perspective.	PE-26	38	0:02

PE-26_38_02	Switches: Breaker On / Off 2; Older Breaker Style Switch Being Turned On And Then Off Again; Medium Perspective.	PE-26	38	0:02
PE-26_38_03	Switches: Breaker On / Off 3; Older Breaker Style Switch Being Turned On And Then Off Again; Three Times, Medium Perspective.	PE-26	38	0:06
PE-26_39_01	Switches: Pull Chain / Button 1; Older Push-button Style Switch; Press / Release, Three Times, Close Perspective. Light Switch.	PE-26	39	0:03
PE-26_39_02	Switches: Pull Chain / Button 2; Older Push-button Style Switch; Press / Release, Two Times, Close Perspective. Light Switch.	PE-26	39	0:02
PE-26_40_01	Electric Motor: Under Strain; Gyating Medium Sized Electric Motor; Under Varying Stress, Close Perspective.	PE-26	40	0:07
PE-26_41_01	Electric Motor: Revs 1; Nine Short And Distinct Small Electric Motor Noises; Close Perspective.	PE-26	41	0:17
PE-26_41_02	Electric Motor: Revs 2; A Series Of Small Electric Motor Revs; Some Short, Some Steady, Close Perspective.	PE-26	41	0:15
PE-26_41_03	Electric Motor: Revs 3; Three Medium Sized Electric Motor Noises; Varying Loads, Close Perspective.	PE-26	41	0:09
PE-26_42_01	Electric Motor: Steady 1; Small To Medium Sized Electric Motor; Switch On / Spin Up / Run Steady / Switch Off / Spin Down, Close Perspective.	PE-26	42	0:37
PE-26_42_02	Electric Motor: Steady 2; Medium Sized Electric Motor, Lifting; Switch On / Slight Flutter / Steady Drone / Switch Off, Close Perspective.	PE-26	42	0:12
PE-26_43_01	Electric Motor: Lift 1; Larger Electric Motor; Sporadic Lurching Movements, Close Perspective.	PE-26	43	0:21
PE-26_43_02	Electric Motor: Lift 2; Four Large Electric Motor Lifts; Sounds Like Fork Lift, Close Perspective.	PE-26	43	0:21
PE-26_44_01	Centrifuge: On / Off 1; Centrifuge; Click On / Spin / Click Off / Spin Down, Close Perspective.	PE-26	44	0:17
PE-26_44_02	Centrifuge: On / Off 2; Centrifuge; Click On / Slowly Spin Up (Various Background Clicks) / Click Off / Slowly Spin Down, Close Perspective. Medical Lab.	PE-26	44	1:28
PE-26_45_01	Tesla Coil 1; Small Servo Motor Generator With Varying Degrees Of Static Electrical Noise; Close Perspective. Science Lab.	PE-26	45	0:34
PE-26_45_02	Tesla Coil 2; Large Tesla Coil; Slow Static Build Up / Loud Series Of Discharges, Medium Perspective. Science Lab.	PE-26	45	0:51
PE-26_46_01	Jacob's Ladder 1; Repetitive Electrical Build Up And Discharge; Close Perspective. Science Lab, Spark, Arc.	PE-26	46	0:16

PE-26_46_02	Jacob's Ladder 2; Large, Low Frequency, Slow, Repetitive Electrical Build Up And Discharge; Close Perspective. Science Lab, Spark, Arc.	PE-26	46	0:20
PE-26_46_03	Jacob's Ladder 3; Repetitive Slow Electrical Build Up With Multiple Discharge; Medium Perspective. Science Lab, Spark, Arc.	PE-26	46	0:27
PE-26_47_01	Electrical Arcs; Loud Mid-frequency Pops With Large Reverberation Two Times; Slight Electrical Hum In Background, Medium Perspective. Science Lab, Spark.	PE-26	47	0:26
PE-26_48_01	Electrical Shocks / Bursts 1; Five Short, Powerful Electric Zaps; Varying Length, Followed By One Long Powerful Electric Zap, Medium Perspective. Arc, Spark.	PE-26	48	0:16
PE-26_48_02	Electrical Shocks / Bursts 2; Long Steady Electrical Zap; Slight Fluctuation, Medium Perspective. Arc, Spark.	PE-26	48	0:17
PE-26_48_03	Electrical Shocks / Bursts 3; Repetitive Electrical Zaps; Mid Frequency, Metallic, Reverberant, Medium Perspective. Arc, Spark.	PE-26	48	0:19
PE-26_48_04	Electrical Shocks / Bursts 4; Seven Short Electrical Zaps; With Long Metallic Reverberation, Close Perspective. Arc, Spark.	PE-26	48	0:14
PE-26_49_01	Electrical Sparks W / Sizzle; Five Electrical Spark Explosions With Trailing Electrical Sizzle; Followed By Five Sets Of Triple Sparks With Trailing Electrical Sizzle, Medium Perspective. Arc, Spark.	PE-26	49	0:24
PE-26_50_01	Geiger Counter; Constant Repeating Click; Sweeping Pitch, Close Perspective.	PE-26	50	0:17
PE-26_51_01	A / C Vibrator; Constant, Subtle Mechanical Clank; Sounds Like An Analog Alarm Clock, Close Perspective.	PE-26	51	0:28
PE-26_52_01	Gas Release: Glass Tube 1; Steady High Pitched Gas Whistle; Close Perspective.	PE-26	52	0:33
PE-26_52_02	Gas Release: Glass Tube 2; Steady High Pitched Gas Whistle; Slowly Rising Pitch, Close Perspective.	PE-26	52	0:25
PE-26_53_01	Gas Release 1; Steady Gas Release, Close Perspective.	PE-26	53	0:28
PE-26_53_02	Gas Release 2; Steady Gas Release; Slowly Rising In Pitch, Close Perspective.	PE-26	53	0:17
PE-26_53_03	Gas Release 3; One Long Steady Air Tank Release / Off; Followed By Three Shorts Tank Releases / Off, Close Perspective.	PE-26	53	0:12
PE-26_54_01	Oxygen Tank: Releases 1; Five Oxygen Tank Releases With Tank Reverberations; Varying Lengths, Close Perspective. Pressurized Gas.	PE-26	54	0:17

PE-26_54_02	Oxygen Tank: Releases 2; Four Long, Slowly Tapering Oxygen Release; Close Perspective. Pressurized Gas.	PE-26	54	0:58
PE-26_54_03	Oxygen Tank: Releases 3; One Long, Oxygen Tank Release; Turn On / Gas Hiss / Turn Off, Close Perspective. Pressurized Gas.	PE-26	54	0:38
PE-26_54_04	Oxygen Tank: Releases 4; Two Long, Slow Oxygen Tank Fills; With Tank Ringing, Slight Gas Hiss In Background, Close Perspective. Pressurized Gas.	PE-26	54	0:13
PE-26_55_01	Helium Tank: Release 1; Quick Helium Gas Release; Close Perspective. Pressurized Gas.	PE-26	55	0:02
PE-26_55_02	Helium Tank: Release 2; Slow Helium Gas Release; Low Frequency Whine, Close Perspective. Pressurized Gas.	PE-26	55	0:04
PE-26_56_01	Co2 Tank: Releases; 12 Hollow, Low Frequency, Gas Pressure Releases; Varying Lengths, Close Perspective. Pressurized Gas.	PE-26	56	0:46
PE-26_57_01	Spectrograph; Sporadic Mechanical Clicks Leading Shorts Air Releases; Above Mechanical Drone, Close Perspective. Pressurized Gas.	PE-26	57	0:14
PE-26_58_01	Wind Tunnel; Inside Stereo Perspective Of A Wind Tunnel; On, Then Off.	PE-26	58	0:12
PE-26_59_01	Powder: Stir / Grind 1; A Granular Powder Being Forcefully Ground Upon A Piece Of Paper Upon A Hard Surface; Close Perspective. Pharmacy, Lab.	PE-26	59	0:10
PE-26_59_02	Powder: Stir / Grind 2; A Granular Powder Being Lightly Ground Upon A Piece Of Paper Upon A Hard Surface; Close Perspective. Pharmacy, Lab.	PE-26	59	0:10
PE-26_60_01	Beaker: Stir 1; A Metal Stirrer Briskly Stirring A Liquid In A Glass Beaker; Close Perspective. Pharmacy, Lab.	PE-26	60	0:08
PE-26_60_02	Beaker: Stir 2; A Wooden Stirrer Briskly Stirring A Liquid In A Glass Beaker; Close Perspective. Pharmacy, Lab.	PE-26	60	0:09
PE-26_60_03	Beaker: Stir 3; A Glass Stirrer Briskly Stirring In A Glass Beaker; Close Perspective. Pharmacy, Lab.	PE-26	60	0:04
PE-26_60_04	Beaker: Stir 4; A Metal Stirrer Briskly Stirring A Liquid In A Plastic Beaker; Close Perspective. Pharmacy, Lab.	PE-26	60	0:08
PE-26_61_01	Glass Beaker: Pour / Set Down; Glass Beaker Slowly Being Filled With A Liquid; Then Set Down On Ceramic Table; Close Perspective. Pharmacy, Lab.	PE-26	61	0:07
PE-26_62_01	Glass Beaker: Liquid Pour; Liquid Being Slowly Poured Into A Large Glass Receptacle; Close Perspective. Pharmacy, Lab.	PE-26	62	0:05
PE-26_63_01	Bunsen Burner 1; Bunsen Burner; On / Ignite / Medium Flame, Close Perspective. Lab, Gas Fire.	PE-26	63	0:20

PE-26_63_02	Bunsen Burner 2; Bunsen Burner; On / Ignite / Full Flame, Close Perspective. Lab, Gas Fire.	PE-26	63	0:28
PE-26_64_01	Boiling Liquid: Sequence; Bunsen Burner / Beaker; Flame Hiss / Slow Rise To Boiling Over, Spittle, Crackle, Snap, Hiss, Glass Creaking; Close Perspective. Lab, Gas Fire.	PE-26	64	0:43
PE-26_65_01	Boiling Liquid: Bubbles 1; A Slow, Rolling Liquid Boil; Consistency Of Water, Crisp High Frequency Sizzle, Close Perspective.	PE-26	65	0:28
PE-26_65_02	Boiling Liquid: Bubbles 2; A Rapid Liquid Boil; Consistency Of Water, Close Perspective.	PE-26	65	0:31
PE-26_65_03	Boiling Liquid: Bubbles 3; A Medium, Rolling Liquid Boil; Consistency Of Water, Close Perspective.	PE-26	65	0:20
PE-26_66_01	Tdx Drug Machine; Tdx Drug Machine; Motors / Fans In Background, Mechanical Clicks / Beeps / Printing In Foreground, Close Perspective. Hospital, Lab.	PE-26	66	0:57
PE-26_67_01	Blood Analyzer 1; Blood Analysis Machine; Fan / Motor, Mixing, Air Releases, Printout, Beeps; Close Perspective. Hospital, Lab.	PE-26	67	0:28
PE-26_67_02	Blood Analyzer 2; Blood Analysis; Fan / Motor, Printing, Buzzes; Close Perspective. Hospital, Lab.	PE-26	67	0:32
PE-26_67_03	Blood Analyzer 3; Blood Analysis; Motor / Fan Noise, Beeps, Printing, Grinding, Small Servos; Close Perspective. Hospital, Lab.	PE-26	67	1:02
PE-26_68_01	Electrolyte Analysis; Electrolyte Analysis; Motor / Fan, Keypad Data Entry, Mechanical Stirring; Close Perspective. Hospital, Lab.	PE-26	68	0:26
PE-26_69_01	Test Tube Shaker; Motor / Fan Noise In Background, Low-mid Frequency Vibration In Foreground (Sounds Like A Didgeridoo), Water, Buzzer; Close Perspective. Hospital, Lab.	PE-26	69	0:19
PE-26_70_01	Refrigerator Door: Open / Close; Exterior Perspective; Three Times Refrigerator Door Open / Close, Fan / Motor; One Time With Interior Movement; Close Perspective. Hospital, Lab.	PE-26	70	0:36
PE-26_71_01	Lab Ambience: Test Machinery 1; Fan / Motor, Mechanical Clanks, Buzzing (Cicada-like); Close Perspective. Hospital, Lab.	PE-26	71	0:29
PE-26_72_01	Lab Ambience: Test Machinery 2; Large Room; Fan / Motor, Air Releases, Servos, Beeps, Computer Keyboard Entry / Printing; Medium Perspective. Hospital, Lab.	PE-26	72	1:05
PE-26_73_01	Lab Ambience: Test Machinery 3; Large Room; Fan / Motor, Air Releases, Beeps, Computer Keyboard Entry, Slurping / Suction; Medium Perspective. Hospital, Lab.	PE-26	73	1:03
PE-26_74_01	Lab Disaster; A Cacophony Of Zaps, Buzzes, Alarms, And Explosions As The Laboratory Goes Up In Smoke; Medium Perspective.	PE-26	74	0:35

PE-26_75_01	Respirator 1; Repeated Oxygen Pump / Fill; Beeps In Background, Close Perspective. Hospital.	PE-26	75	0:16
PE-26_75_02	Respirator 2; Repeated Pumps Of Oxygen; Varying Lengths And Intervals, Close Perspective. Hospital.	PE-26	75	0:29
PE-26_75_03	Respirator 3; Repeated Pumps Of Oxygen; Motor / Fan Drone In Background, Medium Perspective. Hospital.	PE-26	75	0:18
PE-26_75_04	Respirator 4; Repeated Pumps Of Oxygen; Motor / Fan Drone In Background, Buzzer In Foreground, Medium Perspective. Hospital.	PE-26	75	0:36
PE-26_76_01	Pleurovac; Repeated Oxygen Pumps; Water / Motor Noise, Computer Beeps, Medium Perspective. Hospital.	PE-26	76	0:25
PE-26_77_01	Water Filtration Room; Repeated Oxygen Pumps; Water Trickling In Background, Clanks; Close Perspective.	PE-26	77	1:01
PE-26_78_01	Oxygen Tank; Repeated Long Oxygen Releases With Click, Close Perspective.	PE-26	78	0:12
PE-26_79_01	Heart Monitor: Infant / Fetal 1; Infant Ekg Heart Monitor; Regular Repeating Thud With Beep, Medium Perspective. Hospital.	PE-26	79	0:10
PE-26_79_02	Heart Monitor: Infant / Fetal 2; Ekg Heart Monitor; Regular Repeating Low Pitched Chirp, Close Perspective. Hospital.	PE-26	79	0:08
PE-26_80_01	Heart Monitor: Steady 1; Ekg Heart Monitor; Regular Repeating Medium Pitched Beep, Close Perspective. Hospital.	PE-26	80	0:10
PE-26_80_02	Heart Monitor: Steady 2; Ekg Heart Monitor; Regular Repeating High Pitched Beep, Close Perspective. Hospital.	PE-26	80	0:16
PE-26_80_03	Heart Monitor: Steady 3; Ekg Heart Monitor; Regular Repeating High Pitched Beep With Lower Pitched (Modem-like) Drone, Close Perspective. Hospital.	PE-26	80	0:08
PE-26_81_01	Heart Monitor: W / Flatline 1; Ekg Heart Monitor; Regular Repeating Medium Pitched Beep With Slight Trailing Reverb / Solid Flatline Beep, Close Perspective. Hospital.	PE-26	81	0:31
PE-26_81_02	Heart Monitor: W / Flat Line 2; Ekg Heart Monitor; Regular Repeating Double Medium / High Pitched Beep / Into Frantic High Pitch Beep To Solid Flatline Beep, Close Perspective. Hospital.	PE-26	81	1:10
PE-26_81_03	Heart Monitor: W / Flat Line 3; Ekg Heart Monitor; Sporadic Repeating Medium Pitched Beep / Solid Flatline Beep, Close Perspective. Hospital.	PE-26	81	0:19
PE-26_82_01	Heart Beat; Continuous Extreme Low Frequency Human Heart Beat; Close Perspective.	PE-26	82	0:27

PE-26_83_01	Rubber Gloves: On / Off 1; Plastic Surgical Gloves Going On / Off; Snap, Close Perspective. Hospital.	PE-26	83	0:19
PE-26_83_02	Rubber Gloves: On / Off 2; Plastic Surgical Gloves Going On / Off; Snap, Close Perspective. Hospital.	PE-26	83	0:12
PE-26_84_01	Incisions; 5 Incisions Into Flesh; Various Lengths, Close Perspective. Knife.	PE-26	84	0:14
PE-26_85_01	Brain Squish: Effect; Moist, Fleshy Organ Movements; Fall To Floor, Close Perspective.	PE-26	85	0:11
PE-26_86_01	Suction; Medical Suction Tube; Gurgling / Slurping / Hissing, Close Perspective. Hospital, Dentist.	PE-26	86	0:30
PE-26_87_01	Defibrillator 1; Defibrillator; Charge Up Squeal, Discharge With Meaty Punch; Close Perspective. Hospital.	PE-26	87	0:07
PE-26_87_02	Defibrillator 2; Defibrillator; Charge Up Squeal, Discharge; Close Perspective. Hospital.	PE-26	87	0:06
PE-26_88_01	Sphygmomanometer 1; Velcro Strap / Hand Pump Inflate (Crackle) / Deflate / Velcro Off, Close Perspective. Hospital.	PE-26	88	0:27
PE-26_88_02	Sphygmomanometer 2; Blood Pressure Analysis Machine; Switch On / Beep / Mechanical Sphygmomanometer Inflate / Pump / Beeps / Release, Close Perspective. Hospital.	PE-26	88	0:23
PE-26_89_01	I.v. Infusion Pump Alert; I.v. Infusion Pump Alert; Two-tone Warning Bell (Sounds Like Car Seatbelt Warning), Close Perspective. Hospital.	PE-26	89	0:03
PE-26_90_01	X-ray Machines 1; Small, Tinny X-ray Machine, Medium Perspective. Hospital.	PE-26	90	0:08
PE-26_90_02	X-ray Machines 2; Large X-ray Machine; Motor / Fan / Switches, Close Perspective. Hospital.	PE-26	90	0:08
PE-26_91_01	Polygraph Readout; Polygraph Machine; Switch On / Clatter / Grinding / Switch Off, Close Perspective. Chart Recorder.	PE-26	91	0:17
PE-26_92_01	Stretcher: Roll ; Hospital Stretcher Being Rolled Down Hallway; Thin, Tinny Sound; Close Perspective. Gurney.	PE-26	92	0:34
PE-26_93_01	Hospital Curtains: Open / Close; Hospital Emergency Room Curtain; Open R-l / Close L-r, Medium Perspective.	PE-26	93	0:08
PE-26_94_01	Hospital Bed: Movement ; Hospital Room Bed; Hydraulic Pump Up / Release Down / Squeak, Close Perspective.	PE-26	94	0:34
PE-26_95_01	Dentist Spit Vacuum; Dentist Spit Vacuum; On / Hiss / Slurp / Gurgle; Close Perspective. Suction.	PE-26	95	0:34

PE-26_96_01	Dentist Drill 1; Dentist Drill Spinning In Air; Two Times On / Spin / Spin Down, Close Perspective.	PE-26	96	0:20
PE-26_96_02	Dentist Drill 2; Dentist Drill Drilling Tooth; Spin / Grind Against Tooth / Squeak / Squeal, Close Perspective.	PE-26	96	0:35
PE-26_97_01	Hospital Pages; Various Hospital Hallway Pages: Female Voice; Paging Dr. Bender, Paging Dr. Bender Please., Dr. Bender To The Mental Ward Please, Dr. Bender., Paging Dr. Stateman, Paging Dr. Stat	PE-26	97	0:29
PE-26_98_01	Hospital: Hallway Ambience; Interior Hospital Hallway Ambience; Stretcher Rolls / Footsteps / Phone Rings / Computer Printers / Walla, Medium Perspective.	PE-26	98	0:38
PE-26_99_01	Ambulance: Interior Ambience; Interior Ambulance In Emergency Transit; Sirens, Motors, Ekg Beeps, Rattles / Squeaks / Bumps, Close Perspective.	PE-26	99	1:16
<u>CD #27</u>				
PE-27_01_01	Garbage Truck: Start, Idle; Dump Truck; Start / Idle, Metallic Rattle In Foreground, Close Perspective.	PE-27	1	1:07
PE-27_02_01	Garbage Truck: In, Stop, Off; Dump Truck; Fast In / Idle / Out Of Gear / Off, Buzz, Close Perspective.	PE-27	2	0:20
PE-27_03_01	Garbage Truck: Back In; Dump Truck; Backing Up From Distance Into Foreground / Stop, Break Squeak On Stop, Close Perspective.	PE-27	3	0:17
PE-27_04_01	Garbage Truck: Dumps; Dump Truck; Idle / Raise Cargo Bed / Large Metallic Crashes, Medium Perspective.	PE-27	4	0:24
PE-27_05_01	Garbage Truck: Hydraulics; Trash Truck Hydraulics; Multiple Movements, Engine Idle In Background, Mechanical Whine, Medium Perspective.	PE-27	5	0:31
PE-27_06_01	Garbage Can: Set Down; Classic Metal Trash Can Being Dropped / Hit, Close Perspective.	PE-27	6	0:04
PE-27_07_01	Truck: Air Horn; Numerous Short To Long Air Horn Honks, Completely Isolated, Close Perspective.	PE-27	7	0:10
PE-27_08_01	Truck: Backup Beeps ; Industrial Vehicle Backup Beep; Isolated, No Motor Noise, Close Perspective.	PE-27	8	0:08
PE-27_09_01	Truck: Door Slam; Cement Truck Door Open / Close, Three Times, Medium Perspective.	PE-27	9	0:11
PE-27_10_01	Logging Truck: Int. Start; Logging Truck; Open Door / Start Engine / Radio Chatter / Drive / Rattling Gear Shift, Interior, Close Perspective.	PE-27	10	1:05
PE-27_11_01	Logging Truck: By; Logging Truck; In / By / Away, Trailer Rattle On Away, Medium Perspective.	PE-27	11	0:19

PE-27_12_01	Oil Tanker: Delivery; Oil Truck Rig Ambience; Horn Honk / Brake Air Releases / Hollow Chain Clanks / Chain Movement, Close Perspective.	PE-27	12	0:39
PE-27_13_01	Bulldozer: Start, Idle; Bulldozer; Metallic Squeak, Start, Idle, Close Perspective.	PE-27	13	0:16
PE-27_14_01	Bulldozer: Start, Rev, Off; Bulldozer; Start / Hollow Revs / Idle / Turn Off, Close Perspective.	PE-27	14	1:05
PE-27_15_01	Bulldozer: Start, Idle, Away; Bulldozer; Start / Revs / Idle / Into Gear / Away, Fan Noise, Metallic Clanking On Away, Close Perspective.	PE-27	15	0:52
PE-27_16_01	Bulldozer: Start, Drive W / Brush; Bulldozer; Working, Crunching, 'tire Crushing Vegetation' Noise, Metallic Squeaks, Close Perspective.	PE-27	16	1:18
PE-27_17_01	Bulldozer: In, By; Bulldozer; Slow In / By / Away, Repetitive Metallic Clanking, Distant To Close Perspective.	PE-27	17	1:05
PE-27_18_01	Bulldozer: Excavating; Back Hoe Working; Back And Forth, Large Metallic Clunks, Diesel Motor, Medium Perspective.	PE-27	18	0:49
PE-27_19_01	Crane: Rev, Idle; Crane; Idle / Revs, Metallic Squeaks, Medium Perspective.	PE-27	19	0:51
PE-27_20_01	Crane: Working Interior; Crane Interior; Distant Engine Noises, Loud Clanking, Subtle Interior Clicks, Close To Distant Perspective.	PE-27	20	0:32
PE-27_21_01	Crane: Drill; Crane Drilling; Rattling Chain, Loud Drill / Motor, Truck Engine Noises, Metallic Squeaks, Medium Perspective.	PE-27	21	1:36
PE-27_22_01	Crane: Wrecking Ball; Wrecking Ball; Engine Noises In Background, Loud Metal / Glass / Brick Crashes, Medium Perspective. Demolition.	PE-27	22	0:50
PE-27_23_01	Tractor: Start, Idle; Tractor Working; Start / Rev / Idle, Close Perspective.	PE-27	23	0:24
PE-27_24_01	Tractor: Start, Run; Tractor Working; Start / Idle / Sputter / Drive / Metallic Squeaks And Rattles, Close Perspective.	PE-27	24	1:02
PE-27_25_01	Tractor: Start, Away; Tractor Working; Start / Rev / Idle / Drive Away, Close Perspective.	PE-27	25	0:22
PE-27_26_01	Tractor: Run, Off; Tractor Working; Running / Metallic Clanks / Off, Close Perspective.	PE-27	26	0:15
PE-27_27_01	Tractor: Drive Back And Forth; Tractor Working; Idle / Drive Back And Forth / Switch Gears / Metallic Clanks, Medium Perspective.	PE-27	27	1:22
PE-27_28_01	Tractor: Drive W / Cutter Bar; Tractor Working; Start / Idle / Turn On Cutter Bar, Rattle In Foreground / Drive Away, Close Perspective.	PE-27	28	0:34

PE-27_29_01	Tractor: Tills Dirt And Gravel; Tractor Working; Running / Continuous Rattle While Dragging Tiller, Rock / Dirt Noises, Close Perspective.	PE-27	29	0:55
PE-27_30_01	Tractor: Pedal And Levers; Tractor; Various Pedal And Lever Noises, Metallic Clanks And Squeaks, Isolated, Close Perspective.	PE-27	30	0:08
PE-27_31_01	Farm Swather / Tractor; Farm Swather; Distant Start / Idle / In / By / Away / In Again, In / By / Away Three Times, High Pitched Whine, Loud Metallic Clanking At End, Close To Distant Perspective.	PE-27	31	2:41
PE-27_32_01	Farm Excavator / Tractor: Steady; Farm Excavator Working; Motor Noises, Constant Creaking, Metallic Squeaks / Clanks, Close Perspective.	PE-27	32	0:38
PE-27_33_01	Farm Excavator / Tractor: Over Tree; Farm Excavator Knocking Over A Tree; Motor Noises, Constant Creaking, Metallic Squeaks / Clanks, Snap Tree, Close Perspective.	PE-27	33	0:14
PE-27_34_01	; Tree Planter Working; Motor Noises / Mechanical Clanks, Medium Perspective.	PE-27	34	1:05
PE-27_35_01	Rototiller; Rototiller Working; Motor Noises / Metallic Rattling, Close Perspective.	PE-27	35	0:52
PE-27_36_01	; Gas Engine; Start / Rev / Idle / Off, Medium Perspective.	PE-27	36	0:27
PE-27_37_01	; Gas Engine; Start / Rev / Idle / Sputter, Medium Perspective.	PE-27	37	0:52
PE-27_38_01	; Small Diesel Engine; Sputter / Idle / Revs, Medium Perspective.	PE-27	38	0:41
PE-27_39_01	; Large Diesel Engine; Running Steady, Medium Perspective.	PE-27	39	0:36
PE-27_40_01	Electric Generator; Large Generator; Low Frequency Tone With Higher Warble Tone Above, Close Perspective.	PE-27	40	0:38
PE-27_41_01	Gas Powered Generator: Medium; Electric Generator; On / Slow Wind Up / Medium Pitched Whine And Rhythmic Metallic Clatter / Off / Quick Spin Down, Medium Perspective.	PE-27	41	1:00
PE-27_42_01	Gas Powered Generator; Large, Industrial Warehouse, Gas-powered Generator; Continuous, Steady Idle.	PE-27	42	0:57
PE-27_43_01	; Wind Powered Generator; Metallic Whining, Fan / Motor Noise, Medium Perspective.	PE-27	43	0:58
PE-27_44_01	Warehouse Fan; Large Industrial Fan; On / Steady / Off / Slow Wind Down, Loud Low Frequency Clunk When Turned Off, Close Perspective.	PE-27	44	1:25

