Sound Ideas Sound Effects Library Volume 1B

```
AIRPLANE
  APTRB--2
               14.4
                     AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
                     AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
  APTRB--4
                8.4
                7.0
                     AIRPLANE, TWIN PROP - Otter, Pass Overhead (Mono)
  APTWN--2
  APWW2--2
                5.9
                     AIRPLANE, WW2 - FG1-D Corsair, Pass (Mono)
                7.4
  APWW2--4
                     AIRPLANE, WW2 - P51D Mustang, Pass (Mono)
  APWW2--6
                6.6
                     AIRPLANE, WW2 - Grumman TMB-3E Avenger, Pass (Mono)
  JTFTR-2
               12.6
                     JET, FIGHTER - CT-114 Tutor, Pass Overhead (Mono)
  JTFTR--4
                6.5
                     JET, FIGHTER - F-16, Pass Overhead (Mono)
  JTFTR--6
               17.5
                     JET, FIGHTER - F-16, Pass Overhead (Mono)
               12.1
                     JET, PASSENGER - Concorde, Pass Overhead (Mono)
  JTPAS--2
               12.8
                     JET, PASSENGER - Land, Pass Overhead (Mono)
  JTPLD--2
  JTPLD--4
                9.5
                     JET, PASSENGER - Land, Pass Overhead (Mono)
               15.3
                     JET, PASSENGER - Land, Pass Overhead (Mono)
  JTPLD--6
               18.3
                     JET, PASSENGER - Landing (Mono)
  JTPLD--8
               18.7
                     JET, PASSENGER - Take Off, Pass Overhead (Mono)
  JTPTO--2
  JTPTO--4
               20.4
                     JET, PASSENGER - Take Off, Pass Overhead (Mono)
                     JET, PASSENGER - Take Off, Pass Overhead (Mono)
               25.1
  JTPTO--6
  JTPTO--8
               13.1
                     JET, PASSENGER - Take Off (Mono)
               14.1
  JTPTO-10
                     JET, PASSENGER - Take Off (Mono)
               12.0
                     JET, PASSENGER - Take Off (Mono)
  JTPTO-12
ALARM
                     ALARM LOOP - Burglar Alarm (Mono)
  AABRG--2
                5.8
  AAFIR--2
                4.0
                     ALARM LOOP - Fire Alarm, Bell (Mono)
APPLIANCE:BLENDER
               15.1
                     BLENDER - Start, Run, Stop, Dry Ingredients
  EABLN--2
               15.1
                     BLENDER - Start, Run, Stop, Liquid Ingredients
  EABLN--4
APPLIANCE:MISC
  EADHM--1
                5.0
                     DEHUMIDIFIER LOOP - Start, Fan Running
  EADHM--2
                1.6
                      DEHUMIDIFIER LOOP - Fan Running
  EADHM--3
                5.1
                      DEHUMIDIFIER LOOP - Fan Running, Condensor Starts
                      DEHUMIDIFIER LOOP - Condensor Running
  EADHM--4
                2.4
  EAHRD--1
               15.1
                     HAIR DRYER - Start, Run, Stop
APPLIANCE:MIXER
               15.2
  EAFDP--2
                     FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
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4.2 Sound Ideas Sound Effects Library

```
APPLIANCE: OVEN
  EAOVN-11
                0.3
                     OVEN, MICROWAVE - Beep (100 kHz)
ARCHERY
  ARSHT--1
                0.7
                     ARCHERY - Shoot Arrow, Hit Target
                     ARCHERY - Shoot Arrow, Hit Target
  ARSHT--2
                0.6
  ARSHT--3
                0.8
                     ARCHERY - Shoot Arrow, Hit Target
                     ARCHERY - Crossbow, Shoot Arrow, Hit Target
  ARSHT--4
                0.6
AUTO
  CRAWA--2
               10.1
                     AUTO AWAY - Put in Gear, Pull Away, 1980 Olds Cutlass (Mono)
  CRAWA--4
               12.1
                     AUTO AWAY - Put in Gear, Pull Away, 1985 Ford LTD (Mono)
  CRAWA--6
               10.4
                     AUTO AWAY - Put in Gear, Pull Away, 1984 Trans Am (Mono)
                8.7
                     AUTO AWAY - Put in Gear, Pull Away, 1984 Dodge Omni (Mono)
  CRAWA--8
  CRAWA-10
               12.4
                     AUTO AWAY - Pull Away, 1987 Volvo 244 (Mono)
                     AUTO AWAY - 1983 Toyota Corolla (Mono)
  CRAWA-12
                7.4
  CRBUP--2
                9.1
                     AUTO BACK UP - Pass By, 1987 Volvo 244 (Mono)
  CRIDL--2
                2.9
                     AUTO IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
  CRIDL--4
                4.1
                     AUTO IDLE LOOP - 1985 Ford LTD (Mono)
  CRIDL--6
                2.4
                     AUTO IDLE LOOP - 1984 Trans Am (Mono)
  CRIDL--8
                4.2
                     AUTO IDLE LOOP - 1984 Dodge Omni (Mono)
  CRIDL-10
                1.2
                     AUTO IDLE LOOP - 1987 Volvo 244 (Mono)
                2.5
                     AUTO IDLE LOOP - 1983 Toyota Corolla (Mono)
  CRIDL-12
                7.3
                     AUTO PASS BY, FAST - 1980 Oldsmobile Cutlass (Mono)
  CRPBF--2
                     AUTO PASS BY, FAST - 1985 Ford LTD (Mono)
  CRPBF--4
                4.8
  CRPBF--6
                5.7
                     AUTO PASS BY, FAST - 1984 Trans Am (Mono)
  CRPBF--8
                8.2
                     AUTO PASS BY, FAST - 1987 Volvo 244 (Mono)
  CRPBF-10
                6.3
                     AUTO PASS BY, FAST - 1983 Toyota Corolla (Mono)
  CRPBF-12
                8.1
                     AUTO PASS BY, FAST - 1984 Dodge Omni (Mono)
  CRPBM--2
                8.2
                     AUTO PASS BY, MEDIUM - 1980 Oldsmobile Cutlass (Mono)
  CRPBM-4
                9.8
                     AUTO PASS BY, MEDIUM - 1985 Ford LTD (Mono)
  CRPBM--6
                8.0
                     AUTO PASS BY, MEDIUM - 1984 Trans Am (Mono)
  CRPBM--8
                6.7
                     AUTO PASS BY, MEDIUM - 1987 Volvo 244 (Mono)
  CRPBM-10
              11.9
                     AUTO PASS BY, MEDIUM - 1983 Toyota Corolla (Mono)
  CRPBM-12
                     AUTO PASS BY, MEDIUM - 1984 Dodge Omni (Mono)
               8.3
  CRPBS--2
                     AUTO PASS BY, SLOW - 1980 Oldsmobile Cutlass (Mono)
              10.3
                     AUTO PASS BY, SLOW - 1985 Ford LTD (Mono)
  CRPBS--4
              11.1
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AUTO (con't)
  CRPBS--6
                7.3
                     AUTO PASS BY, SLOW - 1984 Trans Am (Mono)
                     AUTO PASS BY, SLOW - 1987 Volvo 244 (Mono)
  CRPBS--8
                7.9
  CRPBS-10
                9.2
                     AUTO PASS BY, SLOW - 1983 Toyota Corolla (Mono)
                     AUTO PASS BY, SLOW - 1984 Dodge Omni (Mono)
  CRPBS-12
                9.2
                     AUTO PULL UP - Shut Off, 1980 Oldsmobile Cutlass (Mono)
  CRPUP--2
                9.0
                     AUTO PULL UP - Shut Off, 1985 Ford LTD (Mono)
  CRPUP--4
                8.5
                     AUTO PULL UP - Shut Off, 1984 Trans Am (Mono)
  CRPUP--6
                9.3
                     AUTO PULL UP - Shut Off, 1984 Dodge Omni (Mono)
  CRPUP--8
               13.0
  CRPUP-10
                7.2
                     AUTO PULL UP - Shut Off, 1987 Volvo 244 (Mono)
                6.6
                     AUTO PULL UP - Shut Off, 1983 Toyota Corolla (Mono)
  CRPUP-12
                     AUTO REV - Single Engine Rev, 1980 Oldsmobile Cutlass (Mono)