PE-27_45_01	Turbine; Continuous Rumble With Steady-state High Pitched Whine, Close Perspective.	PE-27	45	0:40
PE-27_46_01	Large Servo; Large Electric Motor; On / Buzzer In Foreground / Hum In Background / Off, Close Perspective.	PE-27	46	0:10
PE-27_47_01	Medium Servo; Constant, Repeating, Motorized Air Compressor Clicking, Close Perspective.	PE-27	47	0:14
PE-27_48_01	Hydraulic Door; Hydraulically Driven Door Open / Close Two Times, Close Perspective.	PE-27	48	0:19
PE-27_49_01	Hydraulic Release; Slow Hydraulic / Air Releases, Clanking, Close Perspective.	PE-27	49	0:09
PE-27_50_01	High Pressure Air Hose; High Pressure Hose; Generator In Background, Steady Air Release, Rubber Squeaking, Close Perspective.	PE-27	50	0:37
PE-27_51_01	Arc Welder; Arc Welder; High Pitched Sizzle / Scream, Varying Degrees Of Hiss, Medium Perspective.	PE-27	51	0:49
PE-27_52_01	Jackhammer 1; Jackhammer; Hammering Concrete, Steady With Sporadic Breaks, Medium Perspective.	PE-27	52	0:24
PE-27_53_01	Jackhammer 2; Jackhammer; Hammering Concrete, Metallic Clanking, Steady, Close Perspective.	PE-27	53	0:38
PE-27_54_01	Detonator Plunger 1; Explosives Detonator Plunger Being Pushed; Two Times, Sliding Spring / Ratchet Noise, Close Perspective.	PE-27	54	0:04
PE-27_55_01	Detonator Plunger 2; Explosives Detonator Plunger Being Pushed; One Time, Sliding Spring / Ratchet Noise, High Pitched Ring, Close Perspective.	PE-27	55	0:04
PE-27_56_01	Dynamite Explosion; Dynamite Explosion / Whoosh / Falling Debris, Medium Perspective.	PE-27	56	0:20
PE-27_57_01	Building Demolition 1; Dynamite Explosion / Whoosh / Falling Debris, Medium Perspective.	PE-27	57	0:06
PE-27_58_01	Building Demolition 2; Demolition; Enormous Echoing Explosion Followed By Falling Debris, Medium To Close Perspective.	PE-27	58	0:15
PE-27_59_01	Factory Site Whistle; Classic Factory Whistle, Two Times, Isolated, Medium Perspective.	PE-27	59	0:05
PE-27_60_01	Cargo / Freight Elevator Sequence; Elevator Door Close, Low Hum / Squeak In Transit, Door Open, Person Walks Off, Close Perspective.	PE-27	60	0:25
PE-27_61_01	Conveyer Belt 1; Conveyer Belt Moving; Motor / Fan Noises, Rhythmically Repeating Low Frequency Flapping, Close Perspective.	PE-27	61	1:27

PE-27_62_01	Conveyor Belt 2; Gm Factory Conveyor Belt; Continuous Rhythmic Metallic Clunks / Heavy Machinery In Background, Close Perspective.	PE-27	62	1:47
PE-27_63_01	Conveyer Belt 3; Conveyor Belt; Repetitive Movement Over Motor / Fan Drone, Close Perspective.	PE-27	63	0:19
PE-27_64_01	Robotic Assembly Line; Assembly Line; Motor / Fan Noise, Mechanical Movement In Foreground, Close Perspective.	PE-27	64	0:32
PE-27_65_01	Steam Pump; Soft To Loud Hiss / Machine Noise In Background / Pump Off / Machine Off W / Click.	PE-27	65	0:32
PE-27_66_01	Water Wheel; Water Wheel; Water Spilling / Wooden Clunks / Occasional Squeaks, Close Perspective.	PE-27	66	0:38
PE-27_67_01	Mechanical Hoist 1; Motor Noise, Chain Noise, Wood / Metal Movement / Creaking, Close Perspective.	PE-27	67	0:22
PE-27_68_01	Mechanical Hoist 2; Persons Moving Large Metal / Plastic Drums; Water Sloshing, Mechanical Hoist, Close Perspective.	PE-27	68	0:46
PE-27_69_01	Wood Lathe; Very Slowly Spin Up To Speed, Rhythmic Clicking In Background, Off With Relatively Quick Spin Down, Close Perspective.	PE-27	69	1:37
PE-27_70_01	Wood Shaper / Planer; Spinning / Run Piece Of Wood Through, Medium Perspective.	PE-27	70	0:28
PE-27_71_01	Wood Router; Electric; Motor Under Pressure Against Wood, Lift Up / Motor Spins Free, Medium Perspective.	PE-27	71	0:12
PE-27_72_01	Power Saw: Cutting; On / Spin / Cut Wood, Medium Perspective.	PE-27	72	0:23
PE-27_73_01	Lumber Mill Saw: Cutting; Cutting Wood, Motor / Fan In Foreground, Medium Perspective.	PE-27	73	0:35
PE-27_74_01	Plywood Smoother; Plywood Smoother; Motors In Background, Under Load, Laboring Belt Noise, Wood Movement, Air Releases, Close Perspective.	PE-27	74	0:56
PE-27_75_01	; Plywood Stamper; Motors In Background, Machine Stamping, Wood Movement, Air Releases, Close Perspective.	PE-27	75	0:46
PE-27_76_01	; Hi Speed Drill Press; Motor Noise / Bit Squeaking In Wood / Bit Removed, Motor Spins Free, Fan / Hum In Background, Close Perspective.	PE-27	76	0:15
PE-27_77_01	; Power Drill; Spinning Freely, Labors When Hits Wood / Release; Then Drilling Metal, Close Perspective.	PE-27	77	0:34
PE-27_78_01	Small Pneumatic Rivet Gun; Small Motor Noise With Muted Metallic Clinking; Various Length Bursts, Close Perspective.	PE-27	78	0:42

PE-27_79_01	Small Pneumatic Drill: On, Steady, Off; Pneumatic Drill; On / Steady / Off, Isolated, Close Perspective.	PE-27	79	0:05
PE-27_80_01	Small Pneumatic Drill: spurts; Numerous Grinder Bursts, Varying Lengths, Air Release / Motor Spin, Close Perspective.	PE-27	80	0:12
PE-27_81_01	Small Pneumatic Drill: Long spurts; Numerous Grinder Burst, Very Long, Two Times, Air Release / Motor Spin, Close Perspective.	PE-27	81	0:33
PE-27_82_01	Medium Pneumatic Drill: spurts; Numerous Drill Bursts, Varying Lengths, Air Release / Motor Spin, Medium Perspective.	PE-27	82	0:16
PE-27_83_01	Large Pneumatic Drill: Drilling; Loud Continuous Metallic Clanking, With Motor Noise, Two Times Medium Perspective.	PE-27	83	0:28
PE-27_84_01	Metal On Grinder; Metal Grinding Against Machine Spun Stone Wheel; Motor / Fan Noise, Medium Perspective.	PE-27	84	0:29
PE-27_85_01	Oil Rig W / Chain Movement; Oil Rig; Loud, Echoing Chain Movement, Background Motor Hum, Air Release, Close Perspective.	PE-27	85	0:30
PE-27_86_01	Oil Pump; Oil Pump; Motor / Fan Noises, Rhythmic Squeak / Pumping Sound, Chain Noise, Medium Perspective.	PE-27	86	0:59
PE-27_87_01	Rock Drill; Muffled Drilling Into Rock; Squeaks / Motor Noises, Three Times, Close Perspective.	PE-27	87	0:12
PE-27_88_01	Construction Background 1; Construction Ambience; Foreman Walla / Earthmovers / Cranes / Sheet Metal Clunks / Airplane Flies Over Head / Table Saw / Hammering / Trowel In Cement, Medium To Distant Perspective.	PE-27	88	2:10
PE-27_89_01	Construction Background 2; Construction Ambience; In Foreground -jackhammer, Truck Movement / Backing Up, Metallic Squeaks. In Background -saws, Hammering, Trucks, Close To Distant Perspective.	PE-27	89	1:29
PE-27_90_01	Warehouse Background 1; Warehouse Ambience; Large Motor / Lifting Noises, Backup Beeps, Medium Perspective.	PE-27	90	1:06
PE-27_91_01	Warehouse Background 2; Industrial Ambience; Fan / Motor Noises; Constant Backup Beep, Various Forklifts Lifting, Medium Perspective.	PE-27	91	0:46
PE-27_92_01	Warehouse Background 3; Machine Motor / Fan Noise; With High Pitched Servo Lifting, Medium Perspective.	PE-27	92	0:30
PE-27_93_01	Warehouse Background 4; Warehouse Ambience; Fan / Motor Noise / Metallic Clanks / Air Release / Worker Walla / Backup Beeps, Medium To Distant Perspective.	PE-27	93	1:00
PE-27_94_01	Factory Background; Plywood Factory Ambience; Motor / Fan Noise, Repetitive Mechanical Clanks, Air Releases, Medium Perspective.	PE-27	94	0:59

PE-27_95_01	Steel Mill Background; Steel Mill Ambience; Motor / Fan Noise, Chain Noise, Distant Clanks, Squeaks, Medium Perspective.	PE-27	95	0:46
PE-27_96_01	Automobile Factory Background; Loud Metallic Clunks, Talking, Welding, Steady Air Release; Medium Perspective.	PE-27	96	1:28
PE-27_97_01	Refrigerated Room Background; Loud Steady Fan / Motor Of Industrial Refrigeration Unit, Medium Perspective.	PE-27	97	0:30
PE-27_98_01	Hydroelectric Background; Low Frequency Rumble With Large Industrial Fan Noise, Close Perspective.	PE-27	98	0:30
CD #28				
PE-28_01_01	Molotov Cocktail Throw: Explosion; Panning Flame Whoosh With Resulting Explosion / Debris. Medium Single Source Flame Whoosh, Right To Left, Followed By Thunderous Metal / Glass / Fire Explosion. Close P	PE-28	1	0:06
PE-28_02_01	Large Explosion W / Long Tail; Thunderous Explosion With Metal Girder-type Creaks And Glass. Long Airy Tail Decay. Close Perspective.	PE-28	2	0:22
PE-28_03_01	Medium Explosion W / Fireball; Medium Explosion, Dry. Concussive Explosion With Long Dry Decay. Close Perspective.	PE-28	3	0:09
PE-28_04_01	Medium Explosion; Medium Explosion, Dry. Immediate Concussive Explosion With Open Reverberant Low Frequency Decay. Close Perspective	PE-28	4	0:06
PE-28_05_01	Medium Explosion: Subtle Impact; Shock Wave Explosion. Slower Attack With Low Frequency Wash. Light Metal Debris With Hot Wind / Fire Whoosh.	PE-28	5	0:06
PE-28_06_01	Large Multi-impacts W / Fireball; Multiple Explosion With Glass And Metal Debris; Whoosh Of Flames, Close Perspective.	PE-28	6	0:08
PE-28_06_02	Large Multi-impacts W / Fireball; Explosion With Glass And Metal Debris; Whoosh Of Flames, Close Perspective.	PE-28	6	0:10
PE-28_07_01	Large Multi-impacts W / Fire / Glass / Metal; Explosion With Glass And Metal Debris; Whoosh Of Flames, Close Perspective.	PE-28	7	0:14
PE-28_08_01	Large Impacts W / Glass And Metal Debris; Explosion With Glass And Metal Debris; Close Perspective.	PE-28	8	0:07
PE-28_09_01	Large Impacts W / Continuous Glass / Metal Debris; Explosion With Long Falling Glass And Metal Debris; Close Perspective.	PE-28	9	0:22
PE-28_09_02	Large Impacts W / Continuous Glass / Metal Debris; Explosion With Glass And Metal Debris; Close Perspective.	PE-28	9	0:09
PE-28_09_03	Large Impacts W / Continuous Glass / Metal Debris; Explosion With Glass And Metal Debris; Close Perspective.	PE-28	9	0:08

PE-28_10_01	Medium Impact W / Debris; Explosion With Glass And Metal Debris; One Time, Close Perspective.	PE-28	10	0:04
PE-28_10_02	Medium Impact W / Debris; Explosion With Glass And Metal Debris; One Time, Close Perspective.	PE-28	10	0:05
PE-28_10_03	Medium Impact W / Debris; Explosion With Glass And Metal Debris; One Time, Close Perspective.	PE-28	10	0:04
PE-28_10_04	Medium Impact W / Debris; Explosion With Glass And Metal Debris; Close Perspective.	PE-28	10	0:05
PE-28_10_05	Medium Impact W / Debris; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	10	0:04
PE-28_11_01	Explosion Concussion Sweeteners; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	11	0:05
PE-28_11_02	Explosion Concussion Sweeteners; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	11	0:05
PE-28_11_03	Explosion Concussion Sweeteners; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	11	0:06
PE-28_12_01	Small Impact; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	12	0:05
PE-28_12_02	Small Impact; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	12	0:05
PE-28_12_03	Small Impact; Medium Explosion With Glass Debris; One Time, Close Perspective.	PE-28	12	0:05
PE-28_12_04	Small Impact; Impact / Explosion With Glass Debris, Close Perspective.	PE-28	12	0:04
PE-28_13_01	Flame: Lighter Click / Fire Ignite; Lighter Strike, Gas Flame Ignite; Close Perspective.	PE-28	13	0:05
PE-28_14_01	Flame Whoosh: Swift; Flame Being Waved Back And Forth; Large Swoops, Close Perspective.	PE-28	14	0:05
PE-28_14_02	Flame Whoosh: Swift; Flame Being Waved Back And Forth; Large Swoops, Close Perspective.	PE-28	14	0:05
PE-28_15_01	Flame Whooshes: Left / Right; Flame Being Waved Back And Forth; Close Perspective.	PE-28	15	0:08
PE-28_16_01	Flame Whoosh W / Flange; Flame Being Waved Back And Forth; Strange Flanging Effect, Close Perspective.	PE-28	16	0:04

PE-28_17_01	Fireball Special Effect; Flame Effect; Medium Fireball, Close Perspective.	PE-28	17	0:05
PE-28_17_02	Fireball Special Effect; Flame Effect; Large Fireball, Close Perspective.	PE-28	17	0:04
PE-28_17_03	Fireball; Flame Effect; Large Fireball, Close Perspective.	PE-28	17	0:05
PE-28_18_01	Fireball; Flame Effect; Medium Fireball, Close Perspective.	PE-28	18	0:05
PE-28_18_02	Fireball; Flame Effect; Medium Fireball, Close Perspective.	PE-28	18	0:06
PE-28_18_03	Fireball; Flame Effect; Medium Fireball, Close Perspective.	PE-28	18	0:05
PE-28_19_01	Fireball (Double); Flame Effect; Medium Fireball, Close Perspective.	PE-28	19	0:06
PE-28_20_01	Fireball Continuous Low Frequency Rumble; Fireball Whoosh. Continuous Hot Fire Whoosh, No Crackle. Close Perspective.	PE-28	20	0:08
PE-28_21_01	Air Whoosh; Air Whoosh Effect; Large Gust Of Wind; Close Perspective.	PE-28	21	0:04
PE-28_22_01	Low Rumble Into Fireball; Flame Effect; Large Fireball, With Wind Swoosh, Close Perspective.	PE-28	22	0:05
PE-28_23_01	Continuous Low Frequency Rumble; Continuous Rumble. Heat Or Burning Fire. Very Light Crackle Intermittent. Close Perspective.	PE-28	23	0:12
PE-28_23_02	Continuous Low Frequency Rumble; Subtle Low Rumble; Inconsistent, Close Perspective.	PE-28	23	0:18
PE-28_24_01	Large Continuous Crash: Glass / Metal; Crash / Explosion With Glass And Metal Debris; Close Perspective.	PE-28	24	0:09
PE-28_24_02	Large Continuous Crash: Glass / Metal; Crash / Explosion With Glass And Metal Debris; Close Perspective.	PE-28	24	0:09
PE-28_24_03	Large Continuous Crash: Glass / Metal; Explosion With Glass And Metal Debris; Close Perspective.	PE-28	24	0:17
PE-28_25_01	Large Multiple Crashes: Glass / Metal; Explosion With Glass And Metal Debris; Close Perspective.	PE-28	25	0:05
PE-28_26_01	Large Crash: Glass / Metal; Metallic Explosion Sweetener With Multiple / Glass Impacts And Debris. Close Perspective.	PE-28	26	0:12

PE-28_27_01	Large Crash: Glass / Metal; Metal Explosion Sweetener. Two Sequential Metal Impacts With Light Glass / Light Metal Debris. Sheet Metal Base. Close Perspective.	PE-28	27	0:05
PE-28_28_01	Medium Crash: Glass / Metal; Metal Based Explosion Sweetener. Particle Debris Sprinkle At End. Close Perspective.	PE-28	28	0:04
PE-28_28_02	Medium Crash: Glass / Metal; Metal / Glass Impact Sweetener. Two Sequential Medium Impacts Of Metal And Glass. Close Perspective.	PE-28	28	0:05
PE-28_29_01	Medium Crash: Glass / Metal; Medium, Glass Impact With Subtle Debris, Close Perspective.	PE-28	29	0:04
PE-28_29_02	Medium Crash: Glass / Metal; Large Pane Of Glass Being Broken; Shatter / Metallic Clunks, Close Perspective.	PE-28	29	0:05
PE-28_29_03	Medium Crash: Glass / Metal; Explosion With Wood And Glass Debris; Close Perspective.	PE-28	29	0:05
PE-28_30_01	Medium Crash: Glass / Wood; Medium, Wooden Impact With Subtle Debris, Close Perspective.	PE-28	30	0:04
PE-28_30_02	Medium Crash: Glass / Wood; Medium, Dull, Wooden Impact With Glass Debris, Close Perspective.	PE-28	30	0:04
PE-28_30_03	Medium Crash: Glass / Wood; Medium, Hollow, Wooden Impact With Glass Debris, Close Perspective.	PE-28	30	0:04
PE-28_31_01	Axe: Multiple Impacts Tearing Wood; Series Of Metal To Wood Impacts. Hard Impacts With Metallic Ring And Splintering And Breaking Of Wood Pieces And Debris. Close Perspective.	PE-28	31	0:16
PE-28_32_01	Light Continuous Spill: Dirt / Glass; Intense Fall Of Light Debris Which Tapers Off To Scattered Sprinkling With Wood Beam Creaking In The Background. Medium Perspective.	PE-28	32	0:16
PE-28_33_01	Debris: Wood / Metal; Wood Impact With Debris. Building From Left, Medium Sized Wood Pieces Impact And Shatter. Close Perspective.	PE-28	33	0:04
PE-28_34_01	Debris: Wood Continuous; Long Slide Of Wood And Various Debris Sliding Or Falling. Heavy, Constant Thuds And Glass Clinks Which Slowly Taper Off. Close Perspective.	PE-28	34	0:10
PE-28_35_01	Debris: Glass / Wood; Shuffling Of Large Amounts Of Various Glass, Wood, And Plaster Debris With Wood Creaks In The Background. Close Perspective.	PE-28	35	0:26
PE-28_36_01	Large Shatter: Window Pane; Large Sheet Of Glass Being Shattered; Large Pieces Falling, Close Perspective.	PE-28	36	0:05
PE-28_36_02	Large Shatter: Window Pane; Large Pane Of Glass Being Broken; Close Perspective.	PE-28	36	0:05

PE-28_36_03	Large Shatter: Window Pane; Large Pane Of Glass Being Broken; Two Times, Shatter / Clunks, Close Perspective.	PE-28	36	0:06
PE-28_36_04	Large Shatter: Window Pane; Large Pane Of Glass Being Broken; Two Times, Shatter / Clunks, Close Perspective.	PE-28	36	0:05
PE-28_37_01	Large Shatter: Boxy; Medium Sized Crash / Sheet Of Glass Being Shattered; Close Perspective.	PE-28	37	0:05
PE-28_38_01	Large Shatter: Safety Glass; Large Pane Of Glass Being Broken; Lots Of Falling Debris, Close Perspective.	PE-28	38	0:04
PE-28_39_01	Medium Shatter: Thick Glass; Medium Glass / Ceramic Shatter. Close Perspective.	PE-28	39	0:04
PE-28_39_02	Medium Shatter: Thick Glass; Crisp Ceramic Shatter With High Piercing Glass. Medium, Close Perspective.	PE-28	39	0:05
PE-28_40_01	Medium Shatter: Double Hit; Medium Metal Impacts, Two Sequentially. Light Metal / Aluminum With Glass. Close Perspective.	PE-28	40	0:05
PE-28_41_01	Medium Shatter: Glass Pane Drop; Large Pane Of Glass Being Broken; Shatter / Metallic Clunks, Close Perspective.	PE-28	41	0:05
PE-28_41_02	Medium Shatter: Glass Pane Drop; Large Pane Of Glass Being Broken; Shatter / Metallic Clunks, Close Perspective.	PE-28	41	0:05
PE-28_42_01	Medium Shatter: Window Pane; Medium Sized Sheet Of Glass Being Shattered; Close Perspective.	PE-28	42	0:04
PE-28_42_02	Medium Shatter: Window Pane; Large Sheet Of Glass Being Shattered; Close Perspective.	PE-28	42	0:04
PE-28_43_01	Medium Shatter: Safety Glass; Medium Sized Crash / Sheet Of Glass Being Shattered; Close Perspective.	PE-28	43	0:05
PE-28_44_01	Small Shatter: Window Pane; Large Pane Of Glass Being Broken; Shatter / Metallic Clunks, Close Perspective.	PE-28	44	0:05
PE-28_45_01	Small Shatter; Small Plate Being Smashed; Medium Perspective.	PE-28	45	0:04
PE-28_45_02	Small Shatter; Thick Glass, Possibly Ceramic, Being Broken; Shatter / Clunk, Medium Perspective.	PE-28	45	0:04
PE-28_46_01	Falling Glass Debris: Continuous; A Large Amount Of Small To Medium Shards Of Glass Falling To A Hard Surface, Close Perspective.	PE-28	46	0:19
PE-28_47_01	Glass Shards: Scrape; Shards Of Glass Being Ground / Scraped Against A Hard Surface, Close Perspective.	PE-28	47	0:27

PE-28_48_01	Glass Crush / Scrape; Shards Of Glass Being Ground Against A Hard Surface, Close Perspective.	PE-28	48	0:21
PE-28_49_01	Metal Debris And Stress / Creak / Debris; Continuous Montage Of Creaks, Rattles And Thuds With Light Wind Rushes. Medium Perspective.	PE-28	49	0:25
PE-28_50_01	Metal Debris And Stress / Creak / Debris; Metal Debris Tumbling Continuously With Loud, High Pitched Screeches. Close Perspective.50	PE-28	50	0:12
PE-28_51_01	Metal Debris Stress / Creak; Extended Metallic Crashes And Clangs With Some Glass Debris. Close Perspective.	PE-28	51	0:16
PE-28_52_01	Metal Rattle: Steady; Metallic Rattle, Hollow, Medium. Trash Can Drag Type Clank-rattles. Close Perspective.	PE-28	52	0:10
PE-28_53_01	Metal Creak / Debris; Extended Metallic Impacts; Clunks / Clanks, Close Perspective.	PE-28	53	0:11
PE-28_54_01	Metal Creak / Stress; Metallic Impacts; Clunks, Clanks Of Various Sized Metal Pieces Being Dropped. Close Perspective.	PE-28	54	0:06
PE-28_55_01	Stress Creak: Rhythmic Steady; Extended Wood Rattles And Creaks With Intermittent Metallic Rumbles. Close Perspective.	PE-28	55	0:39
PE-28_56_01	Stress Creak: Slow Rhythmic Steady; Low Pitched Creaks And Groans Of Large Metal Sheet Bending. Close Perspective.	PE-28	56	0:13
PE-28_57_01	Short Multiple Scrapes: High Squeal; Metal Chair Scraping Against Cement Floor; Multiple Times, Close Perspective.	PE-28	57	0:33
PE-28_58_01	Hinge Squeaks; One Open And Close Of A Squeaky Hinge. High Pitched Metallic Squeals. Close Perspective.	PE-28	58	0:06
PE-28_58_02	Hinge Squeaks; Three Slow High Whining Metallic Hinge Squeaks. Close Perspective.	PE-28	58	0:08
PE-28_58_03	Hinge Squeaks; Four Slow Metallic Squeaks From Hinges, High Pitched. Close Perspective.	PE-28	58	0:12
PE-28_58_04	Hinge Squeaks; Three Separate Open And Closes Of A Squeaky Hinge. Long, Drawn Out High Pitched Metallic Squeals. Close Perspective.	PE-28	58	0:15
PE-28_58_05	Hinge Squeaks; Three Short Metallic Squeaks Of Rusty Hinge. High Pitched Squeals. Close Perspective.	PE-28	58	0:09
PE-28_59_01	Short Scrape: Mid Frequency; Three Metallic Squeaks Of Hinges. Low Pitched, Long Squeals. Close Perspective.	PE-28	59	0:11
PE-28_59_02	Short Scrape: Mid Frequency; Four Very Low Pitched Metallic Groans. Close Perspective.	PE-28	59	0:12