                1.7
  CRREV--2
                1.7
                     AUTO REV - Single Engine Rev, 1985 Ford LTD (Mono)
  CRREV--4
  CRREV--6
                1.9
                     AUTO REV - Single Engine Rev, 1984 Trans Am (Mono)
                     AUTO REV - Single Engine Rev, 1984 Dodge Omni (Mono)
  CRREV--8
                1.6
                2.1
                     AUTO REV - Single Engine Rev, 1987 Volvo 244 (Mono)
  CRREV-10
  CRREV-12
                1.7
                     AUTO REV - Single Engine Rev, 1983 Toyota Corolla (Mono)
                     AUTO SHUT OFF - 1980 Oldsmobile Cutlass (Mono)
  CRSTP--2
                1.5
                     AUTO SHUT OFF - 1985 Ford LTD (Mono)
  CRSTP--4
                1.3
                1.0
                     AUTO SHUT OFF - 1984 Trans Am (Mono)
  CRSTP--6
  CRSTP--8
                1.4
                     AUTO SHUT OFF - 1984 Dodge Omni (Mono)
                1.5
                     AUTO SHUT OFF - 1987 Volvo 244 (Mono)
  CRSTP-10
                     AUTO SHUT OFF - 1983 Toyota Corolla (Mono)
  CRSTP-12
                1.4
                5.4
                     AUTO START/IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
  CRSTR--2
                     AUTO START/IDLE LOOP - 1985 Ford LTD (Mono)
  CRSTR--4
                5.4
                     AUTO START/IDLE LOOP - 1984 Trans Am (Mono)
  CRSTR--6
                6.8
                     AUTO START/IDLE LOOP - 1984 Dodge Omni (Mono)
  CRSTR--8
                6.1
                7.7
                     AUTO START/IDLE LOOP - 1987 Volvo 244 (Mono)
  CRSTR-10
  CRSTR-12
                     AUTO START/IDLE LOOP - 1983 Toyota Corolla (Mono)
                5.4
AUTO:RACE
  BTRAC--7
                0.7
                     BOAT RACE - Single Boat, Single Engine Rev
  BTRAC--8
                0.7
                     BOAT RACE - Single Boat, Single Engine Rev (Mono)
  BTRAC--9
                3.7
                     BOAT RACE - Single Boat, Rev Engine
                     BOAT RACE - Single Boat, Rev Engine (Mono)
  BTRAC-10
                3.7
                     BOAT RACE LOOP - Single Boat, Fast Idle
  BTRAC-11
                5.7
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AUTO:RACE (con't)
  BTRAC-12
                5.7
                     BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
  CRRAC--1
               12.5
                      AUTO RACE - Stock Car, Idling, Pull Away
  CRRAC--2
                7.4
                      AUTO RACE - Stock Car, Race By
  CRRAC--3
               12.0
                      AUTO RACE - Stock Cars, Rev Up & Race By
  CRRAC--4
                6.3
                      AUTO RACE - Stock Cars, Rev Up & Race By
  CRRAC-5
                6.4
                      AUTO RACE - Dragster, Warm Up Tire Spin
  CRRAC--6
                5.8
                     AUTO RACE - Dragsters, Rev Up & Race By
  CRRAC--7
                8.6
                      AUTO RACE - Dragsters, Rev Up & Race By
  CRRAC--8
               14.2
                      AUTO RACE - Funny Cars, Rev Up & Race By
  CRRAC--9
                4.1
                      AUTO RACE - Jet Cars, Race By
  CRRAC-10
               10.7
                     AUTO RACE - A.R.S., Single Car Pass By
  CRRAC-11
               22.4
                      AUTO RACE - A.R.S., Several Cars Pass By, On Straightaway
  CRRAC-12
               23.3
                     AUTO RACE - A.R.S., Several Cars Pass By, Out of Corner
  CRRAC-13
                5.9
                     AUTO RACE - Formula 1, Single Car Pass By
  CRRAC-14
               10.2
                     AUTO RACE - Formula 1, Single Car, Into Corner & Away
  CRRAC-15
                8.2
                     AUTO RACE - Formula 1. Single Car, Accelerate Out of Corner
  CRRAC-16
                7.5
                     AUTO RACE - Indy Style, Single Car Pass By
  CRRAC-17
                6.7
                      AUTO RACE - Indy Style, Single Car Pass By
  CRRAC-18
               15.6
                     AUTO RACE - Indy Style, Several Cars Pass, On Straightaway
               14.9
  CRRAC-19
                      AUTO RACE - Indy Style, Several Cars Pass By, Out of Corner
B/G:CONSTRUCTION
  CNSIT--2
               18.3
                     CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)
  CNSIT--4
               50.9
                     CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)
B/G:CROWD
  CHSCI--2
               19.2
                     CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
  CHSCI--4
               50.6
                     CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
  CHSCI--6
               17.8
                      CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
  CHSCI--8
               50.8
                      CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
  CHSCO--2
               19.1
                      CHILDREN LOOP - Playing in Schoolyard (Mono)
  CHSCO--4
               52.1
                      CHILDREN LOOP - Playing in Schoolyard (Mono)
  RRBRM--2
               13.1
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--4
               33.3
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--6
               60.0
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--8
               16.5
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
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B/G:CROWD (con't)
  RRBRM-10
               32.8
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM-12
               57.6
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRS--2
               12.7
                     BAR ATMOSPHERE LOOP - Small Crowd (Mono)
  RRBRS--4
               36.0
                     BAR ATMOSPHERE LOOP - Small Crowd (Mono)
                     BAR ATMOSPHERE LOOP - Small Crowd (Mono)
  RRBRS--6
               61.7
  RRFFS--2
               14.5
                     RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
  RRFFS--4
               29.2
                     RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
               60.9
                     RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
  RRFFS--6
  RRLRG--2
               16.9
                     RESTAURANT LOOP - Large Crowd (Mono)
  RRLRG--4
               32.9
                     RESTAURANT LOOP - Large Crowd (Mono)
  RRLRG--6
               59.5
                     RESTAURANT LOOP - Large Crowd (Mono)
               14.7
                     RESTAURANT LOOP - Medium Crowd (Mono)
  RRMED--2
  RRMED--4
               34.2
                      RESTAURANT LOOP - Medium Crowd (Mono)
               56.2
                     RESTAURANT LOOP - Medium Crowd (Mono)
  RRMED--6
               19.3
                     SHOPPING MALL LOOP - Small Mall Ambience (Mono)
  STMAL--2
               50.0
                     SHOPPING MALL LOOP - Small Mall Ambience (Mono)
  STMAL--4
               19.8
                     SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
  STMAL--6
  STMAL--8
               51.3
                      SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
  STMAL-10
               21.5
                     SHOPPING MALL LOOP - Large Mall Ambience (Mono)
  STMAL-12
               58.8
                      SHOPPING MALL LOOP - Large Mall Ambience (Mono)
B/G:RESIDENTIAL
                     B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
  BGRES--2
               11.8
               28.0
                     B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
  BGRES--4
                      B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
  BGRES--6
               58.9
                      B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
  BGRES--8
               21.1
               38.0
                      B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
  BGRES-10
B/G:RURAL
                      B/G LOOP, RURAL - Night-time, Crickets (Mono)
  BGRUR--2
                7.3
  BGRUR--4
               17.0
                     B/G LOOP, RURAL - Night-time, Crickets (Mono)
                     B/G LOOP, RURAL - Night-time, Crickets (Mono)
  BGRUR--6
               60.2
                     B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
                8.3
  BGRUR--8
               18.0
                      B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
  BGRUR-10
                     B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
  BGRUR-12
               54.8
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B/G:TRAFFIC
  TRCTH--2
              32.6
                    TRAFFIC, CITY - Heavy, Stop & Go. Voices, Horns (Mono)
  TRCTL--2
                    TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
              28.9
                    TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
  TRCTL--4
              61.9
  TRHWH-2
              14.2
                    TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
  TRHWH--4
              27.3
                    TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
  TRHWH--6
              58.7
                    TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
  TRHWL--2
              17.2
                    TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
  TRHWL--4
              31.4
                    TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
  TRHWL--6
              61.5
                    TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
B/G:WALLA
  RRBRM--2
              13.1
                    BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--4
              33.3
                    BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--6
              60.0
                    BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--8
              16.5
                    BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM-10
              32.8
                    BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
                    BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM-12
              57.6
  RRBRS--2
                    BAR ATMOSPHERE LOOP - Small Crowd (Mono)
              12.7
  RRBRS--4
                    BAR ATMOSPHERE LOOP - Small Crowd (Mono)
              36.0
  RRBRS--6
              61.7
                    BAR ATMOSPHERE LOOP - Small Crowd (Mono)
  RRFFS--2
              14.5
                    RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
  RRFFS--4
              29.2
                    RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
  RRFFS--6
              60.9
                    RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
  RRLRG--2
                    RESTAURANT LOOP - Large Crowd (Mono)
              16.9
  RRLRG--4
              32.9
                    RESTAURANT LOOP - Large Crowd (Mono)
  RRLRG--6
                    RESTAURANT LOOP - Large Crowd (Mono)
              59.5
  RRMED--2
              14.7
                    RESTAURANT LOOP - Medium Crowd (Mono)
  RRMED--4
                    RESTAURANT LOOP - Medium Crowd (Mono)
              34.2
  RRMED--6
              56.2
                    RESTAURANT LOOP - Medium Crowd (Mono)
  STMAL--2
              19.3
                    SHOPPING MALL LOOP - Small Mall Ambience (Mono)
  STMAL--4
              50.0
                    SHOPPING MALL LOOP - Small Mall Ambience (Mono)
  STMAL--6
              19.8
                    SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
  STMAL--8
              51.3
                    SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
  STMAL-10
              21.5
                    SHOPPING MALL LOOP - Large Mall Ambience (Mono)
  STMAL-12
              58.8
                    SHOPPING MALL LOOP - Large Mall Ambience (Mono)
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BANG
                0.5
  MTHIT--2
                     METAL HIT - Hammer Automotive Bumper (100 kHz)
                     METAL HIT - Hammer Automotive Bumper (Mono)
  MTHIT--3
                0.4
  MTHIT--4
                0.5
                     METAL HIT - Hammer Automotive Bumper (Mono - 100 kHz)
  MTHIT--6
                1.2
                     METAL HIT - Hammer Automotive Body Panel (100 kHz)
  MTHIT--7
                1.1
                     METAL HIT - Hammer Automotive Body Panel (Mono)
  8--TIHTM
                1.2
                     METAL HIT - Hammer Automotive Body Panel (Mono - 100 kHz)
BAR
  RRBRM--2
               13.1
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--4
               33.3
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--6
               60.0
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM--8
               16.5
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
               32.8
  RRBRM-10
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRM-12
               57.6
                     BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
  RRBRS--2
               12.7
                     BAR ATMOSPHERE LOOP - Small Crowd (Mono)
  RRBRS--4
               36.0
                     BAR ATMOSPHERE LOOP - Small Crowd (Mono)
               61.7
                     BAR ATMOSPHERE LOOP - Small Crowd (Mono)
  RRBRS--6
BASEBALL
  BBHIT--1
                0.5
                     BASEBALL - Hit Ball
  BBHIT--2
                0.4
                     BASEBALL - Hit Ball
  BBHIT-3
                0.4
                     BASEBALL - Hit Ball
BASKETBALL
  BXBNC-1
                0.7
                     BASKETBALL - Single Bounce
                     BASKETBALL - Single Bounce
  BXBNC--2
                8.0
                     BASKETBALL - Single Bounce
  BXBNC--3
                0.9
                     BASKETBALL - Shoot & Miss
  BXSHT--1
                1.0
  BXSHT--2
                0.9
                     BASKETBALL - Shoot & Miss
  BXSHT--3
                1.9
                     BASKETBALL - Shoot & Miss, Ball Hits Floor
  BXSHT--4
                1.7
                     BASKETBALL - Shoot & Miss, Ball Hits Floor
  BXSNK--1
                8.0
                     BASKETBALL - Sink Basket
                     BASKETBALL - Sink Basket, Off Backboard
  BXSNK--2
                1.5
  BXSNK--3
                2.1
                     BASKETBALL - Sink Basket, Ball Hits Floor
                     BASKETBALL - Sink Basket, Ball Hits Floor
  BXSNK--4
                3.7
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BEEP
  EAOVN-11
                0.3
                     OVEN, MICROWAVE - Beep (100 kHz)
BELCH
                0.5