PE-28_60_01	Long Scrape: High Frequency; Extended Metallic Scrapes. High Pitched, Squealing With Rising Intensity. Close Perspective.	PE-28	60	0:26
PE-28_61_01	Long Scrape: Mid Frequency; Extended Metallic Scrape With The Quality Of Fingernails Being Run Against A Chalkboard. Close Perspective.	PE-28	61	0:11
PE-28_62_01	Long Scrape: Low Frequency; Extended Metallic Scrape. Long Low Pitched Squeak. Close Perspective.	PE-28	62	0:33
PE-28_62_02	Long Scrape: Low Frequency; Long, Low Pitched Scraping Of Metal. Close Perspective.	PE-28	62	0:11
PE-28_63_01	Large Crash; Huge Crash Of Many Tin (Metal) Cans Being Dropped To The Ground. Close Perspective.	PE-28	63	0:05
PE-28_63_02	Large Crash; Metallic Impact. Single Metal-to-metal Clang With Ring Out. Close Perspective.	PE-28	63	0:04
PE-28_64_01	Medium Crash; Metallic Crash. Clunky Armor Impact With High Intermittent Bell-like-dings. Close Perspective.	PE-28	64	0:05
PE-28_65_01	Tumble / Crash; Metallic Impacts / Movement. Hollow Aluminum-type Clanking. Series Of Five. Close Perspective.	PE-28	65	0:08
PE-28_65_02	Tumble / Crash; Metal Box Being Smashed With A Metal Rod; Loud Metallic Impacts, Medium Perspective.	PE-28	65	0:08
PE-28_66_01	Clanks; Seven Individual Crashes Of Metal Objects Impacting Debris. Close Perspective.	PE-28	66	0:11
PE-28_67_01	Shings; High Pitched Metallic / Sword Shings. Series Of Two. Close Perspective.	PE-28	67	0:07
PE-28_68_01	Large Creaks; Heavy Creaking Of Large Wood Beam With Constant Back And Forth Swaying Action. Close Perspective.	PE-28	68	0:19
PE-28_68_02	Large Creaks; Constant Low Pitched, Creaking Of Very Heavy Wooden Beam. Close Perspective.	PE-28	68	0:29
PE-28_68_03	Large Creaks; Constant Low Pitched, Creaking Of Very Heavy Wooden Beam. Close Perspective.	PE-28	68	0:29
PE-28_68_04	Large Creaks; Constant Low Pitched, Creaking Of Very Heavy Wooden Beam. Close Perspective.	PE-28	68	0:23
PE-28_68_05	Large Creaks; Short Loud Creaking Of Heavy Wooden Beam. Close Perspective.	PE-28	68	0:04
PE-28_69_01	Medium Creak / Fall; Slowly Falling Wood Partition Creaks With Rising Intensity Then Falls To The Ground With A Dull Thud And Scatters Some Debris Around. Close Perspective.	PE-28	69	0:05

PE-28_70_01	Medium Impact; Small Explosion / Impact With Wooden Debris; Close Perspective.	PE-28	70	0:04
PE-28_70_02	Medium Impact; Medium, Hollow, Wooden Impact With Glass Debris, Close Perspective.	PE-28	70	0:04
PE-28_70_03	Medium Debris; Wooden Crate Being Broken Into Pieces With Cracks And Light Board Drops. Medium Perspective.	PE-28	70	0:07
PE-28_70_04	Medium Debris; Wood Debris Movement. Pile Of Medium Sized Wood Planks Is Shuffled. Random Impacts. Close Perspective.	PE-28	70	0:05
PE-28_70_05	Medium Debris; Heavy, Loud Wooden Crash Followed By A Barrage Of Falling Planks And Boards Which Slowly Dies Down. Close Perspective.	PE-28	70	0:09
PE-28_70_06	Medium Debris; Wood Debris Drop. Small Pile Of Wood Planks Impacts As If Dropped. Two Drops In Succession. Close Perspective.	PE-28	70	0:05
PE-28_71_01	Medium Snap; Single Medium Sized Wood Break. Wood Is Broken / Ripped, Not Impacted. Close Perspective.	PE-28	71	0:05
PE-28_71_02	Medium Snap; Wood Snap. Chair-like Break With Many Elements Snapping Together. Close Perspective.	PE-28	71	0:05
PE-28_71_03	Medium Snap; Sharp, Quick Splintery Crack Of A Large Piece Of Wood. Close Perspective.	PE-28	71	0:04
PE-28_72_01	Bullet Impacts Metal; Four Violent Metallic Impacts With Debris, Medium Perspective.	PE-28	72	0:04
PE-28_72_02	Bullet Impacts Metal; Single Impact To Hollow Aluminum-type Metal. Buckshot-like Debris Rattle Decay. Close Perspective.	PE-28	72	0:05
PE-28_72_03	Bullet Impacts Metal; Double Impact To Hollow Aluminum-type Metal. Buckshot-like Debris Rattle Decay. Close Perspective.	PE-28	72	0:05
PE-28_72_04	Bullet Impacts Metal; Metal Impact, Series. Six Impacts Ranging From Sharp Clean To Sharp With Small Particle Debris Rattle. Close Perspective.	PE-28	72	0:05
PE-28_72_05	Bullet Impacts Metal; Two Medium Impacts Into Muffled Metal. Close Perspective.	PE-28	72	0:06
PE-28_72_06	Bullet Impacts Metal; Single Metal Impact With Light Debris Rattle. Close Perspective.	PE-28	72	0:05
PE-28_72_07	Bullet Impacts Metal; Single Metal Impact. Harsh Rattley Crash With Slight Rattle. Close Perspective.	PE-28	72	0:06
PE-28_72_08	Bullet Impacts Metal; Solid Metal Impacts. Series Of Two High Pitched Metallic Clangs. Anvil Like. Close Perspective.	PE-28	72	0:06

PE-28_72_09	Bullet Impacts Metal; Iron-like Metal Impact. Ringing Clang With Lower Tonal Decay. Close Perspective.	PE-28	72	0:05
PE-28_72_11	Bullet Impacts Metal; Single Small Aluminum Impact. Soda Can Type Crush, Sharp. Close Perspective.	PE-28	72	0:05
PE-28_73_01	Footsteps; Wood Floor / Slow: Female / Flats; Female Wearing Flats Walks Slowly On Solid Wood Flooring. Close Perspective.	PE-28	73	0:15
PE-28_73_02	Footsteps; Wood Floor / Medium: Female / Flats; Female Wearing Flats Walks At Moderate Speed On Solid Wood Flooring. Close Perspective.	PE-28	73	0:15
PE-28_73_03	Footsteps; Wood Floor / Fast: Female / Flats; Female Wearing Flats Walks Quickly On Solid Wood Flooring. Close Perspective.	PE-28	73	0:15
PE-28_74_01	Footsteps; Wood Floor / Jog: Female / Flats; Female Wearing Flats Jogging On Solid Wood Flooring. Close Perspective.	PE-28	74	0:15
PE-28_74_02	Footsteps; Wood Floor / Run: Female / Flats; Female Wearing Flats Running On Solid Wood Flooring. Close Perspective.	PE-28	74	0:15
PE-28_74_03	Footsteps; Wood Floor / Scuff: Female / Flats; Female Scuffing Flats On Solid Wood Flooring. Close Perspective.	PE-28	74	0:15
PE-28_75_01	Footsteps; Wood Floor / Slow: Male / Hard Sole; Male Wearing Hard Sole Shoes Walks Slowly On Solid Wood Flooring. Close Perspective.	PE-28	75	0:15
PE-28_75_02	Footsteps; Wood Floor / Medium: Male / Hard Sole ; Male Wearing Hard Sole Shoes Walks At Moderate Pace On Solid Wood Flooring. Close Perspective.	PE-28	75	0:15
PE-28_75_03	Footsteps; Wood Floor / Fast: Male / Hard Sole; Male Wearing Hard Sole Shoes Walks Quickly On Solid Wood Flooring. Close Perspective.	PE-28	75	0:15
PE-28_76_01	Footsteps; Wood Floor / Jog: Male / Hard Sole; Male Wearing Hard Sole Shoes Jogging On Solid Wood Flooring. Close Perspective.	PE-28	76	0:15
PE-28_76_02	Footsteps; Wood Floor / Run: Male / Hard Sole; Male Wearing Hard Sole Shoes Running On Solid Wood Flooring. Close Perspective.	PE-28	76	0:15
PE-28_76_03	Footsteps; Wood Floor / Scuff: Male / Hard Sole; Male Scuffing Hard Sole Shoes On Solid Wood Flooring. Close Perspective.	PE-28	76	0:08
PE-28_77_01	Footsteps; Hollow Wood Floor / Slow: Female / Flats; Female Wearing Flats Walks Slowly On Hollow Wood Flooring. Close Perspective.	PE-28	77	0:15
PE-28_77_02	Footsteps; Hollow Wood Floor / Medium: Female / Flats; Female Wearing Flats Walks At Moderate Pace On Hollow Wood Flooring. Close Perspective.	PE-28	77	0:15
PE-28_77_03	Footsteps; Hollow Wood Floor / Fast: Female / Flats; Female Wearing Flats Walks Quickly On Hollow Wood Flooring. Close Perspective.	PE-28	77	0:15

PE-28_78_01	Footsteps; Hollow Wood Floor / Run: Female Flats ; Female Wearing Flats Running On Hollow Wood Flooring. Close Perspective.	PE-28	78	0:15
PE-28_78_02	Footsteps; Hollow Wood Floor / Scuff: Female / Flats; Female Scuffing Flats On Hollow Wood Flooring. Close Perspective.	PE-28	78	0:08
PE-28_79_01	Footsteps; Hollow Wood Floor / Slow: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks Slowly On Hollow Wood Flooring. Close Perspective.	PE-28	79	0:15
PE-28_79_02	Footsteps; Hollow Wood Floor / Medium: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks At Moderate Pace On Hollow Wood Flooring. Close Perspective.	PE-28	79	0:15
PE-28_79_03	Footsteps; Hollow Wood Floor / Fast: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks Quickly On Hollow Wood Flooring. Close Perspective.	PE-28	79	0:15
PE-28_80_01	Footsteps; Hollow Wood Floor / Jog: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Jogging On Hollow Wood Flooring. Close Perspective.	PE-28	80	0:15
PE-28_80_02	Footsteps; Hollow Wood Floor / Run: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Running On Hollow Wood Flooring. Close Perspective.	PE-28	80	0:15
PE-28_80_03	Footsteps; Hollow Wood Floor / Scuff: Male / Rubber Sole; Male Scuffing Rubber Sole Shoes On Hollow Wood Flooring. Close Perspective.	PE-28	80	0:10
PE-28_81_01	Footsteps; Concrete / Slow: Female / Heels; Female Wearing Heels Walks Slowly On Concrete Flooring. Close Perspective.	PE-28	81	0:15
PE-28_81_02	Footsteps; Concrete / Medium: Female / Heels; Female Wearing Heels Walks At Moderate Pace On Concrete Flooring. Close Perspective.	PE-28	81	0:15
PE-28_81_03	Footsteps; Concrete / Fast: Female / Heels; Female Wearing Heels Walks Quickly On Concrete Flooring. Close Perspective.	PE-28	81	0:15
PE-28_82_01	Footsteps; Concrete / Run: Female / Heels; Female Wearing Heels Running On Concrete Flooring. Close Perspective.	PE-28	82	0:15
PE-28_82_02	Footsteps; Concrete / Scuff: Female / Heels; Female Scuffing Heels On Concrete Flooring. Close Perspective.	PE-28	82	0:07
PE-28_83_01	Footsteps; Concrete / Slow: Male / Hard Sole ; Male Wearing Hard Sole Shoes Walks Slowly On Concrete Flooring. Close Perspective.	PE-28	83	0:15
PE-28_83_02	Footsteps; Concrete / Medium: Male / Hard Sole; Male Wearing Hard Sole Shoes Walks At Moderate Pace On Concrete Flooring. Close Perspective.	PE-28	83	0:15
PE-28_83_03	Footsteps; Concrete / Fast: Male / Hard Sole; Male Wearing Hard Sole Shoes Walks Quickly On Concrete Flooring. Close Perspective.	PE-28	83	0:15
PE-28_84_01	Footsteps; Concrete / Jog: Male / Hard Sole; Male Wearing Hard Sole Shoes Jogging On Concrete Flooring. Close Perspective.	PE-28	84	0:15

PE-28_84_02	Footsteps; Concrete / Run: Male / Hard Sole; Male Wearing Hard Sole Shoes Running On Concrete Flooring. Close Perspective.	PE-28	84	0:15
PE-28_84_03	Footsteps; Concrete / Scuff: Male / Hard Sole; Male Scuffing Hard Sole Shoes On Concrete Flooring. Close Perspective.	PE-28	84	0:09
PE-28_85_01	Footsteps; Brick / Slow: Female / Flats; Female Wearing Flats Walks Slowly On Brick Flooring. Close Perspective.	PE-28	85	0:15
PE-28_85_02	Footsteps; Brick / Medium: Female / Flats; Female Wearing Flats Walks At Moderate Pace On Brick Flooring. Close Perspective.	PE-28	85	0:15
PE-28_86_01	Footsteps; Brick / Jog: Female / Flats; Female Wearing Flats Jogging On Brick Flooring. Close Perspective.	PE-28	86	0:15
PE-28_86_02	Footsteps; Brick / Run: Female / Flats; Female Wearing Flats Running On Brick Flooring. Close Perspective.	PE-28	86	0:15
PE-28_86_03	Footsteps; Brick / Scuff: Female / Flats; Female Scuffing Flats On Brick Flooring. Close Perspective.	PE-28	86	0:07
PE-28_87_01	Footsteps; Brick / Slow: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks Slowly On Brick Flooring. Close Perspective.	PE-28	87	0:15
PE-28_87_02	Footsteps; Brick / Medium: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks At Moderate Pace On Brick Flooring. Close Perspective.	PE-28	87	0:15
PE-28_87_03	Footsteps; Brick / Fast: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks Quickly On Brick Flooring. Close Perspective.	PE-28	87	0:15
PE-28_88_01	Footsteps; Brick / Jog: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Jogging On Brick Flooring. Close Perspective.	PE-28	88	0:15
PE-28_88_02	Footsteps; Brick / Run: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Running On Brick Flooring. Close Perspective.	PE-28	88	0:15
PE-28_88_03	Footsteps; Brick / Scuff: Male / Rubber Sole; Male Scuffing Rubber Sole Shoes On Brick Flooring. Close Perspective.	PE-28	88	0:15
PE-28_89_01	Footsteps; Steel / Slow: Female / Flats; Female Wearing Flats Walks Slowly On Steel Flooring. Close Perspective.	PE-28	89	0:15
PE-28_89_02	Footsteps; Steel / Medium: Female / Flats ; Female Wearing Flats Walks At Moderate Pace On Steel Flooring. Close Perspective.	PE-28	89	0:15
PE-28_90_01	Footsteps; Steel / Jog: Female / Flats; Female Wearing Flats Jogging On Steel Flooring. Close Perspective.	PE-28	90	0:15
PE-28_90_02	Footsteps; Steel / Run: Female / Flats; Female Wearing Flats Running On Steel Flooring. Close Perspective.	PE-28	90	0:15

PE-28_90_03	Footsteps; Steel / Scuff: Female / Flats; Female Scuffing Flats On Steel Flooring. Close Perspective.	PE-28	90	0:04
PE-28_91_01	Footsteps; Steel / Slow: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks Slowly On Steel Flooring. Close Perspective.	PE-28	91	0:15
PE-28_91_02	Footsteps; Steel / Medium: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks At Moderate Pace On Steel Flooring. Close Perspective.	PE-28	91	0:15
PE-28_91_03	Footsteps; Steel / Fast: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Walks Quickly On Steel Flooring. Close Perspective.	PE-28	91	0:15
PE-28_92_01	Footsteps; Steel / Jog: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Jogging On Steel Flooring. Close Perspective.	PE-28	92	0:15
PE-28_92_02	Footsteps; Steel / Run: Male / Rubber Sole; Male Wearing Rubber Sole Shoes Running On Steel. Close Perspective.	PE-28	92	0:15
PE-28_92_03	Footsteps; Steel / Scuff: Male / Rubber Sole; Male Scuffing Rubber Sole Shoes On Steel Flooring. Close Perspective.	PE-28	92	0:06
PE-28_93_01	Footsteps; Grass / Slow; Slow Footsteps On Grass. Close Perspective.	PE-28	93	0:15
PE-28_93_02	Footsteps; Grass / Medium; Moderately Paced Footsteps On Grass. Close Perspective.	PE-28	93	0:15
PE-28_94_01	Footsteps; Grass / Jog; Jogging Movement On Grass. Close Perspective.	PE-28	94	0:15
PE-28_94_02	Footsteps; Grass / Run; Running Movement On Grass. Close Perspective.	PE-28	94	0:15
PE-28_94_03	Footsteps; Grass / Scuff; Shoe Scuffing Movement On Grass. Close Perspective.	PE-28	94	0:15
PE-28_95_01	Footsteps; Gravel: Slow / Heavy; Slow And Heavy Footsteps On Gravel. Close Perspective.	PE-28	95	0:29
PE-28_96_01	Footsteps; Snow: Slow / Heavy; Slow And Heavy Footsteps On Snow. Close Perspective.	PE-28	96	0:32
PE-28_97_01	Footsteps; Broken Glass: Slow / Heavy; Slow And Heavy Footsteps On Broken Glass. Close Perspective.	PE-28	97	0:26
CD #29				
PE-29_01_01	Aston Martin: Start / Idle / Off; Start With Sharp Pop, Engine Revs, Slow Wind-down With Stop. Deep Motor Sound With Fans And Quiet Rattles. Close Perspective. Sports Car, Auto.	PE-29	1	0:26

PE-29_02_01	Cobra: Start / Idle / Off; Motor Turns Over Twice, Growling Start, Revs And Irregular Chugging Idle, Off. Full, Low Sound Underneath Sharp Ripping Of Revs. Close Perspective. Sports Car, Auto.	PE-29	2	0:17
PE-29_03_01	Corvette: Start / Idle / Off; Ignition, Smooth Start. Revs With Whine, Fan Hum, And Medium-speed Rhythmic Belt Noise. Off With Ventilation Shutdown. Close Perspective. Sports Car, Auto.	PE-29	3	0:26
PE-29_04_01	Gto: Start / Idle / Off; Engine With Sharp, Rhythmic Clatter. Steady Idle With High Rpm Revs. Revs Have Deep Rumble Leading To Medium Growl And Blowing Fans. Quick Off. Close Perspective. Sports Car,	PE-29	4	0:39
PE-29_05_01	Isuzu: Start / Idle / Off; Start, Low Engine Sputtering With Rattle. Steady Idle, Rough Engine Revs, Off. Close Perspective. Auto.	PE-29	5	0:21
PE-29_06_01	Jeep: Start / Idle / Off; Start, Smooth Engine With Medium Revs, Off With Click At End. Close Perspective. Auto.	PE-29	6	0:11
PE-29_07_01	Pickup Truck: Start / Idle / Off; Heavy, Rhythmic Engine Chug, Steady Idle, Off With Wind Down. Close Perspective. Auto.	PE-29	7	0:14
PE-29_08_01	Porsche: Start / Idle / Off; Low, Popping Chugs With Idle. Many Revs With Whine And Air Vents. Close Perspective. Sports Car, Auto.	PE-29	8	0:46
PE-29_09_01	Toyota: Start / Idle / Off; Quick, Smooth Start With Low Idle And Fast Shut Off. Close Perspective. Auto.	PE-29	9	0:11
PE-29_10_01	Volkswagen: Start / Idle / Off ; Cough To Start, Choppy Sputtering, Off. Close Perspective. Auto.	PE-29	10	0:14
PE-29_11_01	Semi: Start / Idle / Off; Ignition And Slow, Clanking Start. Steady, Rich Idle And Grinding Stop. Close Perspective. Truck.	PE-29	11	0:36
PE-29_12_01	Harley: Start / Idle / Off; Motorcycle Engine With Deep Chugging And Sharp Pops. Steady Idle, Rev Up Slightly At End. Off With Wind Down. Close Perspective.	PE-29	12	0:18
PE-29_13_01	Aston Martin: Start / Away; Slow, Sputtering Start. Grind With Gear Shift, Metallic Vibrations With Away Onto Unpaved Surface. Close To Distant Perspective. Sports Car, Auto.	PE-29	13	0:18
PE-29_14_01	Cobra: Start / Away; Growling Start And Revs, Medium Away With Gears Shifting In Distance. Paved Surface. Close To Distant Perspective. Sports Car, Auto.	PE-29	14	0:21
PE-29_15_01	Corvette: Start / Away Slow; Start With Pops And Whine, Slow Away With Gear Shifts. Smooth, Unpaved Surface. Close To Distant Perspective. Sports Car, Auto.	PE-29	15	0:21
PE-29_16_01	Corvette: Start / Away Fast; Quick Start With Sharp Transmission Clicks, Rev And Fast Away With Grit Under Tires. Close To Distant Perspective. Sports Car, Auto.	PE-29	16	0:12

PE-29_17_01	Gto: Start / Away; Engine Grinds Before Starting, Huge, Snarling Revs, Clear Gear Shift, Long Away With Shifting Gears On Smooth Surface. Close To Distant Perspective. Sports Car, Auto.	PE-29	17	0:30
PE-29_18_01	Isuzu: Start / Away; Start, Low Rpm Idle, Very Sharp, Choppy Engine Clatter With Away. Gears Shifting Into Distance On Smooth Surface. Close To Distant Perspective. Auto.	PE-29	18	0:29
PE-29_19_01	Jeep: Start / Away; Smooth Engine, Short Away On Smooth Surface. Close To Distant Perspective. Auto.	PE-29	19	0:13
PE-29_20_01	Pickup Truck: Start / Away; Large, Smooth Engine, Short Away With Rev Down Far In Distance. Smooth Surface, No Tire Sound. Close To Distant Perspective. Auto.	PE-29	20	0:16
PE-29_21_01	Porsche: Start / Away; Start, Aggressive Rev, Long, High-rpm Away With Shifting Gears. Smooth Surface. Sound Of Tires On Road Becomes More Accentuated With Distance. Close To Distant Perspective.	PE-29	21	0:32
PE-29_22_01	Toyota: Start / Away; Smooth, Quiet Start With Some Low Revs And A Slow Away. Close Perspective. Auto.	PE-29	22	0:21
PE-29_23_01	Volkswagen: Start / Away ; Sputtering Start, Sharp Popping In Engine. Medium-speed Away With Gears Shifting And Backfires In Distance. Close To Distant Perspective. Auto.	PE-29	23	0:20
PE-29_24_01	Semi: Start / Away; Sputtering Start, Long Idle, Slow Away With Shifting Through Many Gears. Close To Distant Perspective. Truck.	PE-29	24	0:52
PE-29_25_01	Harley: Start / Away; Start, Steady Idle, Short Chattering Of Transmission (?), Long Medium-high Speed Away With Shifting Gears. Close To Distant Perspective. Motorcycle.	PE-29	25	0:25
PE-29_26_01	Aston Martin: By, Medium; Steady Engine, Medium By With Some Tire Whine. Medium Perspective. Sports Car, Auto.	PE-29	26	0:16
PE-29_27_01	Aston Martin: By, Fast; Steady Engine, Fast By With Tire Whine, Gears Shift After By. Medium Perspective. Sports Car, Auto.	PE-29	27	0:19
PE-29_28_01	Cobra: By, Medium; Low Drone With Approach, Shifting Gears, Medium By, Shift Gears And Rev Down After Away. Medium Perspective. Sports Car, Auto.	PE-29	28	0:22
PE-29_29_01	Cobra: By, Fast; Medium-length Approach, Abrupt Acceleration Before By, Gear Shift After Passing, Short Away. Medium Perspective. Sports Car, Auto.	PE-29	29	0:19
PE-29_30_01	Corvette: By, Medium; Medium By With Heavy Sound Of Tires On Pavement. Medium Perspective. Sports Car, Auto.	PE-29	30	0:20
PE-29_31_01	Corvette: By, Fast; Fast By With Heavy Sound Of Tires On Pavement. Medium Perspective. Sports Car, Auto.	PE-29	31	0:16
PE-29_32_01	Gto: By, Fast, With Chirps; Large Engine Growl With Approach, Rapid Acceleration Before By, Gears Shifting With Tire Chirps In Distance. Medium Perspective. Sports Car, Auto.	PE-29	32	0:18

PE-29_33_01	Isuzu: By, Medium; Tire Drone With Approach, Extremely Choppy Engine, Shift Down In Distance. Medium Perspective. Auto.	PE-29	33	0:19
PE-29_34_01	Isuzu: By, Fast; Steady Chattering Engine, Some Tire Sound, Shift Gears In Distance. Medium Perspective. Auto.	PE-29	34	0:17
PE-29_35_01	Jeep: By, Fast; Tire Drone With Approach, High Rpm Engine Whine With By, Buzzing Engine With Away. Medium Perspective. Auto.	PE-29	35	0:21
PE-29_36_01	Pickup Truck: By, Medium; Steady, Smooth Engine. Some Tire Whine. Medium Perspective. Auto.	PE-29	36	0:08
PE-29_37_01	Porsche: By, Medium; Steady Engine, Medium Speed. Pronounced Tire Drone With Approach And In Distance. Medium Perspective. Sports Car, Auto.	PE-29	37	0:14
PE-29_38_01	Porsche: By, Fast; Steady Engine, Fast By, Short Away With Tire Drone. Medium Perspective. Sports Car, Auto.	PE-29	38	0:12
PE-29_39_01	Toyota: By, Medium; Medium In, By And Away From Left To Right With Heavy Wet-sounding Tire Noise. Close Perspective. Auto.	PE-29	39	0:16
PE-29_40_01	Volkswagen By: Medium; Medium By, Steady Engine With Motor Squeaks And Tire Drone In Away. Medium Perspective. Auto.	PE-29	40	0:19
PE-29_41_01	Semi: By, Medium; Steady Engine. Shocks Bouncing And Squeaking, Engine Knocking In Away. Medium Perspective. Truck.	PE-29	41	0:34
PE-29_42_01	Semi: By, Fast; Long, Rumbling Approach, Engine Whine And Exhaust Audible At Close Range, Trailer Clunking In Away. Medium Perspective. Truck.	PE-29	42	0:34
PE-29_43_01	Harley: By, Medium; Deep Chopping Engine, Fan And Engine Whine Audible At Close Range. Steady Speed. Medium Perspective. Motorcycle.	PE-29	43	0:25
PE-29_44_01	Aston Martin: In / Stop / Off; Slow Approach On Dirt Or Gravel, Fine Debris Bouncing Against Chassis, Irregular Throbbing In Engine, Off With Slow Rev Down And Squeak. Medium To Close Perspective. Sports	PE-29	44	0:19
PE-29_45_01	Cobra: In / Stop / Off; Fast Approach In Distance, Slow To Metallic Chugging Motor, Aggressive Rev, Idle And Off. Medium To Close Perspective. Sports Car, Auto.	PE-29	45	0:21
PE-29_46_01	Corvette: In / Stop / Off; Approach With Tire Whine, Some Debris Under Tires. Idle With Clicking In Metallic Chamber, Transmission Grind And Off With Wind Down Of Ventilation System. Medium To Close Per	PE-29	46	0:27
PE-29_47_01	Gto: In / Stop / Off; Medium-speed Approach, Idle With Low Chugging And Fan Hiss, Off. Medium To Close Perspective. Sports Car, Auto.	PE-29	47	0:16
PE-29_48_01	Isuzu: In / Stop / Off; Slow Approach With Tire Whine, Choppy Sputtering Engine. Idle With Rhythmic Metallic Clicks. Rev And Off. Medium To Close Perspective. Auto.	PE-29	48	0:23