  HUBPL--1
                     BURP - Large
                     BURP - Large (100 kHz)
  HUBPL--2
                1.4
  HUBPL--3
                0.7
                     BURP - Large
  HUBPL--4
                0.7
                     BURP - Large (100 kHz)
                0.9
                     BURP - Large
  HUBPL--5
  HUBPL--6
                0.9
                     BURP - Large (100 kHz)
  HUBPL--7
                1.3
                     BURP - Large
  HUBPL--8
                1.3
                     BURP - Large (100 kHz)
  HUBPM--1
                0.4
                     BURP - Medium
                     BURP - Medium (100 kHz)
  HUBPM--2
                0.3
  HUBPM--3
                0.5
                     BURP - Medium
                     BURP - Medium (100 kHz)
  HUBPM--4
                0.4
                0.5
                     BURP - Medium
  HUBPM--5
                0.5
                     BURP - Medium (100 kHz)
  HUBPM--6
  HUBPS--1
                0.2
                     BURP - Small
                0.2
                     BURP - Small (100 kHz)
  HUBPS--2
                     BURP - Small
  HUBPS--3
                0.3
  HUBPS--4
                0.2
                     BURP - Small (100 kHz)
  HUBPS--5
                0.2
                     BURP - Small
  HUBPS--6
                0.2
                     BURP - Small (100 kHz)
BELL
                4.0
                     ALARM LOOP - Fire Alarm, Bell (Mono)
  AAFIR--2
BELL:CLOCK
                     CLOCK, GRANDFATHER - Winchester, Quarter Past the Hour
               11.5
  CLGDF--1
  CLGDF--2
               17.4
                     CLOCK, GRANDFATHER - Winchester, Half Past the Hour
                     CLOCK, GRANDFATHER - Winchester, Quarter to the Hour
  CLGDF--3
               20.3
                     CLOCK, GRANDFATHER - Winchester, Top of the Hour
  CLGDF--4
               18.8
  CLGDF--5
               13.0
                     CLOCK, GRANDFATHER - Whittington, Quarter Past the Hour
  CLGDF--6
               17.1
                     CLOCK, GRANDFATHER - Whittington, Half Past the Hour
                     CLOCK, GRANDFATHER - Whittington, Quarter to the Hour
  CLGDF--7
               19.7
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BELL:CLOCK (con't)
               19.8
  CLGDF--8
                      CLOCK, GRANDFATHER - Whittington, Top of the Hour
                      CLOCK, GRANDFATHER - Single Bong
  CLGDF--9
                2.1
  CLGDF-10
               10.4
                      CLOCK, GRANDFATHER - Final Single Bong
BELL:TELEPHONE
                      TELEPHONE RING - Electronic, Single Ring (100 kHz)
  TPRNG--2
                 1.1
                2.0
                      TELEPHONE RING - Electronic, Single Ring (100 kHz)
  TPRNG--4
  TPRNG--6
                2.4
                      TELEPHONE RING - Electronic, Single Ring (100 kHz)
  TPRNG--8
                2.9
                      TELEPHONE RING - Single Ring (100 kHz)
                3.1
                      TELEPHONE RING - Single Ring (100 kHz)
  TPRNG-10
  TPRNG-12
                2.0
                      TELEPHONE RING - Single Ring (100 kHz)
BELL:TOY
  BYTYB--1
                2.6
                      BABY TOY - Bell, Single Ring
                2.5
  BYTYB-2
                      BABY TOY - Bell, Single Ring
BILLIARDS
  BVBRK--1
                2.6
                      BILLIARDS - Break, Ball Sinks
                      BILLIARDS - Shoot, Cue Ball Hits Several Balls
  BVSHT--1
                2.4
  BVSHT--2
                1.1
                      BILLIARDS - Shoot, Rebound Off Bumper
                      BILLIARDS - Shoot & Sink, Full Pocket
  BVSHT--3
                1.0
  BVSHT--4
                3.8
                      BILLIARDS - Shoot & Sink, Long Shot
                      BILLIARDS - Ball Falling Into Pocket
  BVSHT--5
                0.9
BIRDS
  BGRES--2
               11.8
                      B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
  BGRES--4
               28.0
                      B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
               58.9
                      B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
  BGRES--6
  BGRES--8
               21.1
                      B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
  BGRES-10
               38.0
                      B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
                      B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
  BGRUR--8
                8.3
                      B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
               18.0
  BGRUR-10
  BGRUR-12
               54.8
                      B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
BLENDER
  EABLN--2
               15.1
                      BLENDER - Start, Run, Stop, Dry Ingredients
  EABLN--4
               15.1
                      BLENDER - Start, Run, Stop, Liquid Ingredients
```

```
BOAT:HORN
  BTHRN-2
                1.5
                      BOAT HORN - Tug Boat, Single Blast (100 kHz)
                      BOAT HORN - Tug Boat, Single Blast (Mono)
  BTHRN--3
                1.8
  BTHRN--4
                1.5
                      BOAT HORN - Tug Boat, Single Blast (Mono - 100 kHz)
BOAT:INBOARD
  BTHSP-11
                5.3
                      BOAT DRIVE LOOP - High Speed, On Board, Chris Craft
  BTHSP-12
                5.3
                      BOAT DRIVE LOOP - High Speed, On Board, Chris Craft (Mono)
  BTIDL-11
                6.4
                      BOAT IDLE LOOP - Chris Craft
  BTJDL-12
                6.4
                      BOAT IDLE LOOP - Chris Craft (Mono)
  BTIDL-13
                5.5
                      BOAT IDLE LOOP - Greavette
  BTIDL-14
                5.5
                      BOAT IDLE LOOP - Greavette (Mono)
  BTSTP-11
                3.6
                      BOAT SHUT OFF - Chris Craft
  BTSTP-12
                3.6
                      BOAT SHUT OFF - Chris Craft (Mono)
  BTSTP-13
                1.0
                      BOAT SHUT OFF - Greavette
  BTSTP-14
                1.0
                      BOAT SHUT OFF - Greavette (Mono)
  BTSTR-11
               14.8
                      BOAT START LOOP - Start Engines & Idle, Chris Craft
  BTSTR-12
               14.8
                      BOAT START LOOP - Start Engines & Idle, Chris Craft (Mono)
  BTSTR-13
               16.4
                      BOAT START LOOP - Start & Idle, Greavette
  BTSTR-14
               16.4
                      BOAT START LOOP - Start & Idle, Greavette (Mono)
BOAT:OUTBOARD
  BTAWA--1
               14.9
                      BOAT AWAY - Drive Away From Dock, 9.9 Evinrude
  BTAWA--2
               14.9
                      BOAT AWAY - Drive Away From Dock, 9.9 Evinrude (Mono)
  BTAWA--4
               21.6
                      BOAT AWAY - Drive Away From Dock, 20 HP Johnson (Mono)
  BTAWA--5
               10.6
                      BOAT AWAY - Drive Away From Dock, 50 HP Evinrude
  BTAWA--6
               10.4
                      BOAT AWAY - Drive Away From Dock, 50 HP Evinrude (Mono)
  BTAWA--8
                8.9
                      BOAT AWAY - Drive Away From Dock, 115 HP Evinrude (Mono)
  BTAWA--9
               17.1
                      BOAT AWAY - Drive Away From Dock, 150 HP Mercury