PE-29_49_01	Jeep: In / Stop / Off; Fast To Medium-speed Approach, Idle With Ventilation Hiss, Deep Low Rev And Off. Medium To Close Perspective. Auto.	PE-29	49	0:15
PE-29_50_01	Pickup Truck: In / Stop / Off; Slow Approach On Uneven Surface, Shock Squeaks, Dirt Grinding Under Tires, Metallic Bouncing. Steady, Growling Idle And Off With Wind Down. Medium To Close Perspective. Au	PE-29	50	0:18
PE-29_51_01	Porsche: In / Stop / Off; Medium-speed Approach With Tire Whine, Idle With Deep Throbbing And Clear Mechanical Motor Cycling, Off With Wind Down. Medium To Close Perspective. Sports Car, Auto.	PE-29	51	0:14
PE-29_52_01	Toyota: In / Stop / Off; Fast In To Close Up With Short Idle And Shut Off With A Few Pings. Auto.	PE-29	52	0:15
PE-29_53_01	Volkswagen: In / Stop / Off; Medium Approach, Engine Only, No Tire Sound, Sputtering And Grinding Motor Right To Left, Short Idle And Off With Wind Down. Medium To Close Perspective. Auto.	PE-29	53	0:12
PE-29_54_01	Semi: In / Stop / Off; Long Approach, Large Engine With Fast Rhythmic Chirp, Metallic Creaking Of Cab And Trailer, Air Brake Hiss, Stop With Grinding And Clicks Of Motor. Medium To Close Perspective	PE-29	54	0:34
PE-29_55_01	Harley: In / Stop / Off; Long Approach With Gear Shift Down, Sharp Sputtering Motor, Slow And Idle, Rev Down And Off. Medium To Close Perspective. Motorcycle.	PE-29	55	0:26
PE-29_56_01	Cobra: Interior; Start And Idle, Fast Acceleration Through Gears, Squeak With Gear Shift. Driving In Traffic, Various Speeds. Some Interior Instrument Squeaks, Hiss Of Motor Ventilation. Off With K	PE-29	56	2:21
PE-29_57_01	Isuzu: Interior ; Start, Very Choppy Engine, Accelerate Through Gears. Steady Driving With Stop At End, Idle With Extremely-high Rpm Revs, Idle And Off. Close Perspective. Auto.	PE-29	57	1:43
PE-29_58_01	Jeep: Interior ; Start From Idle, Thin, Raspy Motor With Sputtering On Gear Shifts, Fast Acceleration Through Gears. Clear Tire Whine, Drive Over Piece Of Debris In Beginning. Close Perspective. Auto	PE-29	58	1:02
PE-29_59_01	Porsche: Interior ; Start, Growling Engine With Low Drone And Ventilation Hiss. Rev And Accelerate Through Gears, Steady Drive, Shift Down Through Gears, Drive At Various Speeds. Drive At Various	PE-29	59	2:20
PE-29_60_01	Toyota: Interior; Good, Clean Interior Start With Short Idle, Rev And Stop. Close Up Perspective. Auto.	PE-29	60	0:15
PE-29_61_01	Volkswagen: Interior; Drive At Steady Speed. Complex Engine With Growling And Clattering, Tire Whine. Close Perspective. Auto.	PE-29	61	0:20

PE-29_62_01	Semi: Interior; Grind To Start, Accelerate Through Gears. Low Whining With Acceleration. Popping Metal And Bouncing Shocks In Cab. Rev Down With Huge, Ponderous Sputtering In Middle. Grinding And	PE-29	62	1:56
PE-29_63_01	False Starts; Rhythmic Grinding And High Whining, Two Attempts. Close Perspective. Auto, Engine.	PE-29	63	0:11
PE-29_64_01	False Starts; Rhythmic Whining With Popping And Coughing, Two Attempts. Almost Starts On Second Attempt. Close Perspective. Auto, Engine.	PE-29	64	0:12
PE-29_65_01	Air Brake; Hiss And Honk Of Air Brakes. Close Perspective. Truck.	PE-29	65	0:27
PE-29_66_01	Wet Bys; Slow By On Wet, Paved Surface, Some Puddles. Medium Perspective. Pass Bys.	PE-29	66	1:01
PE-29_67_01	Wet Bys; Fast By Through Very Shallow Standing Water. Medium Perspective. Pass Bys.	PE-29	67	0:58
PE-29_68_01	Puddle Bys; Drive Through Deep Puddle, Sloshing Water After Car Has Passed. Medium Perspective. Pass Bys.	PE-29	68	0:22
PE-29_69_01	Wet Skids; Skids On Smooth, Wet Surface. Some Approaches Drive Through Small Puddles. Medium Perspective.	PE-29	69	0:23
PE-29_70_01	Dry Skids; Long Squealing Skids, Right To Left. Medium Perspective. Tire Skid.	PE-29	70	0:18
PE-29_71_01	Dirt Skids; Long Squealing Skids On Smooth Unpaved Surface, Dirt Grinding Under Tires. Medium Perspective.	PE-29	71	0:12
PE-29_72_01	Horn Honk; Thin, Reedy Horn, Long. Close Perspective.	PE-29	72	0:04
PE-29_73_01	Horn Honk; Compact Car Horn, Long And Short Honks. Close Perspective.	PE-29	73	0:04
PE-29_74_01	Horn Honk; Chevy Truck Horn, Long And Short Honks. Close Perspective.	PE-29	74	0:07
PE-29_75_01	Horn Honk; Medium-pitch Horn, Long And Short Honks. Close Perspective.	PE-29	75	0:06
PE-29_76_01	Horn Honk; Buzzing Horn Honk. Shave-and-a-haircut Honk, Long Honk. Close Perspective.	PE-29	76	0:06
PE-29_77_01	Horn Honk; Smooth-timbred Horn, Very Short And Long Honks. Close Perspective.	PE-29	77	0:04

PE-29_78_01	Horn Honk; Rapid Series Of Short Honks With Long Honk At End. Close Perspective.	PE-29	78	0:05
PE-29_79_01	Horn Honk; Mid-sized Car Horn. Long, Medium And Short Honks. Close Perspective.	PE-29	79	0:09
PE-29_80_01	Horn Honk; Abrasive Horn. Short And Long Honks. Close Perspective.	PE-29	80	0:04
PE-29_81_01	Semi Horn Honk; Semi Horn. Short And Long Honks. Close Perspective. Truck, Air Horn.	PE-29	81	0:09
PE-29_82_01	Car Door; Door Open And Close, Mid-sized Car. Close Perspective. Auto.	PE-29	82	0:04
PE-29_83_01	Car Door; Door Open And Close, Lightweight Door. Close Perspective.	PE-29	83	0:04
PE-29_84_01	Car Door; Door Open And Close. Thin Metal Handle, Deep Boom With Close. Close Perspective.	PE-29	84	0:04
PE-29_85_01	Car Door; Door Open And Close. Substantial, Secure Sound. Close Perspective.	PE-29	85	0:04
PE-29_86_01	Car Door; Door Open And Close, Small Car. Close Perspective.	PE-29	86	0:04
PE-29_87_01	Car Door; Door Open And Close, Foreign Car. Close Perspective.	PE-29	87	0:04
PE-29_88_01	Car Door; Door Open And Close, Interior Perspective. Thick And Booming Sound. Close Perspective.	PE-29	88	0:04
PE-29_89_01	Car Door; Door Open And Close, Mid-sized Car. Close Perspective.	PE-29	89	0:04
PE-29_90_01	Car Door; Door Open And Close, Full-sized Car. Close Perspective.	PE-29	90	0:04
PE-29_91_01	Car Door; Chevy Truck Door, Open And Close. Close Perspective.	PE-29	91	0:05
PE-29_92_01	Car Door Open Chime; Electronic Warning Chimes. Close Perspective.	PE-29	92	0:12
PE-29_93_01	Car Electric Window: Up And Down; Servo Motors And Switch Movement. Movement From Completely Open To Completely Closed. Glass Squeaks Against Rubber With Close. Clunks With Engagement / Disengagement Of	PE-29	93	0:33

PE-29_94_01	Car Trunk Open / Close (2x); Turn Key In Lock, Pop Trunk Open, Remove Key, Close Trunk. Full-sized Car. Close Perspective.	PE-29	94	0:21
PE-29_95_01	Pickup Truck Tail Gate Open / Close (2x); Metal Tail Gate Movement, Metallic Ping With Close. Two Versions. Close Perspective.	PE-29	95	0:11
PE-29_96_01	Car Hood Open And Close; Open Hood With Creaks And Spring Oscillation, Slam Shut. Close Perspective.	PE-29	96	0:11
PE-29_97_01	Car Hood Open / Close; Open Small Car Hood With Shrill, Dry Squeak, Slam Shut With Rattle And Spring Oscillation. Close Perspective.	PE-29	97	0:06
PE-29_98_01	Car Key Movement / Drop; Keys Jingling, Keys In And Out Of Ignition, Dropping Keys. Close Perspective.	PE-29	98	0:12
PE-29_99_01	Car Seatbelt Movement; Fastening And Unfastening Seatbelt Buckle, Sliding Fabric Through Buckle To Adjust Length, Extending And Retracting Seat Belt. Close Perspective.	PE-29	99	0:20
CD #30				
PE-30_01_01	Baseball Bat Whooshes (3x); Baseball Bat Whooshes From Bat Swings; 3 Times, Close Perspective.	PE-30	1	0:04
PE-30_02_01	Baseball Bat Hit Effect: W / Echo (1x); Baseball Bat Impacting Baseball; One Time, Artificial Stadium Reverb, Medium Perspective.	PE-30	2	0:04
PE-30_02_02	Baseball Bat Hit: W / Echo (10x); Baseball Bat Impacting Baseball; Ten Times, Small Stadium Reverb, Medium Perspective.	PE-30	2	0:10
PE-30_03_01	Baseball Bat Hit (12x); Metal Baseball Bat Impacting Baseball, Some Body Movement; 12 Times, Close Perspective.	PE-30	3	0:17
PE-30_04_01	Baseball Grounders: Hits / Catches (8x); Baseball Bat Impacting Baseball, Several Grounders Roll By With Catch; 8 Times, Medium Perspective.	PE-30	4	0:21
PE-30_05_01	Baseball Into Glove (13x); Baseball Impacting Leather Mitt; 13 Times, Close Perspective.	PE-30	5	0:12
PE-30_05_02	Baseball Into Glove (6x); Baseball Impacting Leather Mitt; Five Times, Little Reverb, Medium Perspective.	PE-30	5	0:05
PE-30_06_01	Baseball Into Glove / Drop To Ground (3x); Baseball Impacting Leather Mitt, Then Drops And Rolls On Dirt Ground; 3 Times, Close Perspective.	PE-30	6	0:07
PE-30_07_01	Baseball Into Glove / Swipe Ground (8x); Baseball Impacting Leather Mitt Followed By Swipe On Dirt Ground; 3 Times, Close Perspective.	PE-30	7	0:12
PE-30_08_01	Baseball: Run To Base / Stop; Baseball Player Running To Base; Left To Right, Close Perspective.	PE-30	8	0:04

PE-30_09_01	Baseball: Run To Base / Ball Into Glove / Stop; Baseball Player Running To Base; Left To Right, Baseman Catching Ball, Close Perspective.	PE-30	9	0:04
PE-30_10_01	Baseball: Run To Base / Slide; Baseball Player Running To Base; Left To Right, Slide, Close Perspective.	PE-30	10	0:04
PE-30_11_01	Baseball: Run To Base / Ball Into Glove / Slide; Baseball Player Running To Base; Left To Right, Baseman Catching Ball, Slide, Close Perspective.	PE-30	11	0:04
PE-30_12_01	Baseball Pitch / Strike: W / Crowd Reaction; Crowd At A Baseball Game; Baseball Impacting Mitt In Foreground, Striiiiike!, Close Perspective.	PE-30	12	0:09
PE-30_13_01	Baseball Pitch / Out: W / Crowd Reaction; Crowd At A Baseball Game; Baseball Impacting Mitt In Foreground, Close Perspective.	PE-30	13	0:14
PE-30_14_01	Baseball Pitch / Hit / Run / Slide: W / Crowd Reaction; Crowd At A Baseball Game; Bat Hitting Ball In Foreground, Crowd Swells, Batter Runs, Crowd Cheers, Batter Slides, Close Perspective.	PE-30	14	0:17
PE-30_15_01	Pipe Organ: Charge; Organ; Traditional Dadada-dum-dadaaah Charge!!, Lower Pitch, Organ Only, Close Perspective. Stadium, Sports.	PE-30	15	0:05
PE-30_15_02	Pipe Organ: Charge; Organ; Traditional Dadada-dum-dadaaah Charge!!, Higher Pitch, Organ Only, Close Perspective. Music, Baseball, Football, Hockey.	PE-30	15	0:04
PE-30_15_03	Pipe Organ: March; Organ; Traditional Baseball Game March Pattern, Organ Only, Close Perspective. Music, Baseball, Football, Hockey.	PE-30	15	0:16
PE-30_16_01	Football Catch (22x); 22 Football Catches / Impacts, Few With Grunts, Close Perspective.	PE-30	16	0:25
PE-30_17_01	Football Punt (9x); Football Player Punts Football, Some Grunts; 9 Times, Close Perspective.	PE-30	17	0:17
PE-30_18_01	Football Block W / Jerseys; Two Football Players Impact Body / Pads With Jerseys, Some Grunts, Close Perspective.	PE-30	18	0:03
PE-30_18_02	Football Block W / Jerseys; Two Football Players Impact Body / Pads With Jerseys, Some Grunts, Close Perspective.	PE-30	18	0:03
PE-30_19_01	Football Block: No Jerseys; Two Football Players Impact Body / Pads Without Jerseys, Some Grunts, Close Perspective.	PE-30	19	0:03
PE-30_19_02	Football Block: No Jerseys; Two Football Players Impact Body / Pads Without Jerseys, Some Grunts, Close Perspective.	PE-30	19	0:02
PE-30_19_03	Football Block: No Jerseys; Two Football Players Impact Body / Pads Without Jerseys, Some Grunts, Close Perspective.	PE-30	19	0:03

PE-30_19_04	Football Block: No Jerseys ; Two Football Players Impact Body / Pads Without Jerseys, Close Perspective.	PE-30	19	0:02
PE-30_19_05	Football Block: No Jerseys; Two Football Players Impact Body / Pads Without Jerseys, Close Perspective.	PE-30	19	0:03
PE-30_20_01	Football Block / Run Away: No Jerseys; Two Football Players Impact Without Jerseys, One Player Running Away, Medium Perspective.	PE-30	20	0:05
PE-30_20_02	Football Block / Run Away: No Jerseys; Two Football Players Impact Without Jerseys, One Player Running Away, Medium Perspective.	PE-30	20	0:05
PE-30_21_01	Football Block (Continuous) / Run Away: No Jerseys; Multiple, Continuous Body / Pad Impacts Without Jerseys, Brief Away, Close Perspective.	PE-30	21	0:08
PE-30_22_01	Football Block W / Grunt; One Football Player Ferociously Taking Out His Unassuming Opponent, Cloth Movement, Pad / Body Thud, Throaty Grunt, Medium Perspective.	PE-30	22	0:04
PE-30_23_01	Football Pad Impact Sweeteners (4x); Four Pad Impacts; Ideal For Sweetening A Football Tackle / Impact, Close Perspective.	PE-30	23	0:04
PE-30_24_01	Group Grunt; Multiple Football Players Simultaneously Grunting; Ideal For Sweetening A Football Tackle / Impact, Close Perspective.	PE-30	24	0:01
PE-30_25_01	Player Blocking Sled: W / Grunt (3x); Football Player Hitting Practice Sled; Three Times, Grunts, Metal Clanks, Close Perspective.	PE-30	25	0:07
PE-30_26_01	Soccerball: Kick (6x); Six Soccer Ball Kicks, With Grass Swish; Close Perspective.	PE-30	26	0:06
PE-30_27_01	Soccerball: Kick / Bounce On Ground (1x)	PE-30	27	0:06
PE-30_28_01	Soccerball: Kick / Impact Net; Soccer Ball Hitting Net; Swish, Almost Metallic, Close Perspective.	PE-30	28	0:01
PE-30_29_01	Soccerball: Catch (23x); Soccer Ball Catches; 18 Medium To Hard Impacts, 5 Soft Impacts, Close Perspective.	PE-30	29	0:26
PE-30_30_01	Soccerball / Head Impact (7x); Soccer Ball Impacting Head, 7 Times; Thud, Ping, Close Perspective.	PE-30	30	0:08
PE-30_30_02	Soccerball: Head Impact (1x); Soccer Ball Impacting Head; Thud, Ping, Click, Close Perspective.	PE-30	30	0:02
PE-30_31_01	Soccerball / Chest Impact (6x); Soccer Ball Impacting Chest, 6 Times; Thud, Ping, Close Perspective.	PE-30	31	0:06
PE-30_32_01	Soccerball: Various Impacts; Soccer Ball Impacting Body, Six Times, Low Thud, Ping, Close Perspective.	PE-30	32	0:04

PE-30_33_01	Referee: Whistle Blows; Several Whistle Blows, Ball Inside Whistle Rolls Around, Various Lengths, Close Perspective.	PE-30	33	0:15
PE-30_33_02	Referee: Whistle Blows; Several Whistle Blows, Ball Inside Whistle Rolls Around, Various Lengths, Close Perspective.	PE-30	33	0:22
PE-30_34_01	Water Bottle Squirts / Swallows / Belch / Burp; Gushy Water Bottle Squirts Into Mouth, Refreshing Drink Sounds, Swallows, Belch; Close Perspective.	PE-30	34	0:38
PE-30_35_01	Ball: Air Release; Long Hiss Of Air Being Released From Ball, Close Perspective.	PE-30	35	0:24
PE-30_36_01	Basketball Catch (7x); Basketball Firmly Impacting Hands; Seven Times, Thud, Ping, Close Perspective.	PE-30	36	0:06
PE-30_37_01	Basketball Off Backboards (8x); Basketball Impacting A Backboard; Eight Times, Thud, Rattle, Close Perspective.	PE-30	37	0:10
PE-30_38_01	Basketball Off Backboard Into Net (2x); Basketball Going Through Hoop; Two Times, Hit Metal Backboard, Swish Through Net.	PE-30	38	0:04
PE-30_39_01	Basketball Slam Dunk (4x); Basketball Going Through Hoop; Four Times, Slam Dunk Style, Swish / Shwing, Shaking Of Rim, Close Perspective.	PE-30	39	0:10
PE-30_40_01	Basketball Sneaker: Squeaks; Basketball Shoes Squeaking On Gym Floor; Varying Degrees Of Aggression And Pitch, Close Perspective.	PE-30	40	0:24
PE-30_41_01	Basketball Bounce Continuous: Indoor; Basketball Bounces, Continuous, Large Gym Reverb; Medium Perspective.	PE-30	41	1:00
PE-30_42_01	Basketball Bounces: Pavement (24x / Bounce Away); Basketball Being Dribbled On Pavement; Thud, Ping, Echo, Lets Bounce Away At End, Close Perspective.	PE-30	42	0:26
PE-30_43_01	Boxing: Glove Punch (10x); Closed Fist Impacting Face; Ten Times, Thud, Crunch, Close Perspective.	PE-30	43	0:06
PE-30_44_01	Boxing: Juicy Punch (10x); Closed Fist Impacting Body; Six Times, Varying Textures, Close Perspective.	PE-30	44	0:15
PE-30_45_01	Boxing: Heavy Bag Punches; Boxer Punching Large Punching Bag; Heavy Thud, Rattle Of Chain, Medium Perspective.	PE-30	45	0:36
PE-30_46_01	Boxing: Speedbag Punches; Boxer Punching Small Speedbag; Sporadic, Thud, Clap, Boxer Breathing, Close Perspective.	PE-30	46	0:12
PE-30_46_02	Boxing: Speedbag: Fast; Boxer Punching Small Speedbag; Rapidly, Thud, Clap, Boxer Breathing, Grunting, Close Perspective.	PE-30	46	0:49
PE-30_47_01	Boxing Gym Ambience: Jump Rope; Boxer Jumping Rope; Swish Of Rope, Clack Of Shoes, Gym Ambience In Background (Punching Bag / Grunts), Close Perspective.	PE-30	47	1:06

PE-30_48_01	Boxing Gym Ambience: Sparring; Boxers Going At It In Ring; Punches, Footwork, Grunts, Breaths, Men Talking In Background, Medium Perspective.	PE-30	48	1:01
PE-30_49_01	Boxing Gym Ambience: Sparring W / Trainer; Several Boxers Jumping Rope; Swish Of Rope, Clothing Movement, Clack Of Shoes, Medium Perspective.	PE-30	49	0:33
PE-30_50_01	Hockey: Puck Shots W / Skate; Aggressive Slap Shots; Stick Hits Puck, Echo, Puck Hits Wall / Goal, Echo, Skate Noise, Close Perspective.	PE-30	50	0:10
PE-30_51_01	Hockey: Puck Shot To Glass (3x); Hockey Puck Aggressively Impacting Plexi-glass Wall; Three Times, Clank / Rattle, Close Perspective On Glass.	PE-30	51	0:10
PE-30_52_01	Hockey: Puck Shot To Board (2x); Solid Impact, Puck Hits Board; Clap / Echo / Puck Hits Ice, Close Perspective.	PE-30	52	0:06
PE-30_52_02	Hockey: Puck Shot To Board (5x); Hockey Stick Hits Glass; Five Times; Clap, Rattle / Squeak Of Glass, Echo, One Time; Multiple Clap, Rattle / Squeak Of Glass, Echo, Close Perspective.	PE-30	52	0:19
PE-30_52_03	Hockey: Puck Shot To Board (2x); Hockey Puck Impacting Wall; Two Times, Thud / Echo, Close Perspective.	PE-30	52	0:09
PE-30_53_01	Hockey: Slap Shot (2x); Distant Slap Shots; Two Times, Crack / Echo / Hit Wall, First Medium Perspective, Second Distant Perspective.	PE-30	53	0:05
PE-30_53_02	Hockey: Slap Shots (4x); Slap Shot; Four Times, Stick Sweeps Ice / Hits Puck / Puck Hits Wall / Echo, Medium Perspective.	PE-30	53	0:17
PE-30_54_01	Hockey: Stick / Glass Impact (4x); Hockey Stick Hits Glass; Four Times, Solid Thwack / Echo / No Glass Rattle, Close Perspective.	PE-30	54	0:12
PE-30_54_02	Hockey: Stick / Glass Impact (2x); Hockey Stick Hits Glass; Two Times, Solid Thwack / Echo / No Glass Rattle, Close Perspective.	PE-30	54	0:07
PE-30_55_01	Hockey: Stick, Board Impact (7x); Hockey Stick Hitting Board / Ice; Seven Times, Clap Of Stick / Echo, Various Textures, Close Perspective.	PE-30	55	0:19
PE-30_55_02	Hockey: Stick, Board Impact (2x); Hockey Stick Hits Board; Two Times, Solid Thud / Echo, Close Perspective.	PE-30	55	0:08
PE-30_56_01	Hockey: Body / Board Impact (4x); Hockey Player Impacting Plexi-glass Wall; Four Times, Loud Low Frequency Impact / Long Sustaining Shaking Of Glass, Close Perspective.	PE-30	56	0:16
PE-30_57_01	Hockey: Body / Board Impact (Multiple); Hockey Player Impacting Glass Wall; Three Times, Loud Low Frequency Impact / Slap Echo / Long Sustaining Shaking Of Glass, Close Perspective.	PE-30	57	0:21

PE-30_57_02	Hockey: Body / Board Impact (Multiple); Hockey Player Impacting Glass Wall; Three Times, Loud Low Frequency Impact / Slap Echo / Long Sustaining Shaking Of Glass, Close Perspective.	PE-30	57	0:21
PE-30_58_01	Hockey: Body Check To Board (3x); Hockey Player Impacting Plexi-glass Wall; Three Times, Loud Low Frequency Impact / Long Sustaining Shaking Of Glass / Skate Noise, Close Perspective.	PE-30	58	0:18
PE-30_59_01	Hockey: Single Skater: In / Stop (1x); Skater Approaches From Distance, Turns, Skids To Stop; Ice Ring Echo, Close Perspective.	PE-30	59	0:09
PE-30_59_02	Hockey: Single Skater: In / Stop (2x); Skater Approaches From Distance, Turns, Skids To Stop; Two Times, Ice Ring Echo, Close Perspective.	PE-30	59	0:13
PE-30_60_01	Hockey: Single Skater: Run On Skate Tips; Various Chopping Ice Skate Effects; Ice Ring Echoes, Medium Perspective.	PE-30	60	0:15
PE-30_61_01	Hockey: Single Skater: Blade Noise C / U (Steady); Skater Making Slow Continuous Circles; Blade / Ice Noise, Ice Ring Echo, Close Perspective.	PE-30	61	0:39
PE-30_62_01	Hockey Team: Skate By; Large Group Of Skaters Skating Around Ring Pass In Front Of Microphone; Two Times, Ice Ring Echo, Lots Of Skids.	PE-30	62	0:25
PE-30_63_01	Air Horn; Professional Hockey Game Horn; Low Frequency Buzz, Ice Ring Echo, Close Perspective.	PE-30	63	0:04
PE-30_64_01	Zamboni: Idle; Zamboni; Hockey Ring Ice Finisher, Engine Idle, Close Perspective. Arena.	PE-30	64	0:50
PE-30_65_01	Zamboni: Smoothing Ice; Zamboni; Hockey Ring Ice Finisher, Driving By On Ice, Left To Right Three Times Around Ring, Close To Distant Perspective. Arena.	PE-30	65	1:50
PE-30_66_01	Bicycle Gear / Chain: Shift Gears; Medium Speed Bicycle Chain / Gear / Pedal / Wheel Noise; Pedaling, Change Gears, Freewheel Ratchet, Close Perspective.	PE-30	66	0:27
PE-30_66_02	Bicycle Gear / Chain: Shift Gears; Slow Bicycle Chain / Gear / Pedal / Wheel Noise; Pedaling, Change Gears, Freewheel Ratchet, Close Perspective.	PE-30	66	0:31
PE-30_67_01	Bicycle Gears / Chain: Steady; Fast Bicycle Chain / Gear / Pedal / Wheel Noise; Pedaling, Change Gears, Freewheel Ratchet, Slow Spin-down, Close Perspective.	PE-30	67	0:56
PE-30_68_01	Bicycle Hand Break: Stop; Bicycle Hand Brakes On Rim; Wheel Noise, Brakes Rub To Slow, Scratchy Stop, Close Perspective.	PE-30	68	0:06
PE-30_69_01	Bicycle Brake / Shift Lever: Movement; Bicycle Hand Brakes; Handlebar Levers Being Squeezed, Close Perspective.	PE-30	69	0:06
PE-30_70_01	Bicycle Rattles; Bike Hits; Pedal / Chain Noise As Bike Goes Over A Bump, Four Times, Close Perspective.	PE-30	70	0:08

PE-30_71_01	Bicycle Tire: Cap On / Off; Bicycle Tire Valve Cap Being Screwed / Unscrewed; Plastic Cap, Large Hollow Tire Clunk, Close Perspective.	PE-30	71	0:13
PE-30_72_01	Bicycle Tire: Short Air Releases; Bicycle Tire Quick Air Release; Two Times, Short Air Burst, Slight Punch, Close Perspective.	PE-30	72	0:04
PE-30_72_02	Bicycle Tire: Long Air Releases; Bicycle Tire Long Air Release; Two Times, Long Steady Air Releases, Close Perspective.	PE-30	72	0:08
PE-30_73_01	Bicycle Tire: Inflate; Bicycle Tire Being Inflated; Hand Tire Pump, Air Nozzle Noise, Close Perspective.	PE-30	73	0:14
PE-30_73_02	Bicycle Tire: Inflate; Bicycle Tire Being Inflated; Hand Tire Pump With Spring Noise, Air Nozzle Barking Noise, Close Perspective.	PE-30	73	0:29
PE-30_74_01	Golf: Wood Drivers (3x); Wood Drivers; Three Times, Left To Right, Solid Swing / Impact On Ball, Close Perspective.	PE-30	74	0:05
PE-30_75_01	Golf: Wood Drivers (4x); One, Three, And Four Woods; Four Times, Left To Right, Solid Swing / Impact On Ball, Close Perspective.	PE-30	75	0:05
PE-30_76_01	Golf: Metal Drivers (3x); Metal Drivers; Three Times, Left To Right, Solid Swing / Impact On Ball, Close Perspective.	PE-30	76	0:04
PE-30_77_01	Golf: Iron Drivers (9x); Irons: Two Through Nine; Nine Swings, Left To Right, Varying Degrees Of Aggression On Swing / Impact, Some Dirt Flying, Close Perspective.	PE-30	77	0:11
PE-30_78_01	Golf: Wedges (2x); Wedges; Two Times, Left To Right, Medium Swing / Impact, Dirt Flying, Close Perspective.	PE-30	78	0:04
PE-30_79_01	Golf: Golf Ball Putt / Roll (5x); Golf Ball Putt And Roll By, 5 Times, Close Perspective.	PE-30	79	0:09
PE-30_80_01	Golf: Golf Ball Into Cup (2x); Golf Ball Landing In Cup; Two Times, Close Perspective.	PE-30	80	0:04
PE-30_81_01	Golf: Practice Swing (2x); Practice Club Swings; Two Times, Grass Noise, No Ball Impact, Close Perspective.	PE-30	81	0:04
PE-30_82_01	Golf Ball: Whiz By (4x); Golf Ball Fly By; Four Times, Left To Right, Impact / Whiz By, Close Perspective.	PE-30	82	0:07
PE-30_83_01	Bowling Ball Down Lane / Into Pins (2x); Bowling Strike; Three Times, Pin's Point Of View, Close Perspective.	PE-30	83	0:10
PE-30_83_02	Bowling Ball Down Lane / Into Pins (2x); Bowling Strike; One Time, Mid Lane Point Of View, Medium Perspective.	PE-30	83	0:15
PE-30_84_01	Bowling Ball Down Lane / Single Pin Hit (1x); Bowling Spare; Bowler's Point Of View, Close Perspective.	PE-30	84	0:07

PE-30_85_01	Gutter Ball (2x); Bowling Gutter Ball; Two Times, Bowler's Point Of View, Bouncy, Close Perspective.	PE-30	85	0:12
PE-30_86_01	Bowling Ball Roll Effect: Steady; Bowling Ball Roll; Long Roll, Ball's Point Of View, Close Perspective.	PE-30	86	0:14
PE-30_87_01	Automatic Bowling Pin Rack Machine; Bowling Single Pin Hit; Pin's Point Of View, Rack Machine In Background, Close Perspective.	PE-30	87	0:13
PE-30_88_01	Automatic Bowling Pin Rack Machine; Bowling Rack Machine; Rack Machine Ready / Bowl / Rack Machine Reset, Screeches, Clanks, Motors, Close Perspective.	PE-30	88	0:22
PE-30_89_01	Automatic Bowling Pin Rack Machine; Bowling Rack Machine; Rack Machine Reset, Screeches, Clanks, Motors, Close Perspective.	PE-30	89	0:48
PE-30_90_01	Automatic Bowling Ball Return Machine; Bowling Ball Return; Machine Point Of View, Motors / Clunks, Close Perspective.	PE-30	90	0:31
PE-30_91_01	Bowling Alley Ambience; People Talking / Cheering / Clapping / Moving About, Balls Rolling / Hitting Pins, Pa System Announcement, Medium Perspective.	PE-30	91	1:27
PE-30_92_01	Bowling Alley Ambience; Balls Rolling / Hitting Pins, People Talking / Cheering, Medium Perspective.	PE-30	92	0:21
PE-30_93_01	Crowd Reaction Sweetener: Boo; Large Crowd Ambience; Dull Roar To A Time-to-retire Boo, Everybody Is Upset, Medium Perspective.	PE-30	93	0:18
PE-30_94_01	Crowd Reaction Sweetener: Excited Swell Into Moan; Large Crowd Ambience; Cheering / Whistling / Clapping, Slight Boo, Medium Perspective.	PE-30	94	0:12
PE-30_95_01	Crowd Reaction Sweetener: Excited / Swell; Large Crowd Ambience; Cheering / Clapping / Whistling, Medium Perspective.	PE-30	95	0:08
PE-30_96_01	Stadium Crowd: Congratulatory Applause; Player Retiring; Large Crowd Walla / Controlled Applause, Distant Perspective.	PE-30	96	0:20
PE-30_97_01	Stadium Crowd Ambience; Large Crowd Ambience; Walla / Whistling / Clapping / Cheering / Man Yelling 'ice Cream', Medium Perspective.	PE-30	97	0:29
PE-30_98_01	Stadium Crowd Ambience: Concession Stand Pov; Concession Stand Ambience; Walla / Kids Screaming / Carts Being Rolled, No Real Cheering, Medium Perspective.	PE-30	98	0:53
PE-30_99_01	Stadium Crowd: The National Anthem; National Anthem; Subtle Crowd Noises, Walla, Woman Singing 'star Spangled Banner', Audience Singing Along, Applause At End, Medium Perspective.	PE-30	99	1:49

Audio: Citi Trax #31-40				
CDLink_Filename	Description	Disc Number	Track Number	Duration
CD #31				
CT-01_01_01	Very Busy Sidewalk Or Open Street With Pedestrian Walla And Footsteps By Close To Medium. Light Traffic, A Few Horn Honks, Medium Perspective Construction Clunks.	CT-01	1	2:27
CT-01_02_01	Sparse Pedestrian Bys - Walla And Footsteps Close On By. Medium Distant Traffic Roar Busy, With Sparse Distant Jack Hammer.	CT-01	2	2:28
CT-01_03_01	Low Angle Crowd Footsteps And Walla In Congested Exterior Walkway. Walla Roar Close To Distant With Cart Roll By, And Small Boy Yells Medium Distant Near End. Sparse Distant Horn Honks Are The Onl	CT-01	3	2:50
CT-01_04_01	Male Group Walla With Street Ambience: Blue Collar Workers, Close To Medium Perspective. Background Traffic Ambience: Sparse Honks, Bus Air Brake Hisses, Movement.	CT-01	4	2:25
CT-01_05_01	Chinatown Street Walla: Two Men And Three Women Close Chinese Walla With Medium To Distant Traffic Roar And Pedestrian Movement, A Few Distant Horn Honks.	CT-01	5	2:01
CT-01_06_01	Chinatown Sidewalk Market Ambience With Close To Distant Walla And Close Plastic Bag Rustle. Cart Rattle, Butcher Chops Fish In Background.	CT-01	6	2:51
CT-01_07_01	Chinatown Street, Three Women Close Walla With Busy Medium Perspective Movement, Walla, And Traffic With Sparse Honks.	CT-01	7	1:56
CT-01_08_01	Chinatown Sidewalk Walla, Close Woman And Child With Sparse Male Walla Medium. Distant Walla Movement, Traffic, And Short Siren Or Alarm.	CT-01	8	2:10
CT-01_09_01	Harlem Block Ambience: Reverberated Walla Close To Distant - Women, Children. Truck By Loud Doors Open And Close, Light Traffic. Teenage Boy Walla, Key Jingles, Plane Overhead At Tail.	CT-01	9	2:51
CT-01_10_01	Harlem Block Ambience: Close To Distant Reverberated Walla - Young Women, Men, Footsteps. Light Distant Traffic Roar, Brief Car Alarm Medium Close Car By.	CT-01	10	2:32
CT-01_11_01	City Sidewalk Walla, Medium Perspective Group Of Black Males Hanging Out, Laughing. Traffic Ambience Medium Close To Distant With Busses By Pedestrian Footsteps. Boy Cries At Tail.	CT-01	11	0:18

CT-01_12_01	Black Males Street Walla Medium Close, A Few Have Jamaican Accent. Traffic Ambience Light With A Few Close Car Bys, Distant Honks And Plane Overhead At Tail.	CT-01	12	2:31
CT-01_13_01	Jamaican Males Street Walla Medium Perspective. More Active, Excited Walla And Wider Perspective Than Track 1001-12. Traffic Roar Distant With A Few Medium Bys. Some Female And Child Walla Medium.	CT-01	13	3:47
CT-01_14_01	City Basketball Game (Exterior) Close Perspective With Active Movement, Walla With Some Profanity Ball Bounces, Sneaker Chirps. Distant Busy Traffic With Some Horn Honks.	CT-01	14	3:10
CT-01_15_01	City Basketball (Exterior); Just A Few Guys Shooting Baskets, Wide Perspective. Ball Bounces And Movement, Walla. Medium Distant Traffic Roar.	CT-01	15	3:00
CT-01_16_01	City Basketball (Exterior) Game, Wide Angle With Close Spectator Walla; Primarily One Loud Gravelly-voiced Man Yelling Advice. Medium Ball Bounces, Footsteps. Distant Busses By.	CT-01	16	3:14
CT-01_17_01	Two Little Boys Playing On The Street; Yelling Laughing, And Running Around Close To Distant. Medium Car Bys, Brake Squeaks. Mother's Sparse Walla.	CT-01	17	2:52
CT-01_18_01	Elementary School Playground Close Perspective With Many Energetic Children Playing: Yells Squeals, Metal Rattles, Ball Kicks, Busy Movement Close To Distant.	CT-01	18	3:20
CT-01_19_01	Wide Perspective Version Of Track 1001-18: Many Children In School Playground. Yells And Metal Playground Equipment Movement. Nearby Bus With Air Brake Hiss.	CT-01	19	2:29
CT-01_20_01	School Playground From Interior Closed Window Perspective. Muffled Sounds Of Kids Playing Outside, Plane By.	CT-01	20	2:07
CT-01_21_01	Wide Perspective Exterior High School Ambience With Kids In Hallways: Reverberant Walla, Doors Open And Close, Locker Slams. Not Very Crowded. Distant Traffic Roar, Medium Car By.	CT-01	21	1:33
CD #32				
CT-02_01_01	Parade Crowd Ambience. Close To Medium Distant Crowd Yells, Surges Of Applause, And Air Horns. Distant Marching Drums, Movement, Close Birds Chirp. Could Play For Halftime Stadium Crowd.	CT-02	1	2:06
CT-02_02_01	Parade Ambience. Approaching Marching Drums, By Close, With Distant Fife Music. Close To Distant Walla With Cheers, Sparse Air Horns, Subdued At Tail. Drums Away To Distant.	CT-02	2	2:04

CT-02_03_01	Crowd Dispersing, Near Stadium Entrance And Parking Lot. Medium To Distant Reverberated Walla With Air Horns And Footsteps. A Few Cars By Close, And Distant Traffic. Some Bird Chirps. Could Be D	CT-02	3	1:38
CT-02_04_01	Exterior Large Crowd Of Pedestrians, Mid-crowd Point-of-view As We Walk Down Cement Stairs. Footsteps, Walla, Movement.	CT-02	4	0:27
CT-02_05_01	Large Crowd Of Pedestrians By, Steady Stream Towards Mic. Exterior But Enclosed Area For Bouncy, Cement Sound. Footsteps, Walla, And Movement Close To Medium. Distant Horn Honks Are The Only Tr	CT-02	5	2:51
CT-02_06_01	Low Angle Version Of Track 1002-05: Large Crowd Of Pedestrians In Exterior But Enclosed Area With Emphasis On Footsteps, Shoe Scuffs, Etc. Walla Close To Medium, Very Busy. A Few Distant Horn Hon	CT-02	6	2:42
CT-02_07_01	Low Angle Next To Large Stairway As Steady Stream Of Pedestrians Walk Down. Variety Of Footsteps As People Hurry By, Walla Medium. Very Busy.	CT-02	7	2:40
CT-02_08_01	Small Exterior Stairway Off The Street: Footsteps Close With Medium Traffic Bys, One Honk. Closed In Sound, Very Little Walla. Could Play For Subway Entrance.	CT-02	8	1:00
CT-02_09_01	Single Metallic Footsteps Up Small Exterior Stairway. Closed-in Sound Similar To Track 100208 But Noisier Background Traffic Or Subway Ambience. Door Squeak, Male Walla At Head.	CT-02	9	0:36
CT-02_10_01	Street Fair Ambience With Vendors: Medium Perspective Yells With Whistle And Wood Clicks To Attract Attention, And Close Vendor Everything Must Go... Crowd Walla Close To Distant, Outdoor Mall.	CT-02	10	2:05
CT-02_11_01	Street Vendor At Outdoor Mall: One Dollar Here One Dollar... Close Perspective. Crowd Walla And Footsteps Close To Distant, Busier Than Track 1002-10.	CT-02	11	2:22
CT-02_12_01	New York Street Vendor Sells Cheap Jewelry, Close Perspective. Humorous Patter. Medium Pedestrian Walla, A Few Women Ask, How Much Are They?	CT-02	12	2:58
CT-02_13_01	Male Street Preacher Repeats, Jesus Is Knocking On The Door Of Your Heart Today... Etc. Close To Medium With Some Movement. Heavy Street Ambience: Close Walla Bys, Movement, Traffic Medium With	CT-02	13	2:32
CT-02_14_01	Male Street Preacher, More Conversational Than Track 1002-13, Discusses Religion And Wealth With Someone We Can't Hear. Heavy Traffic Ambience Includes Close Bus Revs And Distant Honks. Other Male	CT-02	14	3:06

CT-02_15_01	Female Street Preacher Through Megaphone Or Small Speaker, Close. Talks About Moral Bankruptcy Businessmen And Peep Shows. Heavy Traffic Ambience Close To Distant With Honks, Bus By, Brake Squeak	CT-02	15	2:10
CT-02_16_01	Prostitute, Black Female, Flirts From The Sidewalk 12 Feet Away. Distant Traffic Roar.	CT-02	16	0:18
CT-02_17_01	Female Beggar In Stairway Drones, Any Spare Change?... With Very Busy Pedestrian Walla And Footsteps By Close. Traffic Or Subway Roar In Background.	CT-02	17	2:05
CT-02_18_01	Beggar: Vietnam Veteran In Subway Train Begg For Money Close-up, ...i Was Exposed To Agent Orange... Train Starts Rolling With Rumble And Squeaks. Clinks Of Change As People Give Money. He Conti	CT-02	18	1:09
CT-02_19_01	Man Asks For Donations: Help The Homeless... In Front Of A Store Or On The Street, Close. Walla Bys With Children, Footsteps, Movement, Close To Medium. Car Doors Close, Car Start And Away Me	CT-02	19	0:46
CT-02_20_01	Bums Laugh, Walla, Close To Medium, Two Old Men. Street Ambience, Traffic Roar Medium With Doors Open And Close, Footsteps, And Child Laughs.	CT-02	20	0:28
CT-02_21_01	Man Whistles And Yells For A Taxi, Close. Taxi! Taxi, Yo! Medium Traffic Roar.	CT-02	21	0:04
CT-02_22_01	Close Single Footsteps, Boots On Sidewalk. Street Ambience, Wet Car By Medium, Distant Plane Overhead.	CT-02	22	0:46
CT-02_23_01	Footsteps In And By Medium, Female. Street Ambience: Distant Traffic Roar.	CT-02	23	0:23
CT-02_24_01	Bell Tower, Single Low-pitched Bell Toll Close With Long Ring-off. Classic Clock Tower Chime.	CT-02	24	0:31
CT-02_25_01	Bell Tower, Three Low-pitched Bell Tolls Medium Close, Slow. Classic Clock Tower Chime. Long Ring-off.	CT-02	25	0:27
CT-02_26_01	Distant Version Of Track 1002-25: Three Bell Tolls With Long Ring-off. Classic Clock Tower Chime.	CT-02	26	0:24
CT-02_27_01	Bell Tower: Medium Perspective Bell Tolls Five Times, Slow. Same Pitch As Tracks 1002-25, 26. Classic Clock Tower Chime.	CT-02	27	0:37
CT-02_28_01	Bell Tower: Medium Perspective Bell Tolls Seventeen Times. Same Pitch As Tracks 1002-25, 26, 27 Long Ring-off. Classic Clock Tower Chime.	CT-02	28	0:58
CT-02_29_01	Bell Tower: Medium Perspective Three Bells Struck Once Simultaneously.	CT-02	29	0:17
CT-02_30_01	Bell Tower: Close Perspective Bells Play Slow Somber Low-pitched Melody. Could Be Used For Funeral.	CT-02	30	0:48

CT-02_31_01	Bell Tower: Close Perspective Bells Play Middle Register Melody, Faster Than Track 1002-30. Plays Well For Church Bells.	CT-02	31	0:57
CT-02_32_01	Bell Tower: Close Perspective Bells Play A Fast Melody With Higher Bells And More Polyphony Than Previous Tracks.	CT-02	32	1:02
CT-02_33_01	Bell Tower: Close Perspective Bells Play A Fast Bright And Short Fanfare With A Few Mid-range Singles At The End.	CT-02	33	0:32
CT-02_34_01	Bell Tower: Close Perspective Bells Play A Fast Celebration Song With A Full Range Of Bells. Long Ring-off.	CT-02	34	0:37
CT-02_35_01	City Church Bells: Distant Bell Tolls Nine Times With A Few Double Rings. Classic Clock Tower Chime. Traffic Ambience Medium Roar With Some Bird Chirps.	CT-02	35	0:24
CT-02_36_01	City Church Bells: Medium Distant Bell Tolls Nine Times, Lower Pitch Than Track 1002-35. Classic Clock Tower Chime. Light Traffic Ambience Medium Roar With Movement.	CT-02	36	0:33
CT-02_37_01	City Church Bells: Medium Perspective Bells Toll Continuously. One Mid-range And One Lower Pitched Bell Ring Out Of Tempo, Both With Double Rings, Clanging. Traffic Ambience With Sparse Cars And M	CT-02	37	1:32
CD #33				
CT-03_01_01	Small City Park, Close Perspective, Very Busy. Walla Close To Medium With Parents And Children Strollers By, Footsteps On Asphalt Path. Kids Yell And Play. Could Play For Zoo, Family Amusement	CT-03	1	2:56
CT-03_02_01	Wide Perspective Version Of Track 1003-01. Small City Park, Very Busy. Walla Close To Distant With Children Playing, Mothers Rounding Up Their Kids. Could Play For Large Playground, Or Family Am	CT-03	2	3:05
CT-03_03_01	Large City Park Ambience, Close Perspective. Sparse Walla And Footsteps Close To Medium. Near Pathway, Bicycles By Close. Distant Children Play, Baby Squeals, Radio Music. Distant Traffic Roar	CT-03	3	1:21
CT-03_04_01	Large City Park Ambience, Wide Perspective. Large Open Space. Distant Siren At Head, Distant Traffic Roar, Some Honks, Birds Chirp. Walla Sparse Medium To Distant, Kids Play, Baby Cry Man Whi	CT-03	4	2:54
CT-03_05_01	Large City Park Ambience, Wide Perspective. Similar To Track 1003-04 But With Steady Prop Plane Medium Distant Overhead. Walla Medium Distant Kids Play, Ball Bounces, Yells. Light Wind Distant T	CT-03	5	2:45

CT-03_06_01	Fountain In Park, Very Close Perspective. Constant Water Rush: High End Noise With Lower Gurgles. No Background Sounds.	CT-03	6	2:37
CT-03_07_01	Fountain In Park - Same As Track 1003-06 - Medium Perspective. Constant Water Rush With Fine Water Spray. Some Very Light Walla And Movement That Is Covered By The Sound Of The Fountain.	CT-03	7	2:47
CT-03_08_01	Fountain In Park, Wide Perspective. Constant Water Rush With Some Splashes And Gurgles. Kids Play And Run By. Sparse Adult Walla Close To Medium.	CT-03	8	1:56
CT-03_09_01	Balloon Vendor In Park, Close. Not Much Vendor Walla, Mostly Percussive Sound Of Shaking The Balloons, Not Continuous. Parents And Children Walla And Footsteps Close To Medium, Birds Chirp.	CT-03	9	2:51
CT-03_10_01	Bells: Musical Clock In Park Plays Mary Had A Little Lamb Medium Perspective. Chimes Change Timbre And Modulate As They Repeat. Adults And Children Walla, Footsteps, And Movement Medium.	CT-03	10	1:44
CT-03_11_01	Joggers By Right To Left Close On Dirt Or Track. Singles And Small Groups. Some With Keys Jingling Or Walla On By. Distant Traffic Roar, Wind In Trees.	CT-03	11	2:49
CT-03_12_01	Joggers By On Asphalt Medium Close, Some Walla Key Jingle On Bys. Mostly Singles. Wind In Trees, Distant Traffic Roar, Truck Rev.	CT-03	12	1:37
CT-03_13_01	Bicycles By Close With Bicycle Brake Squeak At Tail. Sparse Boy Walla On Bys, Distant Traffic Roar.	CT-03	13	0:35
CT-03_14_01	Single Bicycle By With Man Singing As He Rides By. Traffic Ambience Medium.	CT-03	14	0:07
CT-03_15_01	Lake Ambience In A City Park. Close Rowboat Paddles By With Oar Clunks And Splashes, Male Walla. Wind In Trees, Leaf Rustle, Distant Traffic Roar And Honks.	CT-03	15	2:36
CT-03_16_01	Horse And Buggy In And By, Then Horse By In City Park. Close Hoof Clip Clops On Asphalt Chain Rattle, And Slight Squeak Of Buggy Wheels. Second Horse Away. Close Birds Chirp, Distant Traffic Ro	CT-03	16	0:51
CT-03_17_01	Single Horse And Buggy Long In, By Close And Long Away. Hoof Clip Clops On Asphalt, Light Squeak And Rattle, Some Walla On By. Wind In Trees Distant Traffic Roar.	CT-03	17	1:12
CT-03_18_01	Single Horse Steady Close On Asphalt. Clear Hoof Definition, Light Creaks Of Saddle. Distant Traffic Roar, Honks, And A Medium Car By. In City Park.	CT-03	18	2:38
CT-03_19_01	Pigeons Feeding, Close Group Wing Flutters In City Park. Most Pigeon Activity In First :50 Of Track, Then Continuation Of Park Ambience: Variety Of Birds Chirp And Squawk, Distant Traffic Roar. D	CT-03	19	2:24

CT-03_20_01	Prop Plane Medium Distant Overhead, With Wind In Trees And Birds Chirping. In City Park.	CT-03	20	0:43
CT-03_21_01	Wind In Trees, High Leaf Rustle, With Birds Chirping Medium. Sparse Light Walla Medium. Distant Traffic Roar, A Few Honks. In City Park.	CT-03	21	2:03
CT-03_22_01	Street Musicians: One Playing An African Gourd Shaker And Another Playing A Wood Flute, Close. A Few Pedestrians By With Medium Walla. Distant Traffic Roar, Bus By Medium.	CT-03	22	1:37
CT-03_23_01	Street Musician Plays Homemade Drum Set: Conga Drums, Cymbal, And Mid-way Through Track He Uses A Garbage Can Lid. Interior Reverberation With Walla Medium To Distant. At 2:00 Move From Close To	CT-03	23	3:16
CT-03_24_01	Street Musician: Close Saxophonist Improvises On Subway Platform. Train Medium Air Brake Hiss And Away. Walla And Footsteps Close To Medium Interior Reverb.	CT-03	24	0:52
CT-03_25_01	Fireworks: Almost Constant Close Fire Crackers Explode, Multiples. Some Medium To Distant Whistlers And Firecrackers With Bouncy Reverberation From Tall Buildings. Sparse Medium Yells. Recorded D	CT-03	25	1:29
CT-03_26_01	Fireworks: Sparse Compared To Track 1003-25. Firecrackers, Whistlers, Rockets Launch And Big Booms From Various Places Close To Very Distant. Echo And Reverberation From Tall Buildings, Lots Of	CT-03	26	4:14
CT-03_27_01	Dog Bark: Close Medium Size Dog. Short Bark With Distant Traffic Roar.	CT-03	27	0:04
CT-03_28_01	Dogs Bark: Close Medium Size Dog Barks Halfheartedly, Then Is Answered By Similar Dog Medium Distant. Small Car Away At Head, Distant Traffic Drone And Birds Chirp.	CT-03	28	0:50
CT-03_29_01	Dogs Bark: Exterior Group. One Large Dog Close One Medium, And Another Distant With A Few Howls. No Traffic.	CT-03	29	0:47
CT-03_30_01	Dogs Bark: Exterior Group, Two Distant Medium Size Steady And One Close And Sparse. Traffic Drone Distant. Ends With Distant Dog Solo.	CT-03	30	1:23
CT-03_31_01	Street Ambience, Quiet Morning. Distant Traffic Drone. Large Newspaper Hits The Street Medium Perspective. Single Garbage Bag With Bottles Set Down. Screen Door Squeak Open And Close, Also Mediu	CT-03	31	0:20
CT-03_32_01	Street Lamp Buzz, Loud Mid-range, Close. Distant Traffic Drone. A Few Birds Chirp.	CT-03	32	1:35
CD #34				