  BTAWA-10
               17.4
                      BOAT AWAY - Drive Away From Dock, 150 HP Mercury (Mono)
                3.2
  BTDRV--1
                      BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude
  BTDRV--2
                3.2
                      BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude (Mono)
  BTDRV--4
                2.6
                      BOAT DRIVE LOOP - Driving, On Board, 20 HP Johnson (Mono)
  BTDRV--5
               10.2
                      BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude
  BTDRV--6
               10.2
                      BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude (Mono)
  BTDRV--8
                2.9
                     BOAT DRIVE LOOP - Driving, On Board, 115 HP Evinrude (Mono)
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BOAT:OUTBOARD (con't)
  BTDRV--9
                4.2
                     BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury
                4.2
                     BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury (Mono)
  BTDRV-10
                3.5
                     BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude
  BTHSP--1
  BTHSP--2
                3.5
                     BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude (Mono)
  BTHSP--4
                8.2
                     BOAT DRIVE LOOP - High Speed, On Board, 20 HP Johnson (Mono)
  BTHSP--5
                5.0
                     BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude
                5.0
                     BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude (Mono)
  BTHSP--6
                     BOAT DRIVE LOOP - High Speed, On Board, 115 HP Evinrude (Mono)
  BTHSP--8
                8.3
                     BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury
  BTHSP--9
                6.6
                     BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury (Mono)
  BTHSP-10
                6.6
  BTIDL--1
                2.1
                     BOAT IDLE LOOP - 9.9 Evinrude
                     BOAT IDLE LOOP - 9.9 Evinrude (Mono)
  BTIDL--2
                2.1
                     BOAT IDLE LOOP - 20 HP Johnson (Mono)
  BTIDL--4
                4.6
  BTIDL--5
                2.1
                     BOAT IDLE LOOP - 50 HP Evinrude
                2.1
                     BOAT IDLE LOOP - 50 HP Evinrude (Mono)
  BTIDL--6
  BTIDL--8
                1.6
                     BOAT IDLE LOOP - 115 HP Evinrude (Mono)
                     BOAT IDLE LOOP - 150 HP Mercury
  BTIDL--9
                2.5
  BTIDL-10
                2.0
                     BOAT IDLE LOOP - 150 HP Mercury (Mono)
  BTPBF--1
               12.1
                     BOAT PASS BY, FAST - 9.9 Evinrude
  BTPBF--2
               11.9
                     BOAT PASS BY, FAST - 9.9 Evinrude (Mono)
                7.4
                     BOAT PASS BY, FAST - 20 HP Johnson (Mono)
  BTPBF--4
                9.1
                     BOAT PASS BY, FAST - 50 HP Evinrude
  BTPBF--5
                     BOAT PASS BY, FAST - 50 HP Evinrude (Mono)
  BTPBF--6
                8.2
                     BOAT PASS BY, FAST - 115 HP Evinrude (Mono)
  BTPBF--8
               10.0
               13.9
                     BOAT PASS BY, FAST - 150 HP Mercury
  BTPBF--9
               13.1
                     BOAT PASS BY, FAST - 150 HP Mercury (Mono)
  BTPBF-10
               16.4
                     BOAT PASS BY, SLOW - 9.9 Evinrude
  BTPBS--1
  BTPBS--2
               16.7
                     BOAT PASS BY, SLOW - 9.9 Evinrude (Mono)
               12.9
                     BOAT PASS BY, SLOW - 20 HP Johnson (Mono)
  BTPBS--4
               12.5
                     BOAT PASS BY, SLOW - 50 HP Evinrude
  BTPBS--5
               12.3
                     BOAT PASS BY, SLOW - 50 HP Evinrude (Mono)
  BTPBS--6
                     BOAT PASS BY, SLOW - 115 HP Evinrude (Mono)
  BTPBS--8
                9.6
  BTPBS--9
               16.3
                     BOAT PASS BY, SLOW - 150 HP Mercury
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```
BOAT:OUTBOARD (con't)
                      BOAT PASS BY, SLOW - 150 HP Mercury (Mono)
  BTPBS-10
               16.4
                      BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude
  BTPUL--1
               33.4
  BTPUL--2
               33.4
                     BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude (Mono)
               22.7
                     BOAT PULL UP - Shut Off, On Board, 20 HP Johnson (Mono)
  BTPUL--4
  BTPUL--5
               25.5
                     BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude
               25.5
                     BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude (Mono)
  BTPUL--6
                     BOAT PULL UP - Shut Off, On Board, 115 HP Evinrude (Mono)
  BTPUL--8
               17.0
  BTPUL--9
               25.5
                     BOAT PULL UP - Shut Off, On Board, 150 HP Mercury
               25.5
                     BOAT PULL UP - Shut Off, On Board, 150 HP Mercury (Mono)
  BTPUL-10
  BTPUP--1
               21.0
                     BOAT PULL UP - Shut Off, 9.9 Evinrude
                     BOAT PULL UP - Shut Off, 9.9 Evinrude (Mono)
  BTPUP--2
               20.2
  BTPUP--4
               19.1
                     BOAT PULL UP - Shut Off, 20 HP Johnson (Mono)
  BTPUP--5
               13.6
                     BOAT PULL UP - Shut Off, 50 HP Evinrude
               13.4
                     BOAT PULL UP - Shut Off, 50 HP Evinrude (Mono)
  BTPUP--6
  BTPUP--8
               25.2
                     BOAT PULL UP - Shut Off, 115 HP Evinrude (Mono)
               11.6
                     BOAT PULL UP - Shut Off, 150 HP Mercury
  BTPUP--9
               11.5
                     BOAT PULL UP - Shut Off, 150 HP Mercury (Mono)
  BTPUP-10
               32.9
                     BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude
  BTSTD--1
                     BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude (Mono)
  BTSTD--2
               32.9
  BTSTD--4
               29.7
                     BOAT AWAY LOOP - Start, Drive, 20 HP Johnson (Mono)
  BTSTD--5
               17.3
                     BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude
  BTSTD--6
               17.3
                     BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude (Mono)
                     BOAT AWAY LOOP - Start, Drive, 115 HP Evinrude (Mono)
  BTSTD--8
               22.4
                     BOAT AWAY LOOP - Start, Drive, 150 HP Mercury
  BTSTD--9
               13.6
               13.6
                     BOAT AWAY LOOP - Start, Drive, 150 HP Mercury (Mono)
  BTSTD-10
  BTSTP--1
                1.2
                     BOAT SHUT OFF - 9.9 Evinrude
  BTSTP--2
                1.2
                     BOAT SHUT OFF - 9.9 Evinrude (Mono)
  BTSTP--4
                1.6
                     BOAT SHUT OFF - 20 HP Johnson (Mono)
  BTSTP--5
                1.2
                     BOAT SHUT OFF - 50 HP Evinrude
                1.2
                     BOAT SHUT OFF - 50 HP Evinrude (Mono)
  BTSTP--6
  BTSTP--8
                1.2
                     BOAT SHUT OFF - 115 HP Evinrude (Mono)
                     BOAT SHUT OFF - 150 HP Mercury
  BTSTP--9
                1.2
  BTSTP-10
                1.2
                     BOAT SHUT OFF - 150 HP Mercury (Mono)
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BOAT:OUTBOARD (con't)
  BTSTR--1
                4.5
                      BOAT START LOOP - Start & Idle, 9.9 Evinrude
  BTSTR--2
                4.5
                      BOAT START LOOP - Start & Idle, 9.9 Evinrude (Mono)
  BTSTR-4
               14.7
                      BOAT START LOOP - Start & Idle, 20 HP Johnson (Mono)
  BTSTR-5
                9.1
                      BOAT START LOOP - Start & Idle, 50 HP Evinrude
  BTSTR--6
                      BOAT START LOOP - Start & Idle, 50 HP Evinrude (Mono)
                9.1
                      BOAT START LOOP - Start & Idle, 115 HP Evinrude (Mono)
  BTSTR--8
               10.3
               10.7
  BTSTR-9
                      BOAT START LOOP - Start & Idle, 150 HP Mercury
  BTSTR-10
                5.4
                      BOAT START LOOP - Start & Idle, 150 HP Mercury (Mono)
  BTTRM--1
                9.3
                      BOAT TRIM UNIT - Adjust Outboard Trim, Up
  BTTRM--2
                9.3
                      BOAT TRIM UNIT - Adjust Outboard Trim, Up (Mono)
               14.7
                      BOAT TRIM UNIT - Adjust Outboard Trim, Down
  BTTRM-3
  BTTRM--4
               14.7
                      BOAT TRIM UNIT - Adjust Outboard Trim, Down (Mono)
BOAT:RACE
  BTRAC--1
                8.4
                      BOAT RACE - Single Boat Race By
  BTRAC--2
                7.7
                      BOAT RACE - Single Boat Race By (Mono)
  BTRAC--3
               18.7
                      BOAT RACE - Two Boats Race By
  BTRAC--4
               18.5
                      BOAT RACE - Two Boats Race By (Mono)
  BTRAC--5
               13.9
                      BOAT RACE - Start of Race
  BTRAC--6
               14.3
                      BOAT RACE - Start of Race (Mono)
  BTRAC--7
                0.7
                      BOAT RACE - Single Boat, Single Engine Rev
  BTRAC--8
                0.7
                      BOAT RACE - Single Boat, Single Engine Rev (Mono)
  BTRAC--9
                3.7
                      BOAT RACE - Single Boat, Rev Engine
                3.7
  BTRAC-10
                      BOAT RACE - Single Boat, Rev Engine (Mono)
  BTRAC-11
                5.7
                      BOAT RACE LOOP - Single Boat, Fast Idle
                5.7
  BTRAC-12
                      BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
BOING
  CYBNG--1
                1.2
                      BOING - Spring Door Stop
                1.2
                      BOING - Spring Door Stop (100 kHz)
  CYBNG--2
BOMB: EXPLOSION
  EXLRG--2
                4.7
                      EXPLOSION - Large Blast (100 kHz)
  EXLRG--4
                3.6
                      EXPLOSION - Large Blast (100 kHz)
                      EXPLOSION - Medium Blast (100 kHz)
  EXMED--2
                4.0
  EXMED--4
                      EXPLOSION - Medium Blast (100 kHz)
                9.7
  EXSML--2
                3.1
                      EXPLOSION - Small Blast (100 kHz)
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4.14 Sound Ideas Sound Effects Library

```
BOTTLING PLANT
                 7.6
                       BOTTLING PLANT LOOP - General Ambience
   INBTL--1
                 4.2
                       BOTTLING PLANT LOOP - Bottle Cap Machine
   INBTL--2
                       BOTTLING PLANT LOOP - Bottles on Conveyor Belt
                 6.1
   INBTL--3
                       BOTTLING PLANT LOOP - Bottles Loaded Into Cases
                 6.5
   INBTL--4
 BURP
                 0.5
                       BURP - Large
   HUBPL--1
   HUBPL--2
                 1.4
                       BURP - Large (100 kHz)
   HUBPL--3
                 0.7
                       BURP - Large
                 0.7
                       BURP - Large (100 kHz)
   HUBPL--4
                 0.9
                       BURP - Large
   HUBPL--5
                 0.9
                       BURP - Large (100 kHz)
   HUBPL--6
   HUBPL--7
                 1.3
                       BURP - Large
                 1.3
                       BURP - Large (100 kHz)
   HUBPL--8
                 0.4
                       BURP - Medium
   HUBPM--1
                 0.3
                       BURP - Medium (100 kHz)
   HUBPM--2
   HUBPM--3
                 0.5
                       BURP - Medium
   HUBPM--4
                 0.4
                       BURP - Medium (100 kHz)
   HUBPM--5
                 0.5
                       BURP - Medium
   HUBPM--6
                 0.5
                       BURP - Medium (100 kHz)
                 0.2
                       BURP - Small
   HUBPS--1
   HUBPS--2
                 0.2
                       BURP - Small (100 kHz)
                 0.3
                       BURP - Small
   HUBPS--3
                 0.2
                       BURP - Small (100 kHz)
   HUBPS--4
                 0.2
                       BURP - Small
   HUBPS--5
                 0.2
                       BURP - Small (100 kHz)
   HUBPS--6
 CAN
   FDCAN-4
                 0.6
                       CAN, SOFT DRINK - Open (100 kHz)
   FDCAN-6
                 0.2
                       CAN, SOFT DRINK - Open (100 kHz)
CAR
                       AUTO AWAY - Put in Gear, Pull Away, 1980 Olds Cutlass (Mono)
   CRAWA--2
                10.1
                       AUTO AWAY - Put in Gear, Pull Away, 1985 Ford LTD (Mono)
   CRAWA--4
                12.1
                       AUTO AWAY - Put in Gear, Pull Away, 1984 Trans Am (Mono)
                10.4
   CRAWA--6
                       AUTO AWAY - Put in Gear, Pull Away, 1984 Dodge Omni (Mono)
   CRAWA--8
                 8.7
                       AUTO AWAY - Pull Away, 1987 Volvo 244 (Mono)
                12.4
   CRAWA-10
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CAR (con't)
                     AUTO AWAY - 1983 Toyota Corolla (Mono)
  CRAWA-12
                7.4
                      AUTO BACK UP - Pass By, 1987 Volvo 244 (Mono)
  CRBUP--2
                9.1
                      AUTO IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
                2.9
  CRIDL--2
                     AUTO IDLE LOOP - 1985 Ford LTD (Mono)
  CRIDL--4
                4.1
  CRIDL--6
                2.4
                     AUTO IDLE LOOP - 1984 Trans Am (Mono)
                4.2
                     AUTO IDLE LOOP - 1984 Dodge Omni (Mono)
  CRIDL--8
                1.2
                     AUTO IDLE LOOP - 1987 Volvo 244 (Mono)
  CRIDL-10
                2.5
                     AUTO IDLE LOOP - 1983 Toyota Corolla (Mono)
  CRIDL-12
                     AUTO PASS BY, FAST - 1980 Oldsmobile Cutlass (Mono)
                7.3
  CRPBF--2
  CRPBF--4
                4.8
                     AUTO PASS BY, FAST - 1985 Ford LTD (Mono)
                     AUTO PASS BY, FAST - 1984 Trans Am (Mono)
  CRPBF--6
                5.7
                8.2
                     AUTO PASS BY, FAST - 1987 Volvo 244 (Mono)
  CRPBF--8
  CRPBF-10
                6.3
                     AUTO PASS BY, FAST - 1983 Toyota Corolla (Mono)
                     AUTO PASS BY, FAST - 1984 Dodge Omni (Mono)
  CRPBF-12
                8.1