CT-04_01_01	Very Busy Intersection, Close, With Traffic Cop Blowing Whistle. Variety Of Horn Honks, Brake Squeaks, Bus Revs, Close Idles. Truck Idle Close At Tail, Then Truck Horn Close (Index 02 @2:41).	CT-04	1	2:57
CT-04_02_01	Busy Intersection, Medium, With Traffic Cop Blowing Whistle. Different Location Than 1004-01 With Medium Bys, Brake Squeaks, Rough Truck By Medium To Distant Honks. Some Walla And Footsteps By.	CT-04	2	1:44
CT-04_03_01	Medium Busy Intersection, Close, With Variety Of Car Bys, Close Car Door Open And Close. Bus By Close (Index 02 @ :31). Bus In And Stop With Break Squeal, Idle Close, Air Hiss And Away (Index 0	CT-04	3	2:23
CT-04_04_01	Wide Perspective Busy Intersection. Traffic Roar With Medium Car Bys, Many Rumbling Trucks. Pedestrians By, Bus Brake Squeals. Long Truck Honks Distant At Tail.	CT-04	4	2:50
CT-04_05_01	Wide Perspective Busy Intersection, Different Than 1004-04. Many Horn Honks Medium To Distant Medium Traffic Cop Whistle, Close Bus Start Distant Brake Squeals, Sustained Truck Tone.	CT-04	5	2:58
CT-04_06_01	Very Wide Perspective Busy Intersection. Medium Distant Traffic Roar With Many Distant Honks Brake Squeals. Big Truck By.	CT-04	6	1:50
CT-04_07_01	City Traffic, Heavy. Close Car And Truck Bys Truck Honk, Clunks On By.	CT-04	7	2:04
CT-04_08_01	City Traffic, Heavy. Many Cars And Trucks By Close With Constant Medium Roar. Honks Close To Medium, Close Brake Squeaks. Some Light Medium Walla.	CT-04	8	2:45
CT-04_09_01	Heavy Traffic Under Overpass, Medium Close. Reverberated Traffic Bys, Distant Back-up Beeps. (Index 02 @ :32): Truck In, Idle, Rev Close, Away (Index 03 @ 1:18): Siren In And By Medium, Echoed	CT-04	9	2:27
CT-04_10_01	City Traffic, Mid-day Heavy. Garment District.	CT-04	10	2:18
CT-04_11_01	City Traffic, Heavy, With Busy Sidewalk Ambience. Outside Building Entrance As Pedestrians Come And Go. Footsteps, Scuffs, Walla Bys. Trucks And Cars By Close To Medium With Brake Squeaks, Bus	CT-04	11	2:11
CT-04_12_01	Truck Loading Area, Street Market. Busy Traffic Ambience, Primarily Trucks Close To Medium; In And Idle, Revs. Medium Walla And Clatter Of Metal Carts, Movement. Distant Honks, City Roar.	CT-04	12	2:39
CT-04_13_01	One Way Street Traffic Bys, Medium Busy. Sound Bounces Off Buildings. Cars And Trucks By Close A Few Horn Honks Including Medium Truck Horn Bus Start, Variety Of Brake Squeaks. Multiple Bys, The	CT-04	13	1:56

CT-04_14_01	Traffic Bys Close Over Large Metal Plates, Medium Busy. Muffled Clunks Over Metal. Variety Of Horn Honks Include Two Close Car Honks (Index 02 @ :21, And Index 03 @ 1:41). A Bit Of Walla Bike By,	CT-04	14	2:41
CT-04_15_01	City Traffic Medium Busy. Starts With Close Car Door Close. Cars And Trucks By Close To Medium. Some Walla Medium, Footsteps. Big Truck By Close With Clunk And Squeaks On By (Index 02 @ 1:07). B	CT-04	15	2:39
CT-04_16_01	Medium Busy Traffic Bys On Fast Two-lane Road Or Highway. (No Walla Or Background). Sound Bounces Off Wall On Far Side Of Road. Tire Definition, Light Clunks Over Metal Strip In Road. Cars And Tr	CT-04	16	2:59
CT-04_17_01	Light Traffic By Close Over Metal Grate. Single And Double Cars And Trucks By Medium Speed, Metal Clunk Of Grate. Suspension Rattles, Squeaks. No Extraneous Sounds.	CT-04	17	2:21
CT-04_18_01	Light Steady Traffic Over Manhole Cover, Close. Quiet Cars By, Loud Metal Clunks. Bike By Distant Car Start.	CT-04	18	0:45
CT-04_19_01	Light City Traffic Ambience. Cars By Medium Nearby Wood Clunks, Movement, Sparse Close Walla Horn Honk. A Few Cars Over Manhole Cover Medium Perspective.	CT-04	19	1:35
CT-04_20_01	Car Bys Close, Left To Right, Light Traffic. Medium Perspective Walla, Birds Chirp, Bike By. Residential Thoroughfare.	CT-04	20	1:11
CT-04_21_01	Wide Perspective One Way Street Traffic, Light. Sound Bounces Off Buildings. Cars And Trucks By (One Loud Truck By), A Few Car Door Closes, Car Start, Distant Movement. Sparse Pedestrians By.	CT-04	21	2:35
CT-04_22_01	Wet One-lane Road, Medium Busy Traffic Bys Close. Several Cars By Medium Fast, Then A Pause, Then More. Wet Tire Definition, Birds Chirp.	CT-04	22	2:27
CT-04_23_01	Very Wet Traffic Bys, Sidewalk Point Of View. Medium Speed Bys Close, Medium Busy With A Few Pauses. Sparse Close Walla. Tires Through Puddles.	CT-04	23	2:36
CT-04_24_01	Wet Slushy Traffic By Close To Medium. Light Traffic; A Few Long Pauses. Tire Through Slush Definition. A Few Isolated Long In-and-bys.	CT-04	24	3:27
CT-04_25_01	Light Wet Traffic Close Bys. Car Door Close Car Start Medium (Index 02 @ :28), Traffic Bys Then Pauses. Two Truck In And Bys (The Loudest Is Index 03 @ 1:02, With Squeaks And Rattles On Away). Di	CT-04	25	2:12
CT-04_26_01	Wet City Traffic Bys, Wider Perspective Than Previous Wet Traffic. Medium Busy. Tire Through Puddle Definition, A Few Honks. Bus Honk Doppler By. Sparse Footsteps Close, Walla.	CT-04	26	2:03

CT-04_27_01	Wet City Traffic, Very Wide, High Perspective. Medium Busy Traffic Roar. Starts With Bus Rev And Away. Distant Garbage Truck Hydraulic Whine Distant Brake Squeaks And Honks. Tire Spin.	CT-04	27	2:30
CT-04_28_01	Wet Light Traffic, Interior Closed Window Point Of View. A Few Brake Squeaks, Muffled Hiss Of Wet Street. Pause Between Traffic Bys.	CT-04	28	2:09
CT-04_29_01	Traffic Cop Whistle Close, Two Short Blows; Directing Traffic. Light Traffic Ambience.	CT-04	29	0:16
CD #35				
CT-05_01_01	Heavy Traffic Bys On Bridge, Close. Middle Of Bridge Point Of View, Cars And Busses Whooshy Bys On Both Sides. Constant Noise With Defined Bys, Brake Squeaks.	CT-05	1	1:53
CT-05_02_01	Under Bridge Point Of View, Heavy Traffic. Steady Airy Rush Of Noise, Less Defined Bys Than Track 1005-01. Medium Pespective Tire Clunks Over Strip In Road. Many Distant Brake Squeaks Very Loud O	CT-05	2	3:13
CT-05_03_01	Heavy Traffic, Under Solid Bridge Point Of View. More Low End Rumble, Not As Whooshy As Track 1005-02. Rhythmic Tire Clunks, Some Suspension Squeaks, Truck Bys.	CT-05	3	2:03
CT-05_04_01	Close Car Tire Roll On Wet Cobblestones. Crisp Definition, Tire Through Puddles. Roll To Stop Car Start Close (Index 02 @ :27), And Roll Again. Slow Down Then Roll Again, With Water Drops On Slo	CT-05	4	2:37
CT-05_05_01	Medium Traffic Close Bys On Two-lane Cobblestone Street. Three Close Bus Bys (Index 02 @ 1:19). Suspension Rattles And Squeaks, Cobblestone Definition.	CT-05	5	2:14
CT-05_06_01	Light Traffic: Single Bys On Wet Cobblestone Street, Slow To Medium Speed. Defined Cobblestones And Tires Through Puddles. Quiet Day Ambience. Medium Perspective Car Start.	CT-05	6	2:59
CT-05_07_01	Heavy Bumper-to-bumper Traffic Close In Tunnel. Could Play For Confined Street. Steady Roar With Constant Brake Squeaks, Close Idles, Distant Reverberated Clunks. Melodic Horn Near Tail. Very SI	CT-05	7	1:35
CT-05_08_01	Heavy Traffic In Tunnel. Constant Loud Roar With A Few Defined Bys, Many Brake Squeaks, Tire Screech At :16.	CT-05	8	2:25
CT-05_09_01	Heavy Traffic In Tunnel. More Air And Wider Stereo Image Than Track 1005-08. Constant Roar With Distant Hum, Large Truck Revs Medium Close A Few Air Brake Hisses Close. Could Play For Interior Car	CT-05	9	2:48

CT-05_10_01	Driving Fast In Tunnel, Windows Open, Interior Car Point Of View. Light Traffic, Constant Airy Roar. Exit Tunnel At Tail. Could Play For Tunnel Ambience Or Car Exterior.	CT-05	10	2:26
CT-05_11_01	Highway Traffic Bys Close, Left To Right. Fast Steady Traffic.	CT-05	11	1:54
CT-05_12_01	Highway Traffic Bys Close, Right To Left. Tires Over Bump. Constant Bys.	CT-05	12	3:47
CT-05_13_01	Highway Traffic Bys Close, Passing On Both Sides. Medium Busy With A Few Pauses. Some Tires Over Bump.	CT-05	13	2:15
CT-05_14_01	Distant Heavy City Traffic. Distant Honks And Brake Squeals Stand Out From The General Roar. Sound Bounces Off Tall Buildings. Loud Bus By Medium Perspective.	CT-05	14	2:35
CT-05_15_01	Distant Highway Traffic; Roar With Some Definition Of Bys. Large Truck By With Bounce And Clunks At Tail.	CT-05	15	2:04
CT-05_16_01	Very Distant City Traffic Drone. Sparse Metal Movement Medium Perspective. Bird Chirps Sparse. Not Many Specifics; One Or Two Honks.	CT-05	16	2:30
CT-05_17_01	Light Traffic, Interior Point Of View, Closed Window, Streetside Building. Muffled Cars By Trucks By, Street Cleaner By At 1:28.	CT-05	17	2:35
CT-05_18_01	Traffic, Interior Point Of View, Open Window A Few Floors Above The Street. Medium Busy With Horn Honks Medium To Distant, Brake Squeaks Truck By, Doors Open And Close, Movement.	CT-05	18	2:26
CT-05_19_01	Traffic, Interior Point Of View, Closed Window. Very High Perspective. Heavy Traffic Drone Some Air Conditioner Tone From Interior Room.	CT-05	19	2:04
CT-05_20_01	Traffic, Interior Point Of View, Open Window. Very High Perspective. Heavy Traffic Drone With A Few Specific Honks And Brake Squeaks. Could Play For Roof-top Perspective.	CT-05	20	2:58
CT-05_21_01	Car Short Screech By Around Corner And Away.	CT-05	21	0:07
CT-05_22_01	Car Horn Honk Close. Medium Pitch Horn, Various Lengths.	CT-05	22	0:32
CT-05_23_01	Car Horn Honk Close. Mitsubishi Horn, Doublepitched; Higher And More Nasal Than Track 1005-22.	CT-05	23	0:25
CT-05_24_01	Toyota Truck Horn Close. Long And Short Honks High And Nasal Single-pitch. Pitch Lowers Slightly For Short Honks.	CT-05	24	0:40
CT-05_25_01	Car Horn Interior Parking Structure Or Underground Garage. Several Close Honks With Reverberation.	CT-05	25	0:13
CT-05_26_01	Many Car Horns Honk Close Simultaneously. Various Horns And Lengths: Traffic Jam. No Other Sounds.	CT-05	26	0:50

CT-05_27_01	Many Car Horns Honk Close; Sparse, Shorter Honks Than Track 1005-26. Traffic Jam.	CT-05	27	0:24
CT-05_28_01	Doppler Horn By, Medium Pitch. Car In And By At 40 Mph.	CT-05	28	0:11
CT-05_29_01	Doppler Horn By, High Nasal Double-pitch Horn. Jeep In And By At 50 Mph.	CT-05	29	0:08
CT-05_30_01	Doppler Horn By, High Pitch, Less Nasal Than Track 1005-29. Toyota Corolla In And By 35 Mph.	CT-05	30	0:07
CT-05_31_01	Car Horn Long: In, Doppler By, And Away. Medium Pitch.	CT-05	31	0:14
CT-05_32_01	Wet Traffic. Interior Car Point Of View With Window Open. Driving On Medium Busy Two Lane Road, Cars And Trucks By Opposite Direction On Wet Pavement Is Predominant Sound. Interior Car Rumble, Slo	CT-05	32	2:27
CT-05_33_01	Interior Car Driving Fast On Wet Road, Two Lanes In One Direction, Window Open. Interior Rumble With Light Rattles, Wet Hiss Outside, Truck By Same Direction At Tail.	CT-05	33	1:47
CT-05_34_01	Interior Car Closed Windows, Driving On Wet Road. Quiet Road With Some Suspension Rattles And Bounces, Interior Thumps And Light Rumble. Some Hiss Of Wet Road. Slows And Accelerations.	CT-05	34	3:02
CT-05_35_01	Interior Car Closed Windows, Driving On Rough Road With Many Potholes. Interior Suspension Clunks And Rattles.	CT-05	35	1:12
CT-05_36_01	Interior Car Closed Windows, Driving On Bridge Over Patches Of Metal Road Surface, With Tire Hum. Interior Rumble And Chatter, Suspension Squeaks. Changing Road Sound. Could Play For Driving Thr	CT-05	36	2:00
CT-05_37_01	Truck In, By Close And Away. Shifts On Away.	CT-05	37	0:38
CT-05_38_01	Truck By Close With Loud Metal Clunk Over Bump On Away.	CT-05	38	0:13
CT-05_39_01	Truck Pull Out Close, Shift On By With Loud Metal Clunk Over Bump On Away. Medium Distant Horn Honks, City Traffic.	CT-05	39	0:19
CT-05_40_01	Large Truck By Close And Slow With Shifts And Deep Low End.	CT-05	40	0:33
CT-05_41_01	Large Truck By Medium Perspective. Some Engine Whine, Medium Distant Honk.	CT-05	41	0:20
CT-05_42_01	Truck Horn Honk Close With Engine Idle. One Medium Blast And Two Short.	CT-05	42	0:03
CT-05_43_01	Semi-truck Horn Honk Doppler By Close. Lower Pitch Than Track 1005-42.	CT-05	43	0:04
CT-05_44_01	Diesel Truck Start Close With Loud Airy Whine.	CT-05	44	0:07
CT-05_45_01	Truck Maneuvering, Close. Rough, Erratic Revs With Brake Squeaks, Engine Whine, Sparse Worker Walla. Air Brake Hisses (Index 02 @ 1:15), And Idle. Could Play For Garbage Truck Loading Dumpster	CT-05	45	1:30

CT-05_46_01	Truck: Interior Open Window Point Of View, In Stop And Go Traffic. Rattling Engine Idle And Light Brake Squeaks Throughout. Short Truck Horn Honk (Index 02 @ 1:08). A Few Air Brake Hisses. Could	CT-05	46	2:11
CT-05_47_01	Truck Gate Open; Metal Clunks, Metal Rolling. Distant Traffic Roar, Honk.	CT-05	47	0:13
CD #36				
CT-06_01_01	Industrial Ambience: Truck Loading Bay. Close To Distant Truck Idles, Movement, Air Brake Hiss P.a. Announcers Male And Female Medium Distant Doors Open And Close. Truck Back-up Beeps Medium Persp	CT-06	1	2:09
CT-06_02_01	Warehouse Exterior Ambience: Close Generator Idle, Close To Medium Truck Idles, Bys. Medium Perspective Movement: Wood And Metal Clatter And Clunks, Doors Open And Close, Air Brake Hisses. Busy	CT-06	2	2:16
CT-06_03_01	Garbage Truck: Close Loading, Idle, Compressing Motor On, Movement. Pull Up And Stop With Loud Brake Groans (Index 02 @ :54), Air Hisses, Some Back-up Beeps. Truck Continues To Pull Away Stop W	CT-06	3	2:13
CT-06_04_01	Garbage Truck: Close Loading With Worker Movement And Sparse Walla, Garbage Bags Impact With Glass Rattles. Truck Idling, Hydraulic Motor, Metal Clunks. Close Car Honks (Index 02 @ 1:51), Truck	CT-06	4	2:53
CT-06_05_01	Garbage Truck: Close Loading With Worker Walla And Loud Dumpster Metal Bangs. Truck Idle Is Quieter Than Track 1006-04. Heavy Metal Lid Of Dumpster Falls With A Squeak And Clunk, Two Times (Index 0	CT-06	5	1:30
CT-06_06_01	Garbage Truck: Medium Perspective Loading With Idle, Hydraulic Whine, Clunks And Garbage Movement. Truck By Loud And Close (Index 02 @ 1:00).	CT-06	6	2:05
CT-06_07_01	Garbage Truck: Medium Perspective Loading With High Whine As Garbage Is Compressed, Stops And Starts Again. Air Hisses, Metal Clunks And Squeaks.	CT-06	7	1:04
CT-06_08_01	Garbage Truck: Medium Perspective Loud Revs Clunks, Many Air Hisses. Brake Squeaks And Moans - (One Is Index 02 @ 1:26, Followed By Back-up Beeps). Light Walla, Some Traffic Ambience.	CT-06	8	1:55
CT-06_09_01	Garbage Truck Medium Distant, From Interior Closed Window Point Of View. Idle, Metal Clunks Squeaks, And Movement.	CT-06	9	2:48
CT-06_10_01	Street Sweeper In, By Close And Long Away On Wet Street. Hissy Brush Movement.	CT-06	10	0:57
CT-06_11_01	Street Sweeper Close Idle Then Long Away On Wet Street. Humming Engine, Wet Brushes.	CT-06	11	0:57

CT-06_12_01	Street Sweeper By And Away Medium (Across The Street). Dry Pavement. Engine Hum And Brushes.	CT-06	12	0:28
CT-06_13_01	Firetruck Siren And Loud Horn Honks Close. Siren Off At Tail. No Traffic Noise.	CT-06	13	0:14
CT-06_14_01	Firetruck Horn Blasts Only, Four Times Close.	CT-06	14	0:08
CT-06_15_01	Firetruck Siren And Horn Blasts Start Medium Distant, In To Medium And Off, Then Second Siren Starts And Approaches. In To Close And Off. Some Traffic Ambience Includes A Few Car Horns. Second Si	CT-06	15	1:16
CT-06_16_01	Firetruck Siren And Horn Blasts Start Medium Distant, In And By Close With Horn, And Away To Distant. Traffic Ambience With Close Idle At Head, A Few Honks. Could Play For Ambulance.	CT-06	16	2:20
CT-06_17_01	Firetruck Or Ambulance Siren And Constant Horn Blasts. Starts Distant, In And By Medium Perspective, Very Echoed. Away, Siren Off At Tail.	CT-06	17	0:28
CT-06_18_01	Police Wailer Siren Close, On For 15 Seconds And Off At Tail.	CT-06	18	0:17
CT-06_19_01	Police Wailer Siren Close, On For 45 Seconds And Off At Tail.	CT-06	19	0:45
CT-06_20_01	Police Whooper Siren Close, On Steady And Off At Tail.	CT-06	20	0:23
CT-06_21_01	Police Whooper Siren, Short Bursts Close.	CT-06	21	0:33
CT-06_22_01	Short Whooper Siren Bursts, Moving From Medium Perspective To Close, With Echo.	CT-06	22	0:19
CT-06_23_01	High-low Siren, Steady Close.	CT-06	23	0:24
CT-06_24_01	High-low Siren, Short Bursts Close.	CT-06	24	0:18
CT-06_25_01	Police Wailer Siren By Right To Left, Away To Distant. Bird Chirps At Tail.	CT-06	25	0:18
CT-06_26_01	Police Wailer Siren In From Distant, By Close Left To Right Medium Speed, Away To Distant And Off At Tail.	CT-06	26	0:28
CT-06_27_01	Police Wailer Siren In And Off, Then Siren On Close; By And Away To Distant.	CT-06	27	0:22
CT-06_28_01	Police Wailer Siren In From Distant, By Left To Right Fast, And Away To Distant. Off At Tail.	CT-06	28	0:25
CT-06_29_01	Police Siren In From Distant. Starts As Whooper Changes To Wailer. By Fast And Close, Away.	CT-06	29	0:22
CT-06_30_01	Whooper Siren In And By Right To Left Medium Slow And Away.	CT-06	30	0:24
CT-06_31_01	Whooper In From Distant And By Left To Right Fast. Away.	CT-06	31	0:24
CT-06_32_01	High-low Siren Long In From Distant, Close Doppler By Left To Right Fast. Away To Distant Then Return And By Left To Right Again And Away.	CT-06	32	0:55
CT-06_33_01	Siren Close, Away To Distant. In City Traffic.	CT-06	33	0:36

CT-06_34_01	Siren In And By Close, Away Into Traffic. Both Wailer And Whooper Sirens. Traffic Ambience With Sparse Walla.	CT-06	34	0:51
CT-06_35_01	Ambulance Siren In From Distant, Echoed Off Tall Buildings. Pause In Siren As Voice Over Loudspeaker Says, ...get Out Of The Way! Doppler By Close With High-low Siren, Away To Distant. Traffic	CT-06	35	0:49
CT-06_36_01	Siren In Heavy Traffic. Starts Medium Distant In And By Close. Not Steady: Siren Stops And Starts, With Uneven Modulations On Away. Pedestrian Walla, Movement, Traffic With Busses By.	CT-06	36	1:49
CT-06_37_01	Whooper Siren In And By Close With Short Blurps. Traffic Ambience: A Few Bys, Close Honk, Close Brake Squeak.	CT-06	37	0:36
CT-06_38_01	Whooper Siren Medium Perspective By In Traffic.	CT-06	38	0:14
CT-06_39_01	Wailer Siren Short In And Stop Close.	CT-06	39	0:08
CT-06_40_01	One Short Siren Bleep Close.	CT-06	40	0:02
CT-06_41_01	Siren: Very Short Bleeps, Sparse. In And By Close, Away. Light Traffic Ambience.	CT-06	41	0:45
CT-06_42_01	Siren: Whooper Short Bursts By Close, In Traffic Roar.	CT-06	42	0:08
CT-06_43_01	Siren: Short Bursts Medium Perspective. In Traffic Jam With Car Horns Medium, One Close.	CT-06	43	0:19
CT-06_44_01	Siren: Distant Whooper In, Changes To Wailer By Medium Perspective, And Away To Distant. In Heavy Traffic. Siren Is Very Diffuse And Echoed.	CT-06	44	1:16
CT-06_45_01	Distant Whooper Siren With Traffic Roar.	CT-06	45	0:19
CT-06_46_01	Distant Wailer Siren By In Highway Traffic Roar. Ambulance Or Firetruck With Honks And Siren Variety, Echoed.	CT-06	46	0:45
CT-06_47_01	Two Distant Sirens By In Heavy City Traffic.	CT-06	47	0:21
CT-06_48_01	Distant Siren In City Traffic. Starts As Whooper Then Changes To Wailer. Close Traffic Ambience.	CT-06	48	0:45
CT-06_49_01	Car Alarm, Medium Perspective. Honks And Siren Off At Tail. Traffic Roar.	CT-06	49	0:13
CT-06_50_01	Car Alarm, Close, With Fast Oscillations. Click Off At Tail. No Traffic.	CT-06	50	0:51
CT-06_51_01	Alarm - Fast Oscillations, Close. A Few Cars By Medium. Natural End Of Alarm At Tail. Car Alarm Or Other.	CT-06	51	1:55
CT-06_52_01	Alarm - Close Perspective Building Alarm, Like Whooper Siren. Sparse Traffic, Light Walla Movement.	CT-06	52	2:13
CT-06_53_01	Alarm - Distant Perspective Of Building Alarm In Track 1006-52. Reflected Echoes Bounce Off Buildings. Street Ambience: Light Walla And Traffic.	CT-06	53	2:04

CT-06_54_01	Alarm - Distant Perspective With Slower Oscillations Than Tracks 1006-52, 53. Traffic Roar.	CT-06	54	2:41
CT-06_55_01	Distant Alarm - Interior Closed Window Point Of View. Very Distant Traffic Roar, Bus By. Same Alarm As Track 1006-54. Natural End Of Siren.	CT-06	55	2:30
CD #37				
CT-07_01_01	Bus In And Stop Close, Open Doors, Quiet Idle. People Enter, Coins Drop Into Box, Doors Close With A Squeak. Bus Pull Away With Loud Rev And Metal Rattle From Vibration. Air Brake Hiss (Index 0	CT-07	1	0:56
CT-07_02_01	Bus Stop: Bus In And Stop Close With Piercing Brake Squeals, Driver Voice Over Loudspeaker Number Four, All Stops... Long Close Idle Then Away. Other Busses By, In And Idle, Away With Air Hiss	CT-07	2	2:44
CT-07_03_01	Bus Stop: Busy City Traffic With Sidewalk Walla And Footsteps, Medium Horn Honks, Primarily Bus Traffic. Brake Squeaks At Head, Busses By Close (Index 02 @ 1:17). Bus In And Idle, Close Air Bra	CT-07	3	2:38
CT-07_04_01	Bus Idle, Very Close And Airy. Could Play For Generator Or General Industrial Ambience.	CT-07	4	0:49
CT-07_05_01	Bus In Slow With Close Piercing Brake Squeaks And Air Brake Hiss.	CT-07	5	0:18
CT-07_06_01	Bus By Close, Medium Speed.	CT-07	6	0:12
CT-07_07_01	Interior Bus Ride, Front Of Bus. Close Up Doors Open And Close, Turn Signal Clicks Loud, Coins Drop, Meter Turns, Stop Bell Is Pulled. Stop A Few Times, Ride With Heavy Rattles And Suspension	CT-07	7	2:06
CT-07_08_01	Interior Bus Ride, Middle Of Bus. Tires Over Metal Plates At Head, Medium Perspective Turn Signal Clicks, Doors Open And Close. Stop And Go With Revs, Bell. Heavy Interior Rattles And Clunks.	CT-07	8	2:30
CT-07_09_01	Interior Bus Ride, Back Of Bus. Heavy Engine Revs With Interior Rattles And Clunks. Stop And Go. Some Passenger Movement, Light Walla Medium. Turn Signal Clicks From Front Of Bus.	CT-07	9	1:54
CT-07_10_01	Interior Bus Ride, Back Of Bus, With Window Partially Open. Heavy Roar Of Engine Acceleration, More High End Than Track 1007-09. Stops And People Enter. Brake Squeals.	CT-07	10	3:18
CT-07_11_01	Interior Bus Idle, Back Of Bus, With Window Partially Open. Airy Idle; Some Parts Could Play For Exterior Idle. Some Interior Movement, Bell Coins, Air Hiss.	CT-07	11	2:40

CT-07_12_01	Interior Empty Bus, Riding In Front. Heavy Rattles And Vibration, Stop And Go. Echoed Turn Signal Clicks Off And On. Quiet Idle. Doors Open, Exit To Street, Doors Close Behind Us, Air Brake H	CT-07	12	2:12
CT-07_13_01	Train Crossing Bell Close. Two Bells: One Fast Medium Pitch And One Slow Higher Pitch.	CT-07	13	0:59
CT-07_14_01	Train Whistle Blast Three Times Medium Perspective With Train Idle. Sound Bounces Off Buildings Or Hills.	CT-07	14	0:08
CT-07_15_01	Amtrak Train Blow By With Doppler Horn Close And Away.	CT-07	15	0:18
CT-07_16_01	Amtrak Train Interior Medium Speed Steady With Conductor Walla At Head, Walkie-talkie Medium Walla. Muffled Rail Clicks, Quiet Movement.	CT-07	16	1:39
CT-07_17_01	Amtrak Train Between Two Cars, Could Play For Exterior Steady. Starts With Opening Door. Rail Clicks And Air Hisses, Metal Rattles And Clunks. Medium Speed, Increases To Fast.	CT-07	17	3:00
CT-07_18_01	Amtrak Train Interior. Starts With Between Cars Perspective (Sim. To 1007-17), Then Moves Into Car. Fast Steady With Rattle, Low End Vibration Light Squeaks, And Very Light Walla Medium.	CT-07	18	1:33
CT-07_19_01	Exit Train To Station. Starts With Doors Open And Conductor, Watch Your Step! Out To Station With Train Horn Honk And Pull Away (Index 02 @ :40). Train Cars By Close, Away To Distant With Light	CT-07	19	1:44
CT-07_20_01	Boarding A Commuter Train: Doors Open And Close Air Hiss, Interior Train Idle Ambience. Train Bell Close (Index 02 @:59), Then Train Starts To Move With Light Thumps And Squeaks. More Door Open /	CT-07	20	2:59
CT-07_21_01	Interior Commuter Train Idle With Conductor Punching Tickets Medium Perspective To Close Up At Tail. Open And Close Door With Metal Click (Index 02 @ :57).	CT-07	21	1:03
CT-07_22_01	Commuter Train Interior: Door Opens, Bell Rings. Move To Between The Cars Point Of View; With Engine Noise, Close Rail Clicks, Metal Squeaks And Grinds. Actually An Exterior Steady.	CT-07	22	2:44
CT-07_23_01	Interior Commuter Train Near Open Door. Starts Medium Fast With Low End Rail Clicks And Metal Vibration, Squeaks. Gaining Speed With Ascending Engine Whine, To Very Fast. Slows A Bit At Tail.	CT-07	23	2:41
CT-07_24_01	Interior Commuter Train With Passenger Walla: Five Young Adults Medium Perspective Walla Laughs. Low End Train Vibrations, Rattle.	CT-07	24	3:00

CT-07_25_01	Interior Commuter Train, Pulls Into Station Between Cars Perspective. Rail Clicks And Thumps, Hissy Brakes As Train Slows. Sparse Medium Distant Walla, Distant Station Announcer As Train Stops In	CT-07	25	1:58
CT-07_26_01	Train Door Clicks Open / Close. Train Idle Background.	CT-07	26	0:08
CT-07_27_01	Interior Huge Train Station. Reverberated Footsteps, Sneaker Chirps, Movement, And Walla Close To Distant. Male P.a. Announcer With Train Info Medium Perspective.	CT-07	27	2:33
CT-07_28_01	Interior Train Station, Smaller Than Track 1007-27. Male P.a. Announcer Medium Close, More Understandable Than Previous Track. Walla And Footsteps Close To Distant.	CT-07	28	1:45
CT-07_29_01	Close To Information Booth In Grand Central Station: Variety Of People Asking Questions About Train Schedules, Info Man Through Speaker Has N.y. Accent. Distant Walla Roar, P.a. Announcer At Tail.	CT-07	29	2:04
CT-07_30_01	Wider Perspective Of Information Booth In Previous Track (1007-29). Huge Interior Walla Roar, Medium Perspective Questions About Trains Distant Male P.a.announcer, All With Reverberation. Close Fe	CT-07	30	1:58
CT-07_31_01	Close To Information Booth (Different Station Than Tracks 1007-29, 30). Clean Dialogue Variety Of People, Ethnic Mix. Info Man Through Speaker. Distant Walla, Hum.	CT-07	31	2:50
CD #38				
CT-08_01_01	Large Subway Platform: Train In To Medium Perspective, Stop With Loud Brake Squeal, Away. Second Train In With Rumble, Brake Squeak And Stop, Idle. Medium Distant Announcer, Train Away Long.	CT-08	1	2:41
CT-08_02_01	Large Subway Platform: Train In Wide Perspective With Brake Groan, Air Hiss. Louder Away With Rail Clicks. Very Distant Train Roar, Squeals Echoed Horn, Crowd Movement.	CT-08	2	2:45
CT-08_03_01	Subway Platform Ambience With Distant Roar, Close Walla, Footsteps. Approach Distant Turnstiles And Through Close (Index 02 @ :38). Footsteps Out To Street Sidewalk With Walla, Traffic, Close Bu	CT-08	3	1:35
CT-08_04_01	Subway Platform, Wide Perspective Turnstile Ratchet And Token Booth, With Subway Roar, Distant Brake Squeal. Train Arrival Bell (Electronic Beeps) Medium Perspective (Index 02 @ :38) Walla, Fools	CT-08	4	2:42
CT-08_05_01	Close Subway Turnstiles And Token Booth Ratchet And Coin Clings, Walla And Footsteps Close. Not Very Busy. Train Roar By Medium Distant.	CT-08	5	2:39

CT-08_06_01	Subway Platform Ambience, Quiet. Light Medium Walla And Footsteps, Distant Roar. Female Announcer Over P.a. Medium Perspective, Two Announcements.	CT-08	6	1:31
CT-08_07_01	Close Turnstile Ratchet At Subway Platform. Busy Ambience.	CT-08	7	0:11
CT-08_08_01	Leaving Subway Platform: Distant Train Arrival Bell (Electronic Beeps), Approach And Through Turnstiles Close. Metal Ratchet, Coins Clink Footsteps.	CT-08	8	0:43
CT-08_09_01	Busy Subway Platform Ambience: Distant Roar With Turnstile Clatter, Medium Walla. Train In And Stop Close, Idle. Board The Train (Index 02 @ 1:04) With Nearby Music From Headphones. Interior Elec	CT-08	9	1:26
CT-08_10_01	Subway Platform, Train In To Close With Rail Clicks, Air Hiss, Stop And Idle. Close Air Hiss (Index 02 @ :51), Away With Loud Rail Clicks Distant Stop With Brake Squeal.	CT-08	10	1:29
CT-08_11_01	Subway Platform: Train In With Long Brake Squeals And Rail Clicks, Stop Close. Close Air Hiss And Door Open (Index 02 @ :35).	CT-08	11	0:40
CT-08_12_01	Subway Platform: Train In To Medium Perspective Stop With Long And Loud Brake Squeal, Three Tones.	CT-08	12	0:26
CT-08_13_01	Subway Platform: Train In And Stop Close With Clear Rail Clicks. Air Hiss (Index 02 @ :23) Doors Open, Interior Train Male Announcer, Doors Close And Away With Clear Metallic Rail Clicks. As Train	CT-08	13	2:05
CT-08_14_01	Subway Platform: Train In And Stop Close With Heavy Rail Clicks, Piercing Brake Squeal, Followed Immediately By Second Train In And Stop. Medium P.a. Announcer, Air Hisses And Away (Index 02 @ :55	CT-08	14	2:17
CT-08_15_01	Subway Platform: Train In And Stop Close With Metal Clunks, Brake Squeal, And Loud Air Hiss.	CT-08	15	0:32
CT-08_16_01	Subway Platform: Slow Train By With Close Rail Clicks And Hisses, Away.	CT-08	16	1:00
CT-08_17_01	Subway Platform: Train Idle, Medium Perspective. Distant P.a. Announcer, Bell Rings, Air Hisses. (Index 02 @ 1:23): Close Bell, P.a. Announcement Slow Train By With Heavy Metal Grinds, Hisses A	CT-08	17	2:58
CT-08_18_01	Subway Platform: Train In, By, And Away. Metallic Clicks On By, Slow To Stop At Tail, Air Hiss.	CT-08	18	1:07
CT-08_19_01	Subway Platform: Close Train Pull Out, By Close With Defined Rail Clicks, Away Fast, Then Distant Slow To Stop, Air Hiss.	CT-08	19	1:20
CT-08_20_01	Subway Platform, Two-level. Distant Train Roar And Footsteps; Diffuse, Then Very Loud And Rumbling By Medium Perspective (Index 02 @ 1:34). Away To Silence.	CT-08	20	2:20

CT-08_21_01	Subway Platform Ambience With Echoed P.a. Announcements Medium Distant. Some Distant Train Roar, Echoed Walla.	CT-08	21	1:02
CT-08_22_01	Interior Modern Subway Train Squeaks And Groans Slow To Stop. Door Open, Close Announcer. Close Electronic Door Bell (Index 02 @ :54), Door Close, Train Moves. Interior Fan Whirr, Squeaks And C	CT-08	22	2:37
CT-08_23_01	Interior Modern Subway Train: Doors Close, Air Hiss, Pull Out. Smooth, Rumbling Rail Clicks And Interior Squeaks. Stop, Doors Open (Index 02 @ 1:21), Close Announcer, Doors Close And Away. SI	CT-08	23	2:48
CT-08_24_01	Interior Old Subway Train: Pull Out And Move With Smooth Rail Clicks, Interior Vibration. Louder Than Modern Train. Quiet Brake Squeal, Stop. Doors Open (Index 02 @1:19), Announcer, Doors Close	CT-08	24	2:43
CT-08_25_01	Interior Old Subway Train, Open Windows. Slow To Stop, Announcer, Thirty-fourth Street. Doors Open And Close, Train Pulls Out And Accelerates To Fast With Airy Metallic Clicks. Stop And Idle (CT-08	25	2:41
CT-08_26_01	Interior Modern Subway Train. Quiet Hum With Walla Close To Medium Perspective, Slowing To Stop. Doors Open, Announcer. Close Door Bell (Index 02 @ :36) And Train Moves, Fast With Rail Clicks.	CT-08	26	2:53
CT-08_27_01	Board And Exit Subway Train. Starts On Platform Train In And Stop, Announcer, Doors Open And We Board. Train Rolls, Loud With Open Windows, And Stops. Announcer, Door Opens Loud (Index 02 @ 1:	CT-08	27	2:04
CT-08_28_01	Interior Modern Subway Train, Close Chinese Women Walla. Starts With Long Brake Squeal. Muffled Rail Clicks, Walla Close To Medium Perspective.	CT-08	28	2:36
CT-08_29_01	Interior Modern Subway Train, Various P.a. Announcements Male And Female, Close To Distant Platform P.a. Regarding A Fight In One Of The Cars. Close To Argument At Tail.	CT-08	29	2:27
CT-08_30_01	Interior Modern New York Subway Train, Close Male P.a. Announcer, Watch Your Doors...f Train To Coney Island... With Interior Idle.	CT-08	30	0:29
CT-08_31_01	Close Up Subway Door Opens.	CT-08	31	0:06
CT-08_32_01	Subway Interior Door Bell Close, Electronic Dingdong.	CT-08	32	0:03
CT-08_33_01	El Train Exterior Long In, By And Away. 100 Feet Away, Rumbling With Constant Piercing Brake Squeals.	CT-08	33	1:53
CT-08_34_01	El Train Exterior Long In, By And Away, With Others In Distance. Long Rumble, Piercing Brake Squeak On By, Away.	CT-08	34	2:28

CT-08_35_01	Subway Train Pass By From Street Perspective Medium Wide. Rumble With Muffled Rail Clicks.	CT-08	35	0:29
CT-08_36_01	Subway Train Pass By From Street Perspective Closer Than Track 1008-35, With Rail Clicks.	CT-08	36	0:31
CD #39				
CT-09_01_01	Jack Hammer, Close Perspective With City Reverberation. Traffic With Honks Medium Distant.	CT-09	1	1:14
CT-09_02_01	Jack Hammer, Medium Perspective With City Reverberation. Traffic With A Few Honks Medium Distant. Steady Jack Hammer With Only Very Short Pauses.	CT-09	2	3:02
CT-09_03_01	Jack Hammer, Medium Distant Perspective With Bouncy, Slightly Confined Sound Like Around A Corner Or Interior Open Window Point Of View. With Medium Distant Honks And Truck Rev.	CT-09	3	0:51
CT-09_04_01	Jack Hammer, Medium Perspective On A Bridge Above With Deeper Knocking Vibrations Than Tracks 100901, 02, And 03. Almost Constant Hammering.	CT-09	4	1:40
CT-09_05_01	Jack Hammer, Interior Closed Window Point Of View Medium Distant. Long Steadys With A Few Short Bursts.	CT-09	5	2:09
CT-09_06_01	Pile Driver Close With Slapback Echo Off Tall Buildings. Natural Start And Stop Of Machine. Hydraulic Hiss And Impact With Each Stroke.	CT-09	6	1:49
CT-09_07_01	Pile Driver Wide Perspective, Medium Distant. Slapback Echo Reflects Off Buildings, Primarily In Right Channel. Natural Stop At Tail. Construction Trucks Idle In Background.	CT-09	7	1:27
CT-09_08_01	Chain Saw Medium Perspective At Construction Site, With Engine Idle Noise Nearby.	CT-09	8	0:22
CT-09_09_01	Light Construction, Distant: Busy Hammering Power Saw, Wood Movement, And Sparse Walla. Medium Distant Traffic Drone With A Few Horn Honks. Big Truck In, Stop With Air Brakes, Idle And Away,	CT-09	9	3:28
CT-09_10_01	Light Construction, Interior Closed Window Point Of View From Tenth Floor. Gas Saw, Hammering Wood Clunks. Big Truck Revs, Idles And Brake Squeaks. Starts With Busy Activity Then Calms Down.	CT-09	10	2:10
CT-09_11_01	Helicopter Start And Idle Close. Ascending Whine With High Pitch, Some Light Walla And Movement Medium. Low End Blade Definition As Helicopter Reaches Speed.	CT-09	11	2:58
CT-09_12_01	Helicopter Long In From Distant Towards Mic, By Close Overhead, And Away. Low End Blade Definition And Slight Doppler On By.	CT-09	12	1:00

CT-09_13_01	Helicopter In And By Overhead, Medium Perspective With Distant City Ambience. Less Definition Than Track 12.	CT-09	13	0:33
CT-09_14_01	Helicopter In And By Distant With Swirling Reflected Sound.	CT-09	14	1:10
CT-09_15_01	Harbor: Industrial Dock Ambience, Quiet. Distant Industrial Roar, Ship Engine, Horn. Medium Perspective Boat Whistles, Four Times Throughout. (Index 02 @ 1:05 Is Closest Whistle.) Big Low Pitc	CT-09	15	2:46
CT-09_16_01	Harbor Ambience: Distant Fog Horn With Ring-off. Quiet Wind.	CT-09	16	1:10
CT-09_17_01	Harbor Ambience: Water Lap On Rocks Close, Gentle Surf Medium Perspective. Distant Roar Of Plane City Ambience.	CT-09	17	0:59
CT-09_18_01	Harbor Ambience: Water Lap Medium Perspective Ferry In From Distant To Dock Close. Deep Engine Revs As Ferry Maneuvers To Dock, Then Idle. Bow Wash On Approach.	CT-09	18	3:19
CT-09_19_01	Ferry Horn Blast, Medium Close. Preparing To Depart; Metal Clunks, Chain Movement, Light Walla.	CT-09	19	0:34
CT-09_20_01	Ferry Preparing To Leave Close Perspective With Vendor. Walla Of Workers And Passengers, Kids. Close Ferry Idle. Clunks Of Wood And Metal, Pulley For Ramp. Close Souvenir Vendor, ...one Dollar	CT-09	20	3:01
CT-09_21_01	Close Bow Wash; Constant Water Rush Of Large Boat Or Ferry Through The Water. Splashes, Gurgles.	CT-09	21	1:52
CT-09_22_01	Very Close Boat Horn, Three Blasts. Ferry Horn.	CT-09	22	0:17
CT-09_23_01	Boat Air Horn Blasts Medium Perspective. Three Short Low Double-pitched Honks With Slapback Echo.	CT-09	23	0:05
CT-09_24_01	Harbor Ambience: Deep, Humming Engine Roar Of Medium-large Boat, Medium Distant. Sparse Nearby Sea Gulls, Footsteps.	CT-09	24	1:40
CT-09_25_01	Harbor Ambience: Boat By, Smaller Boat Than Track 24. Medium Perspective Pulsing Engine Roar With Water Slap And Churn. Could Play For Lake - No Sea Gulls.	CT-09	25	0:50
CT-09_26_01	Thunderstorm, Exterior. Thunder Rolls Medium To Distant With Close Rain On Pavement, Increasingly Hard. A Few Very Distant Car Honks.	CT-09	26	3:26
CT-09_27_01	Close Rain Drops On Metal Air Conditioner Outside Window. Loud Metal Splats And Water Dribbles. Distant Wet Traffic In Street Below.	CT-09	27	2:48
CT-09_28_01	Water Flowing Into Water With Drips And Splashes. Could Be Rain Gutter Overflow. Some Reverb, Between Buildings.	CT-09	28	0:26

CT-09_29_01	Whistling Wind Through Open Window. Quiet Wind Loudest Section Is At 1:00. Some Very Distant Traffic Ambience.	CT-09	29	1:44
CT-09_30_01	Industrial Ambience, Interior Or Exterior. Loud Airy Roar With Hum. Matched Loop: Connect Tail To Head For Perfect Loop Point.	CT-09	30	0:31
CT-09_31_01	Industrial Ambience, Interior. Deeper Roar And Hum, Wider Perspective Than Track 1009-30. Matched Loop: Connect Tail To Head For Perfect Loop Point.	CT-09	31	1:02
CT-09_32_01	Industrial Ambience, Interior. Airy Hum With Distant Metal Movement, Light Clicks. Quieter Than Tracks 1009-30, 31. Could Play For Interior Train Idle.	CT-09	32	2:33
CT-09_33_01	Airport Interior Near Ticket Counter. Large Interior Space Reverberation With Busy Walla And Footsteps Close To Distant, Phone Rings Medium Printer Or Cash Register Medium. (No P.a. Announcements.	CT-09	33	2:27
CT-09_34_01	Airport Interior With P.a. Announcements And Pages, Male And Female. Walla And Footsteps Close To Distant (Predominantly Distant), Large Interior Reverberation. Luggage Movement, Distant Phone Ri	CT-09	34	3:07
CT-09_35_01	Large Bus Station Interior. Mostly Distant Walla And Movement, Some Close, Reverberated. Close Janitor Bucket Movement, Emptying Vending Machine Some Electronic Beeps And Phone Rings Distant. Ne	CT-09	35	2:44
CT-09_36_01	Vendor In Hallway At Stadium Event, Ice Cold Beer, Hot Pretzels! Large Interior With Reverberated Male P.a. Page At Head, Walla And Footsteps Close To Distant Roar, Busy. Clunks Of Vendor's Do	CT-09	36	2:30
CT-09_37_01	Vendor In Hallway Medium Perspective At Stadium Event, ...three Dollars... More Reverberation Than Track 1009-36. Walla And Footsteps Medium To Distant, Music Distant. Not Very Crowded. Could	CT-09	37	0:57
CD #40				
CT-10_01_01	Restaurant Walla: Close Adult Walla In Large Busy Room. Hard Surfaced Live Room, Loud. Background Dish And Silverware Clatter, Cash Register Dings.	CT-10	1	2:27
CT-10_02_01	Restaurant Walla: Wide Version Of Track 1010-01. Adult Busy Walla Medium To Distant In Loud Hard Surfaced Room. Busy, With Dish And Glass Clinks And Silverware Rattle Closer Than Previous.	CT-10	2	2:36
CT-10_03_01	Restaurant Walla: Small Coffee Shop Medium Busy With Two Close Women Walla, Laughs, And General Male Walla Medium. Silverware And Dish Movement Close To Distant.	CT-10	3	2:50

CT-10_04_01	Restaurant Walla: Coffee Shop, Busier And Wider Than Track 1010-03. Mixed Walla Close To Medium With Loud Dish, Glass, And Silverware Movement And Set Downs. Medium Perspective Cash Register.	CT-10	4	1:53
CT-10_05_01	Restaurant Walla: Small Coffee Shop, Not Busy. Light Medium Walla, Cook Calls Order, Close Waiter Yells, Pick Up! Light Dish And Silver Movement, Close Set Downs. Fairly Heavy Room Tone.	CT-10	5	2:39
CT-10_06_01	Restaurant Walla: Pizza Parlor, Relaxed Medium Walla. Close To Counter Man Italian Walla, Calls Out Pizza Orders And Talks To Customers. Door Open And Close With Squeak, Clunks Of Pizza Oven Cash	CT-10	6	2:46
CT-10_07_01	Delicatessen Walla: Large Deli Meat Counter With Close To Medium Walla, People Asking For Meat Children Walla, Several P.a. Announcements Calling Out Numbers. Movement, Clunks. Busy. Could Play	CT-10	7	2:52
CT-10_08_01	Delicatessen Walla: Large Deli Meat Counter Calling Out Numbers Close. Closer To Checkout Than Track 1010-07; Cash Register Beeps And Movement Medium. Close Walla, Busy.	CT-10	8	2:11
CT-10_09_01	Grocery Store Ambience Near Cashiers; Medium Electronic Register Operation, Receipt Printer Busy Walla Medium Perspective, Metal Clatter Of Shopping Carts. Grocery Handling Includes Bottles.	CT-10	9	3:45
CT-10_10_01	Grocery Store Ambience: Closer Cash Register Than Track 1010-09, With Beeps And Constant Printer. Less Walla And Activity. Grocery Handling, Male P.a. Announcement At Head. Could Also Play For Di	CT-10	10	1:23
CT-10_11_01	Large Department Store Ambience, Very Busy. Mostly Female Walla Close To Distant. Some Close Salespeople But Primarily General Walla, Footsteps, Bag Movement. Medium Cash Register, A Few Phone	CT-10	11	2:47
CT-10_12_01	Large Department Store Ambience, Very Busy. Mostly Medium To Distant Walla, Less Close Than Track 1010-11. Footsteps By Close, Medium Cash Register Printing And Phone Rings.	CT-10	12	2:33
CT-10_13_01	Large Department Store Ambience, Not Busy. Medium Distant Walla, Footsteps By, Cash Register Printer, Sparse Phone Rings. Calm Compared To 1010-11, 12.	CT-10	13	2:16
CT-10_14_01	Large Department Store Ambience With Medium To Close Salespeople Walla: Female Offering A Makeover, Male Offering A Free Gift, Female Selling Mascara, Female Selling New Shaver. General Busy Walla	CT-10	14	3:43
CT-10_15_01	Escalator Motor Light Hum And Rattle In Department Store. Medium Perspective Footsteps And Movement, Very Sparse Walla.	CT-10	15	1:35

CT-10_16_01	Small Department Store Ambience, Lighter Than Previous Tracks. Walla And Footsteps Medium A Few Phone Rings, Cash Register Printer. Child Footsteps Run By Close.	CT-10	16	0:47
CT-10_17_01	Shopping Mall Ambience: Footsteps, Especially Heels By Close. Walla In Large Area But Light Some Close As People Walk By. A Few Electronic Beeps, Phone Rings, And Cash Register Sounds From Stores	CT-10	17	2:49
CT-10_18_01	Video Arcade Room Ambience: Close Noisy Electronic Game Sounds With Walla Roar, Clunks And Clatter Of Older Machines, Distant Music.	CT-10	18	2:51
CT-10_19_01	Video Arcade Room Ambience: Wide Perspective Electronic Game Sounds With Reverberated Walla And Footsteps.	CT-10	19	1:41
CT-10_20_01	Laundromat Ambience: Hum And Whirr Of Washers And Dryers. Medium Walla Light And Sparse, Movement Clunks Of Doors Open And Close, Wind-ups And Wind Downs Of Machines. Insert Coins (Index 02, 1:43	CT-10	20	2:29
CT-10_21_01	Large Office Or Government Building Interior. Close Computer Printer, Loud Reverberated Walla Medium Distant, Some Sparse Close Dialogue. Sounds Like Many People Waiting For Bureaucratic Service.	CT-10	21	3:01
CT-10_22_01	Large Bank Or Government Building Interior Next To Service Counter. Close Computer Printer Is Louder Than Track 1010-21. Some Close Walla Man Says Next? To People In Line. Phone Rings Movement	CT-10	22	1:44
CT-10_23_01	Huge Marble Interior Lobby, Corporate Building. Very Reverberated Walla And Footsteps Medium To Distant, Fairly Light, With A Few Close Bys. Keys Jingle And Drop Close, Elevator Bells Distant.	CT-10	23	2:34
CT-10_24_01	Huge Marble Interior Lobby, Corporate Building At Rush Hour. Very Reverberated Walla And Footsteps Close To Distant, Busier Than Track 1010-23. Elevator Bells Medium.	CT-10	24	2:39
CT-10_25_01	Huge Marble Interior Lobby, Museum. Busy Walla Roar Distant With Some Close Footsteps By. A Few Phone Rings Medium. Less Echoes, More Homogeneous Than Track 1010-24. No Elevator Bells.	CT-10	25	2:25
CT-10_26_01	Museum Interior, Medium Perspective Art Tour Lecture (Female). Distant Walla Roar, Footsteps And Movement Close.	CT-10	26	1:56
CT-10_27_01	Huge Interior Empty Building: Convention Center Or Coliseum. Starts With Medium Distant Male Yell, Reverberated, Then Distant Door Open / Close And Footsteps By Close. From :57 To End Is Huge Room	CT-10	27	1:43