                     AUTO PASS BY, MEDIUM - 1980 Oldsmobile Cutlass (Mono)
  CRPBM--2
                8.2
                     AUTO PASS BY, MEDIUM - 1985 Ford LTD (Mono)
  CRPBM--4
                9.8
  CRPBM--6
                8.0
                     AUTO PASS BY, MEDIUM - 1984 Trans Am (Mono)
                     AUTO PASS BY, MEDIUM - 1987 Volvo 244 (Mono)
  CRPBM--8
                6.7
                     AUTO PASS BY, MEDIUM - 1983 Toyota Corolla (Mono)
  CRPBM-10
               11.9
                     AUTO PASS BY, MEDIUM - 1984 Dodge Omni (Mono)
  CRPBM-12
                8.3
  CRPBS--2
               10.3
                     AUTO PASS BY, SLOW - 1980 Oldsmobile Cutlass (Mono)
                     AUTO PASS BY, SLOW - 1985 Ford LTD (Mono)
  CRPBS--4
               11.1
                     AUTO PASS BY, SLOW - 1984 Trans Am (Mono)
  CRPBS--6
                7.3
                7.9
                     AUTO PASS BY, SLOW - 1987 Volvo 244 (Mono)
  CRPBS--8
                     AUTO PASS BY, SLOW - 1983 Toyota Corolla (Mono)
  CRPBS-10
                9.2
                     AUTO PASS BY, SLOW - 1984 Dodge Omni (Mono)
                9.2
  CRPBS-12
                     AUTO PULL UP - Shut Off, 1980 Oldsmobile Cutlass (Mono)
  CRPUP--2
                9.0
                     AUTO PULL UP - Shut Off, 1985 Ford LTD (Mono)
  CRPUP--4
                8.5
  CRPUP--6
                9.3
                     AUTO PULL UP - Shut Off, 1984 Trans Am (Mono)
                     AUTO PULL UP - Shut Off, 1984 Dodge Omni (Mono)
  CRPUP--8
               13.0
  CRPUP-10
                7.2
                     AUTO PULL UP - Shut Off, 1987 Volvo 244 (Mono)
                     AUTO PULL UP - Shut Off, 1983 Toyota Corolla (Mono)
  CRPUP-12
                6.6
                1.7
                     AUTO REV - Single Engine Rev, 1980 Oldsmobile Cutlass (Mono)
  CRREV--2 +
  CRREV--4
                1.7
                     AUTO REV - Single Engine Rev, 1985 Ford LTD (Mono)
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CAR (con't)
   CRREV--6
                 1.9
                      AUTO REV - Single Engine Rev. 1984 Trans Am (Mono)
   CRREV--8
                 1.6
                      AUTO REV - Single Engine Rev, 1984 Dodge Omni (Mono)
   CRREV-10
                 2.1
                      AUTO REV - Single Engine Rev. 1987 Volvo 244 (Mono)
                 1.7
                      AUTO REV - Single Engine Rev. 1983 Toyota Corolla (Mono)
   CRREV-12
   CRSTP--2
                 1.5
                      AUTO SHUT OFF - 1980 Oldsmobile Cutlass (Mono)
   CRSTP--4
                 1.3
                      AUTO SHUT OFF - 1985 Ford LTD (Mono)
   CRSTP--6
                 1.0
                      AUTO SHUT OFF - 1984 Trans Am (Mono)
   CRSTP--8
                 1.4
                      AUTO SHUT OFF - 1984 Dodge Omni (Mono)
   CRSTP-10
                 1.5
                      AUTO SHUT OFF - 1987 Volvo 244 (Mono)
   CRSTP-12
                      AUTO SHUT OFF - 1983 Toyota Corolla (Mono)
                 1.4
   CRSTR--2
                 5.4
                      AUTO START/IDLE LOOP - 1980 Oldsmobile Cutlass (Mono)
   CRSTR--4
                 5.4
                      AUTO START/IDLE LOOP - 1985 Ford LTD (Mono)
   CRSTR--6
                 6.8
                      AUTO START/IDLE LOOP - 1984 Trans Am (Mono)
   CRSTR--8
                 6.1
                      AUTO START/IDLE LOOP - 1984 Dodge Omni (Mono)
   CRSTR-10
                 7.7
                      AUTO START/IDLE LOOP - 1987 Volvo 244 (Mono)
   CRSTR-12
                 5.4
                      AUTO START/IDLE LOOP - 1983 Toyota Corolla (Mono)
CAR:RACE
   BTRAC--7
                 0.7
                      BOAT RACE - Single Boat, Single Engine Rev
   BTRAC--8
                 0.7
                      BOAT RACE - Single Boat, Single Engine Rev (Mono)
   BTRAC--9
                 3.7
                      BOAT RACE - Single Boat, Rev Engine
   BTRAC-10
                 3.7
                      BOAT RACE - Single Boat, Rev Engine (Mono)
   BTRAC-11
                 5.7
                      BOAT RACE LOOP - Single Boat, Fast Idle
   BTRAC-12
                 5.7
                      BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
   CRRAC-1
                12.5
                      AUTO RACE - Stock Car, Idling, Pull Away
   CRRAC--2
                 7.4
                      AUTO RACE - Stock Car, Race By
   CRRAC--3
                12.0
                      AUTO RACE - Stock Cars, Rev Up & Race By
   CRRAC-4
                 6.3
                      AUTO RACE - Stock Cars, Rev Up & Race By
   CRRAC--5
                 6.4
                      AUTO RACE - Dragster, Warm Up Tire Spin
   CRRAC--6
                 5.8
                      AUTO RACE - Dragsters, Rev Up & Race By
   CRRAC-7
                 8.6
                      AUTO RACE - Dragsters, Rev Up & Race By
   CRRAC--8
                14.2
                      AUTO RACE - Funny Cars, Rev Up & Race By
   CRRAC--9
                4.1
                      AUTO RACE - Jet Cars, Race By
   CRRAC-10
                10.7
                      AUTO RACE - A.R.S., Single Car Pass By
   CRRAC-11
               22.4
                      AUTO RACE - A.R.S., Several Cars Pass By, On Straightaway
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CAR:RACE (con't)
  CRRAC-12
               23.3
                      AUTO RACE - A.R.S., Several Cars Pass By, Out of Corner
                      AUTO RACE - Formula 1, Single Car Pass By
                5.9
  CRRAC-13
               10.2
                      AUTO RACE - Formula 1, Single Car, Into Corner & Away
  CRRAC-14
                8.2
                      AUTO RACE - Formula 1, Single Car, Accelerate Out of Corner
  CRRAC-15
                7.5
  CRRAC-16
                      AUTO RACE - Indy Style, Single Car Pass By
  CRRAC-17
                6.7
                      AUTO RACE - Indy Style, Single Car Pass By
               15.6
  CRRAC-18
                      AUTO RACE - Indy Style, Several Cars Pass, On Straightaway
               14.9
                      AUTO RACE - Indy Style, Several Cars Pass By, Out of Corner
  CRRAC-19
CHILD:TOYS
  BYTYB--1
                2.6
                      BABY TOY - Bell, Single Ring
  BYTYB--2
                2.5
                      BABY TOY - Bell, Single Ring
                0.3
                      BABY TOY - Rattle, Single Shake
  BYTYR--1
  BYTYR--2
                4.3
                      BABY TOY - Rattle, Shaking
  BYTYR--3
                8.0
                      BABY TOY - Rattle, Shaking
  BYTYS--1
                 1.2
                      BABY TOY - Slider
  BYTYS--2
                3.1
                      BABY TOY - Spinner
                      BABY TOY - Squeeze Toy, Single Squeeze
  BYTYS--3
                0.4
                0.4
                      BABY TOY - Squeeze Toy, Single Squeeze
  BYTYS--4
                      BABY TOY - Squeeze Toy, Several Squeezes
  BYTYS-5
                2.1
                3.0
                      BABY TOY - Squeeze Toy, Several Squeezes
  BYTYS--6
  BYTYT--1
               13.4
                      BABY TOY LOOP - Train, Whistle
CHILDREN
               19.2
                      CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