CT-10_28_01	Door Open And Close: Industrial Push-bar Door. Metal Clunks Of Push-bar, Squeak / Groan Of Door. O / C 4 Times. Background Reverberation Of Huge Hall, Matches Track 1010-27.	CT-10	28	0:33
CT-10_29_01	Revolving Door, Walking Through. Whoosh And Rub Sound With Rubbery Thunks. Steady, Then Single Walk Through At Tail.	CT-10	29	0:51
CT-10_30_01	Elevator: First 1:10 Is Waiting For Elevator Ambience; Quiet Clunks, Buzz And Pulley Movement. Then Close Up Doors Open, Step In, Close (Index 02 @ 1:10). Ride Elevator With Interior Buzz And Qui	CT-10	30	3:01
CT-10_31_01	Elevator: Old-style With Metal Gate. Exterior Point Of View, Close Two Gates With Reverberation. Then Open Gates, Enter, Close Gates And Ride. Open Gates With Metal Clicks.	CT-10	31	1:06
CT-10_32_01	Elevator: Old-style With Metal Chain And Gate. Medium Chain Rattle, Close Up Metal Doors Open And Close, Run, O / C, Run, O / C, And Exit.	CT-10	32	0:59
CT-10_33_01	Apartment Door Buzzer, Close. Interior Small Lobby. Two Buzzes, Open Door During Second. Open And Close Door Clicks.	CT-10	33	0:09
CT-10_34_01	Apartment Door Buzzer, Medium Close Up. A Few Short Buzzes, Then Buzz And Open Door Twice With Change Of Timbre On Open.	CT-10	34	0:17

Audio: Background Trax #41-45				
CDLink_Filenam e	Description	Disc Number	Track Number	Duration
CD #41				
BT-01_01_01	Computer Room	BT-01	1	1:50
BT-01_02_01	Computer Room With Fans And Hum	BT-01	2	1:30
BT-01_03_01	Control Center - Busy, Phones, Computers, Printers	BT-01	3	1:20
BT-01_04_01	Dam Interior - Large Turbines	BT-01	4	1:30
BT-01_05_01	Department Store - Distant Music, Female Walla	BT-01	5	2:00
BT-01_06_01	Department Store - Many Phones, Bells, Etc. / Busy	BT-01	6	2:00
BT-01_07_01	Dishwasher - Steady / Drone In Kitchen	BT-01	7	1:00
BT-01_08_01	Dispatch Room - Radio Chatter And Static	BT-01	8	1:00
BT-01_09_01	Engine Room - Hoover Generator	BT-01	9	1:30
BT-01_10_01	Factory - Big And Busy	BT-01	10	1:30
BT-01_11_01	Factory - Large And Busy With Air Wrench	BT-01	11	1:30
BT-01_12_01	Gym Bathroom Ambience	BT-01	12	1:30
BT-01_13_01	Hallway - Distant Voices And Phones / Quiet Lobby	BT-01	13	2:00
BT-01_14_01	Hallway - Large And Busy Office	BT-01	14	2:00
BT-01_15_01	Hallway - Large And Echoey	BT-01	15	2:00
BT-01_16_01	Hallway - School Between Classes	BT-01	16	2:00
BT-01_17_01	Industrial Machinery - Sewage Reclamation Plant	BT-01	17	1:30
BT-01_18_01	Industrial Machinery - Sewage Reclamation Plant	BT-01	18	1:30
BT-01_19_01	Kitchen - Dish And Silverware Movement	BT-01	19	1:00
BT-01_20_01	Men's Bathroom - Echoey Room Tone With Hum	BT-01	20	1:30
BT-01_21_01	Meteor Room Fan	BT-01	21	1:30
BT-01_22_01	Museum - Echoey With Walla	BT-01	22	2:00
BT-01_23_01	Museum / Art Gallery - Group Murmur, Reverberant	BT-01	23	2:00
BT-01_24_01	Police Booking Office	BT-01	24	1:30
BT-01_25_01	Police Station - Drawers Slamming, Phones, Walla	BT-01	25	1:30
BT-01_26_01	Police Station - Phone, Typewriters, Busy Walla	BT-01	26	1:20
BT-01_27_01	Post Office - Background Ambience	BT-01	27	1:30
BT-01_28_01	Prison Mess Hall - Many Voices	BT-01	28	1:04
BT-01_29_01	Pub - Busy, Cash Register, Glass Clinks	BT-01	29	1:30
BT-01_30_01	Pub - Light Walla, People Ordering Drinks, Bartender	BT-01	30	1:30

BT-01_31_01	Restaurant - Busy With Dishes And Silverware	BT-01	31	1:10
BT-01_32_01	Restaurant - Dinnerware Walla, No Voices	BT-01	32	1:00
BT-01_33_01	Restaurant - Italian Restaurant, Kitchen Walla	BT-01	33	1:00
BT-01_34_01	Restaurant - Italian Restaurant, Walla	BT-01	34	2:00
BT-01_35_01	Restaurant - Medium Busy With Dishes And Silverware	BT-01	35	1:10
BT-01_36_01	Restaurant - Small And Busy	BT-01	36	1:30
BT-01_37_01	Room Tone - Good Hum	BT-01	37	1:30
BT-01_38_01	Room Tone - Good Tone	BT-01	38	1:30
BT-01_39_01	Room Tone - Slight High Pitch Or Hum	BT-01	39	1:30
BT-01_40_01	Room Tone - Very Quiet And Clean	BT-01	40	1:20
BT-01_41_01	School - Between Classes	BT-01	41	2:00
BT-01_42_01	School - Classroom / Books And People Moving	BT-01	42	2:00
BT-01_43_01	School - Kindergarten Classroom	BT-01	43	1:30
BT-01_44_01	Shopping Mall - Busy Walla, Kids, Music, P.a. Announcement	BT-01	44	1:30
BT-01_45_01	Shopping Mall - Busy With Some Close Up Activity	BT-01	45	1:30
BT-01_46_01	Super Market - Carts, P.a. Voices, Walla, Etc.	BT-01	46	2:00
BT-01_47_01	Super Market - Checkout Stand Walla, Register	BT-01	47	2:00
CD #42				
BT-02_01_01	African Ambience - Birds, Insects, Etc.	BT-02	1	2:00
BT-02_02_01	African Ambience - Birds, Insects, Crickets, Frogs	BT-02	2	2:00
BT-02_03_01	African Ambience - Birds, Insects, Crickets, More Frogs	BT-02	3	2:00
BT-02_04_01	Crickets 1	BT-02	4	1:40
BT-02_05_01	Crickets 2	BT-02	5	2:00
BT-02_06_01	Desert - Flies, Distant Birds, Etc.	BT-02	6	2:00
BT-02_07_01	Desert Day - Wind, Crickets, Birds	BT-02	7	2:00
BT-02_08_01	Field / Meadow - Light Breeze, Birds	BT-02	8	2:00
BT-02_09_01	Forest Birds - Medium Density	BT-02	9	2:00
BT-02_10_01	Forest Mountain - Wide And Echoey, With Birds	BT-02	10	2:00
BT-02_11_01	Jungle - Dense Monkeys, Birds, Crickets	BT-02	11	2:00
BT-02_12_01	Jungle / Rain Forest - Crickets, Rain, Birds, Gorilla In Background	BT-02	12	2:00
BT-02_13_01	Jungle / Rain Forest - Crickets, Rain, Birds, No Gorilla	BT-02	13	2:00
BT-02_14_01	Marshland - Water, Crickets, Wind	BT-02	14	2:00
BT-02_15_01	Night Jungle - Dense Cicadas, Crickets, Frogs	BT-02	15	2:00
BT-02_16_01	Night Mountain - Crickets, Dogs, Coyote	BT-02	16	2:00

BT-02_17_01	Night Rural - Crickets And Frogs	BT-02	17	2:00
BT-02_18_01	Rain Forest - Dense With Frogs, Crickets, Birds	BT-02	18	2:00
BT-02_19_01	Rain Forest / Amazon - Damp, Big And Dense With Frogs, Birds	BT-02	19	2:00
BT-02_20_01	Seagulls - With Surf	BT-02	20	2:00
BT-02_21_01	Seagulls - No Surf	BT-02	21	0:19
BT-02_22_01	Swamp - Frogs In Pond	BT-02	22	2:00
BT-02_23_01	Swamp - Frogs In Pond With Birds	BT-02	23	2:00
BT-02_24_01	Swamp - Frogs In Pond, Many Birds	BT-02	24	2:30
BT-02_25_01	Thunder - Distant Rumble With Close-up Thunder	BT-02	25	2:00
BT-02_26_01	Thunderstorm - Medium Rain With Thunder And Birds	BT-02	26	2:00
BT-02_27_01	Wind - Cold And Gusty	BT-02	27	2:00
BT-02_28_01	Wind - Wind - Cold And Whistley	BT-02	28	2:00
BT-02_29_01	Wind - Light Buffets	BT-02	29	2:00
BT-02_30_01	Wind - Low And Eerie	BT-02	30	2:50
BT-02_31_01	Wind - Stormy And Strong	BT-02	31	2:00
BT-02_32_01	Wind - Strong And Gusty	BT-02	32	2:55
BT-02_33_01	Wind - Whistley And Gusty	BT-02	33	2:00
CD #43				
BT-03_01_01	Airplane Interior - Steady In Flight, No Passengers	BT-03	1	3:00
BT-03_02_01	Airplane Interior - Steady In Flight, Passengers	BT-03	2	3:00
BT-03_03_01	Airport Ambience - Busy Terminal	BT-03	3	3:00
BT-03_04_01	Airport Ambience -loading / Unloading Area, Busy	BT-03	4	2:30
BT-03_05_01	Airport Ambience - Various Jets Taking Off	BT-03	5	2:30
BT-03_06_01	Bus Exterior - Fast / In And By	BT-03	6	0:40
BT-03_07_01	Bus Exterior / Interior - Idle	BT-03	7	3:00
BT-03_08_01	Bus Interior - From Idle To 50-60 Mph With Shifts	BT-03	8	2:00
BT-03_09_01	Bus Station - Walla / Murmur, Not Too Busy	BT-03	9	1:55
BT-03_10_01	Bus Station - Walla With Traffic, Bus, Etc.	BT-03	10	2:00
BT-03_11_01	Car Exterior - Fast And Dry / By And Away	BT-03	11	0:14
BT-03_12_01	Car Exterior - Fast And Dry / By And Away - Uphill	BT-03	12	0:17
BT-03_13_01	Car Exterior - Fast And Wet / By And Away	BT-03	13	0:15
BT-03_14_01	Car Exterior - Medium And Dry / By And Away	BT-03	14	0:18
BT-03_15_01	Car Exterior - Medium And Dry / By And Away	BT-03	15	0:14
BT-03_16_01	Car Exterior - Medium And Wet - By And Away	BT-03	16	0:27

BT-03_17_01	Car Exterior - Medium And Wet - Double Bys And Aways	BT-03	17	0:21
BT-03_18_01	Car Exterior - Slow And Dry / By And Away	BT-03	18	0:07
BT-03_19_01	Car Exterior - Slow And Dry / By And Away On Gravel	BT-03	19	0:14
BT-03_20_01	Car Exterior - Slow And Dry / By And Away On Asphalt	BT-03	20	0:10
BT-03_21_01	Car Exterior - Slow And Wet / By And Away	BT-03	21	0:44
BT-03_22_01	Car Interior - Accelerate, Squealing Tires, Maneuvers	BT-03	22	0:30
BT-03_23_01	Car Interior - Start Up, Release Brake, Steady Speed	BT-03	23	1:58
BT-03_24_01	Car Interior - Steady Speed	BT-03	24	1:30
BT-03_25_01	Car Interior - Steady Speed, With Some Bumps	BT-03	25	1:30
BT-03_26_01	Car Interior - Steady Medium Speed	BT-03	26	0:14
BT-03_27_01	Car Interior - V8, Start, Idle, Revs, Tire Squeal, Speed Up	BT-03	27	0:55
BT-03_28_01	Car Interior - V8, Thru Gears, High Speed, Steady	BT-03	28	1:24
BT-03_29_01	Elevator - Modern, Up And Down Movement	BT-03	29	0:38
BT-03_30_01	Elevator - Modern, More Low End, Up And Down Movement	BT-03	30	0:34
BT-03_31_01	Elevator - Older Style, Clanky And Squeaky	BT-03	31	1:16
BT-03_32_01	Train Interior / Exterior - Fast And Steady	BT-03	32	3:30
BT-03_33_01	Train Interior - Steady - First Class Car	BT-03	33	3:30
BT-03_34_01	Train Interior - Steady - No Walla / Fast Rail Clicks	BT-03	34	3:00
BT-03_35_01	Train Station - Busy Station	BT-03	35	3:00
BT-03_36_01	Train Station - European Station	BT-03	36	3:05
BT-03_37_01	Train Station - Quiet Station	BT-03	37	3:30
BT-03_38_01	Truck Exterior - By And Away - Dry Surface	BT-03	38	0:20
BT-03_39_01	Truck Exterior - By And Away - Wet Surface	BT-03	39	0:27
BT-03_40_01	Truck Exterior - By And Away - Wet Surface / Puddles	BT-03	40	0:20
BT-03_41_01	Truck Exterior - By And Away - Wet Surface / Puddles	BT-03	41	0:21
BT-03_42_01	Truck Exterior - In Medium Speed / Stop And Idle / Rev And Away, Dry Surface	BT-03	42	0:30
BT-03_43_01	Truck Exterior - Medium Speed In, Stop And Idle, Wet	BT-03	43	0:28
BT-03_44_01	Truck Interior - Idle / Rough	BT-03	44	0:45
BT-03_45_01	Truck Interior - Idle / Smooth	BT-03	45	1:20
BT-03_46_01	Truck Interior - Steady Speed	BT-03	46	1:10
BT-03_47_01	Truck Interior - Steady Speed	BT-03	47	1:00
BT-03_48_01	Truck Interior - Steady Speed, Gear Changes	BT-03	48	0:33
BT-03_49_01	Truck Interior - Steady Speed, Gear Changes, Whine	BT-03	49	0:42

BT-03_50_01	Truck Interior - Steady Speed, No Gear Changes	BT-03	50	0:45
BT-03_51_01	Truck Interior - Shifting Gears, Seats Creaking	BT-03	51	1:10
CD #44				
BT-04_01_01	Beach Ambience - Boardwalk Walla	BT-04	1	1:30
BT-04_02_01	Beach Ambience - People Playing Paddle Ball	BT-04	2	1:30
BT-04_03_01	Night - Suburban / Distant Barks, Distant Highway	BT-04	3	3:00
BT-04_04_01	Night - Suburban / Mostly Crickets, Distant Highway	BT-04	4	3:30
BT-04_05_01	Night- Suburban / Very Quiet, Distant Barks, Etc.	BT-04	5	3:30
BT-04_06_01	Night - Urban / Trucks, Cars Crickets, Etc.	BT-04	6	3:30
BT-04_07_01	Night - Urban / Trucks, Cars, Crickets, Distant Sirens	BT-04	7	3:30
BT-04_08_01	Paddle Boat - Fast, Oars Or Paddles	BT-04	8	2:00
BT-04_09_01	Paddle Boat - Slow	BT-04	9	2:00
BT-04_10_01	Park - Suburban / Birds, Distant Traffic And Walla	BT-04	10	3:30
BT-04_11_01	Park -urban / Distant Kids, Birds, Traffic	BT-04	11	3:30
BT-04_12_01	Park - Urban / Medium Distance, Birds And Traffic	BT-04	12	3:30
BT-04_13_01	Parking Structure - Underground, With Cars, Echoey	BT-04	13	3:00
BT-04_14_01	Playground - School Yard, Children Playing	BT-04	14	3:30
BT-04_15_01	Playground - School Yard In Distance, Children Playing	BT-04	15	2:12
BT-04_16_01	Stadium - Baseball Crowd With Announcer	BT-04	16	1:33
BT-04_17_01	Stadium - Concert, Indoors	BT-04	17	0:52
BT-04_18_01	Stadium - Football Crowd With Announcer	BT-04	18	0:58
BT-04_19_01	Stadium - Sports Event, Crowd Milling, Distant P.a.	BT-04	19	3:30
BT-04_20_01	Street Walla - Busy New York City Street	BT-04	20	2:50
BT-04_21_01	Street Walla - Light Street Activity	BT-04	21	2:00
BT-04_22_01	Traffic - Bys And Away	BT-04	22	1:12
BT-04_23_01	Traffic - Suburban Day	BT-04	23	2:00
BT-04_24_01	Traffic - Suburban / Medium To Busy Street	BT-04	24	2:00
BT-04_25_01	Traffic - Suburban Night	BT-04	25	2:00
BT-04_26_01	Traffic - Urban / Busy	BT-04	26	2:00
BT-04_27_01	Traffic - Urban / Busy, New York Intersection	BT-04	27	2:00
BT-04_28_01	Traffic - Urban / Residential, Light	BT-04	28	2:00
BT-04_29_01	Traffic - Urban / Traffic Drone	BT-04	29	1:20
BT-04_30_01	Traffic - Urban / Wide Range	BT-04	30	1:30
CD #45				

BT-05_01_01	Bathtub - Classic Draining, Good Rush Of Water	BT-05	1	0:36
BT-05_02_01	Bathtub - Running Steady Water	BT-05	2	1:00
BT-05_03_01	Creek / Stream - Close-up	BT-05	3	2:00
BT-05_04_01	Creek / Stream - Medium Distance	BT-05	4	2:00
BT-05_05_01	Creek / Stream - Medium Distance	BT-05	5	2:00
BT-05_06_01	Creek / Stream - Medium Distance	BT-05	6	2:00
BT-05_07_01	Drips - Echoey In Cave, Irregular	BT-05	7	2:00
BT-05_08_01	Drips - Industrial Background, With Light Hum / Distant	BT-05	8	2:00
BT-05_09_01	Drips - Into Sink Or Tub	BT-05	9	2:00
BT-05_10_01	Fountain - Close-up	BT-05	10	1:20
BT-05_11_01	Fountain - Close-up To Medium Distance	BT-05	11	1:20
BT-05_12_01	Hot Tub - High Speed Jets With Bubbles	BT-05	12	2:00
BT-05_13_01	Rain - Heavy, On Car Roof / Steady	BT-05	13	2:00
BT-05_14_01	Rain - Heavy, On Plants / Big Drops	BT-05	14	2:00
BT-05_15_01	Rain - Heavy, On Plants / Good Definition	BT-05	15	1:30
BT-05_16_01	Rain - Heavy Rain With Light Rain	BT-05	16	2:00
BT-05_17_01	Rain - Heavy Rain With Puddles	BT-05	17	2:00
BT-05_18_01	Rain - Medium, With Puddles On Cement	BT-05	18	2:00
BT-05_19_01	River - Fast Moving	BT-05	19	2:00
BT-05_20_01	River - Medium To Fast, Medium To Close-up	BT-05	20	2:00
BT-05_21_01	River - Rushing Rapids Close-up	BT-05	21	2:00
BT-05_22_01	River - Rushing Rapids Close-up, Gurgles And Splashes	BT-05	22	2:00
BT-05_23_01	River - Rushing Rapids, Distant, Light Breeze, Birds	BT-05	23	2:00
BT-05_24_01	Shower - Close-up	BT-05	24	1:20
BT-05_25_01	Shower - Fine Spray On Plastic Curtain	BT-05	25	1:20
BT-05_26_01	Shower - Heavy And Light Spray / Some Gurgles	BT-05	26	1:20
BT-05_27_01	Sink - Semi-full Sink / Washroom	BT-05	27	1:00
BT-05_28_01	Sink - Water Running Filling Sink, Kitchen	BT-05	28	1:00
BT-05_29_01	Sink - Water Running Filling Sink, Kitchen	BT-05	29	1:00
BT-05_30_01	Sprinkler - Close-up	BT-05	30	2:00
BT-05_31_01	Toilet - Close-up	BT-05	31	0:34
BT-05_32_01	Toilet - Public Restroom, Long Distance, Reverb. Flush	BT-05	32	0:32
BT-05_33_01	Toilet - Public Restroom, Short Flush	BT-05	33	0:22
BT-05_34_01	Toilet - Medium Range Flush	BT-05	34	0:10

BT-05_35_01	Waterfall - Close-up To Medium Distance	BT-05	35	2:00
BT-05_36_01	Waterfall - Distant And Thunderous	BT-05	36	2:00
BT-05_37_01	Waterfall - Good Water Movement, Close-up	BT-05	37	2:00
BT-05_38_01	Water Lapping - Busy Movement, Boat In Background	BT-05	38	1:30
BT-05_39_01	Water Lapping - Close-up, Light Waves	BT-05	39	1:30
BT-05_40_01	Water Lapping - Close-up, Some Bigger Waves	BT-05	40	1:30
BT-05_41_01	Waves - Close-up To Medium Distance	BT-05	41	2:00
BT-05_42_01	Waves - Medium To Small, Crashing On Shore	BT-05	42	2:00
BT-05_43_01	Waves - Medium, Crashing On Shore	BT-05	43	2:00
BT-05_44_01	Waves - Single Wave Crash, Very Big	BT-05	44	0:10

Tune Creator #46-50					
<u>CD #46</u>					
MELOW • 701					
TK 3:00 Version		TK :60 Version		TK :30 Version	
1	Breezey	28	Breezey	37	Breezey
2	• Alternate				
3	• Underscore				
4	Bubbling	29	Bubbling	38	Bubbling
5	• Alternate				
6	• Underscore				
7	Cold and Ice	30	Cold and Ice	39	Cold and Ice
8	• Alternate				
9	• Underscore				
10	Dreamy	31	Dreamy	40	Dreamy
11	• Alternate				
12	• Underscore				
13	Drifting	32	Drifting	41	Drifting
14	• Alternate				
15	• Underscore				
16	Falling Asleep	33	Falling Asleep	42	Falling Asleep
17	• Alternate				
18	• Underscore				
19	Floating	34	Floating	43	Floating
20	• Alternate				
21	• Underscore				
22	Mountain Spring	35	Mountain Spring	44	Mountain Spring
23	• Alternate				
24	• Underscore				
25	Warm and Peaceful	36	Warm and Peaceful	45	Warm and Peaceful
26	• Alternate				
27	• Underscore				
<u>CD #47</u>					
MELOW II • 702					
TK 3:00 Version		TK :60 Version		TK :30 Version	
1	Colorado Creak	28	Colorado Creak	37	Colorado Creak
2	• Alternate				
3	• Underscore				
4	High Drifting	29	High Drifting	38	High Drifting

5	• Alternate				
6	• Underscore				
7	Light Southerly Winds	30	Light Southerly Winds	39	Light Southerly Winds
8	• Alternate				
9	• Underscore				
10	No Gravity	31	No Gravity	40	No Gravity
11	• Alternate				
12	• Underscore				
13	Radiating Warmth	32	Radiating Warmth	41	Radiating Warmth
14	• Alternate				
15	• Underscore				
16	Sleeping Time	33	Sleeping Time	42	Sleeping Time
17	• Alternate				
18	• Underscore				
19	Snowflakes and Icicles	34	Snowflakes and Icicles	43	Snowflakes and Icicles
20	• Alternate				
21	• Underscore				
22	Son of Dreamy	35	Son of Dreamy	44	Son of Dreamy
23	• Alternate				
24	• Underscore				
25	Tiny Bubbles and Fizz	36	Tiny Bubbles and Fizz	45	Tiny Bubbles and Fizz
26	• Alternate				
27	• Underscore				
CD #48					
ACTIVITY • 703					
TK 3:00 Version		TK :60 Version		TK :30 Version	
1	Delta Zone	28	Delta Zone	37	Delta Zone
2	• Alternate				
3	• Underscore				
4	Left Tails	29	Left Tails	38	Left Tails
5	• Alternate				
6	• Underscore				
7	MIPS	30	MIPS	39	MIPS
8	• Alternate				
9	• Underscore				

10	Phased Array	31	Phased Array	40	Phased Array
11	• Alternate				
12	• Underscore				
13	Recharge	32	Recharge	41	Recharge
14	• Alternate				
15	• Underscore				
16	Ride the Wave	33	Ride the Wave	42	Ride the Wave
17	• Alternate				
18	• Underscore				
19	Sand Sticks	34	Sand Sticks	43	Sand Sticks
20	• Alternate				
21	• Underscore				
22	Tree Bark	35	Tree Bark	44	Tree Bark
23	• Alternate				
24	• Underscore				
25	Wood Rings	36	Wood Rings	45	Wood Rings
26	• Alternate				
27	• Underscore				
CD #49					
SCIENCE ELECTRIC • 704					
TK 3:00 Version		TK :60 Version		TK :30 Version	
1	Electric Zap Access over	28	Electric Zap Access over	37	Electric Zap Access over
	Percussive Moving Sounds		Percussive Moving Sounds		Percussive Moving Sounds
2	• Alternate				
3	• Underscore				
4	Electric Zap Flowing	29	Electric Zap Flowing	38	Electric Zap Flowing
	Sounds Under		Sounds Under		Sounds Under
5	• Alternate				
6	• Underscore				
	Electronic Fast	30	Electronic Fast	39	Electronic Fast

7	Moving Sequence		Moving Sequence		Moving Sequence
8	• Alternate				
9	• Underscore				
10	Electronic Medium	31	Electronic Medium	40	Electronic Medium
	Moving Sequences		Moving Sequences		Moving Sequences
11	• Alternate				
12	• Underscore				
13	Electronic Very Open	32	Electronic Very Open	41	Electronic Very Open
	Slow Sequences		Slow Sequences		Slow Sequences
14	• Alternate				
15	• Underscore				
16	Flowing Buzzing Sounds	33	Flowing Buzzing Sounds	42	Flowing Buzzing Sounds
	Electronic		Electronic		Electronic
17	• Alternate				
18	• Underscore				
19	Flowing Warm Sounds	34	Flowing Warm Sounds	43	Flowing Warm Sounds
	Electronic		Electronic		Electronic
20	• Alternate				
21	• Underscore				
22	Space Electronic Flowing Sounds	35	Space Electronic Flowing Sounds	44	Space Electronic Flowing Sounds
	under and Fast Sequence		under and Fast Sequence		under and Fast Sequence
23	• Alternate				
24	• Underscore				

25	Space Electronic Flowing Sounds	36	Space Electronic Flowing Sounds	45	Space Electronic Flowing Sounds
			under and Slow Sequence		under and Slow Sequence
26	• Alternate				
27	• Underscore				
CD #50					
TENSION • 705					
TK 3:00 Version		TK :60 Version		TK :30 Version	
1	Attack of Terror	28	Attack of Terror	37	Attack of Terror
2	• Alternate				
3	• Underscore				
4	Cemetery	29	Cemetery	38	Cemetery
5	• Alternate				
6	• Underscore				
7	Creaking	30	Creaking	39	Creaking
8	• Alternate				
9	• Underscore				
10	Cross Examination	31	Cross Examination	40	Cross Examination
11	• Alternate				
12	• Underscore				
13	Full Moon	32	Full Moon	41	Full Moon
14	• Alternate				
15	• Underscore				
16	Moving Threat	33	Moving Threat	42	Moving Threat
17	• Alternate				
18	• Underscore				
19	Shriek	34	Shriek	43	Shriek
20	• Alternate				
21	• Underscore				
22	Stabs	35	Stabs	44	Stabs
23	• Alternate				
24	• Underscore				
25	Surrounded	36	Surrounded	45	Surrounded
26	• Alternate				