  CHSCI--2
               50.6
                      CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
  CHSCI--4
               17.8
  CHSCI--6
                      CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
  CHSCI--8
               50.8
                      CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
               19.1
                      CHILDREN LOOP - Playing in Schoolyard (Mono)
  CHSCO--2
  CHSCO--4
               52.1
                      CHILDREN LOOP - Playing in Schoolyard (Mono)
CLICK
  HHLTS--2
                 0.5
                      LIGHT SWITCH - Rotary Dimmer (100 kHz)
                 0.2
                      LIGHT SWITCH - Wall Switch (100 kHz)
  HHLTS--4
                0.2
                      LIGHT SWITCH - Wall Switch (100 kHz)
  HHLTS--6
  HHLTS--8
                0.2
                      LIGHT SWITCH - Wall Switch (100 kHz)
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```
CLICK (con't)
                       LIGHT SWITCH - Lamp (100 kHz)
                  0.2
    HHLTS-10
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-12
                  0.3
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-14
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-16
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
                  0.2
    HHLTS-18
    HHLTS-20
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-22
                  0.6
                       LIGHT SWITCH - Pull Chain (100 kHz)
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-24
                  0.1
                       FINGER SNAP - Single (100 kHz)
    HUSNP--2
                       FINGER SNAP - Single (100 kHz)
                  0.1
    HUSNP--4
K CLOCK: GRANDFATHER
                       CLOCK, GRANDFATHER - Winchester, Quarter Past the Hour
    CLGDF--1
                 11.5
                 17.4
                       CLOCK, GRANDFATHER - Winchester, Half Past the Hour
    CLGDF--2
                       CLOCK, GRANDFATHER - Winchester, Quarter to the Hour
                 20.3
    CLGDF-3
                       CLOCK, GRANDFATHER - Winchester, Top of the Hour
    CLGDF--4
                 18.8
                       CLOCK, GRANDFATHER - Whittington, Quarter Past the Hour
    CLGDF--5
                 13.0
                 17.1
                       CLOCK, GRANDFATHER - Whittington, Half Past the Hour
    CLGDF--6
    CLGDF--7
                 19.7
                       CLOCK, GRANDFATHER - Whittington, Quarter to the Hour
                 19.8
                       CLOCK, GRANDFATHER - Whittington, Top of the Hour
    CLGDF--8
                  2.1
                       CLOCK, GRANDFATHER - Single Bong
    CLGDF--9
    CLGDF-10
                 10.4
                       CLOCK, GRANDFATHER - Final Single Bong
 COMEDY:MISC
    CYBNG--1
                  1.2
                       BOING - Spring Door Stop
                  1.2
                       BOING - Spring Door Stop (100 kHz)
    CYBNG--2
    CYNSM--1
                  2.2
                       NOISEMAKER - Metallic Spinner
                       NOISEMAKER - Metallic Spinner (100 kHz)
    CYNSM-2
                  2.3
                  2.0
                       HORN, PARTY - Single Blow (100 kHz)
    HNPTY--2
 COMEDY:WHISTLE
                       WHISTLE, COMEDY - Short Blow (100 kHz)
    WSCOM--2
                  1.7
    WSCOM--4
                  2.3
                       WHISTLE, COMEDY - Short Blow (100 kHz)
                       WHISTLE, SLIDE - Slide Down (100 kHz)
    WSSLD--2
                  1.6
                       WHISTLE, SLIDE - Slide Down (100 kHz)
    WSSLD--4
                  0.5
                       WHISTLE, SLIDE - Slide Up (100 kHz)
    WSSLD--8
                  0.6
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COMPRESSOR
                       COMPRESSOR LOOP - Air Compressor, Start, Run
    CNCOM--1
                 4.2
    CNCOM--2
                  6.9
                       COMPRESSOR LOOP - Air Compressor, Start, Run
    CNCOM--3
                  5.6
                       COMPRESSOR, AIR - Running, Stop
 CONSTRUCTION
    CNSIT--2
                       CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)
                18.3
    CNSIT--4
                       CONSTRUCTION SITE LOOP - Machinery, Hammering (Mono)
                50.9
X CONSTRUCTION: EQUIPMENT
    CNCOM--1
                 4.2
                       COMPRESSOR LOOP - Air Compressor, Start, Run
    CNCOM--2
                       COMPRESSOR LOOP - Air Compressor, Start, Run
                 6.9
    CNCOM--3
                  5.6
                       COMPRESSOR, AIR - Running, Stop
 CONVEYOR:HAY
    FMCNV--1
                10.0
                       CONVEYOR LOOP - Hay Conveyor, Start, Run
 CRASH
    GLSMH--2
                 0.9
                       GLASS SMASH - Automotive Headlight (100 kHz)
    GLSMH--3
                  1.3
                       GLASS SMASH - Automotive Headlight (Mono)
    GLSMH--4
                       GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
                  0.9
    GLSMH--6
                  1.4
                       GLASS SMASH - Automotive Headlight (100 kHz)
    GLSMH--7
                  1.7
                       GLASS SMASH - Automotive Headlight (Mono)
    GLSMH--8
                  1.4
                       GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
    GLSMH-10
                  1.4
                       GLASS SMASH - Automotive Window (100 kHz)
    GLSMH-11
                  1.2
                       GLASS SMASH - Automotive Window (Mono)
    GLSMH-12
                  1.4
                       GLASS SMASH - Automotive Window (Mono - 100 kHz)
    MTHIT-2
                 0.5
                       METAL HIT - Hammer Automotive Bumper (100 kHz)
                       METAL HIT - Hammer Automotive Bumper (Mono)
    MTHIT--3
                  0.4
    MTHIT--4
                  0.5
                       METAL HIT - Hammer Automotive Bumper (Mono - 100 kHz)
                  1.2
                       METAL HIT - Hammer Automotive Body Panel (100 kHz)
    MTHIT--6
    MTHIT--7
                  1.1
                       METAL HIT - Hammer Automotive Body Panel (Mono)
                  1.2
                       METAL HIT - Hammer Automotive Body Panel (Mono - 100 kHz)
    MTHIT--8
CRICKETS
    BGRUR--2
                  7.3
                       B/G LOOP, RURAL - Night-time, Crickets (Mono)
                17.0
                       B/G LOOP, RURAL - Night-time, Crickets (Mono)
    BGRUR--4
    BGRUR--6
                60.2
                       B/G LOOP, RURAL - Night-time, Crickets (Mono)
                       B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
    BGRUR--8
                 8.3
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CRICKETS (con't)
   BGRUR-10
               18.0
                      B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
   BGRUR-12
               54.8
                      B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
*CROWD:INDOOR
   CHSCI--2
               19.2
                      CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
   CHSCI--4
                      CHILDREN LOOP - Kindergarten, Playing in Classroom (Mono)
               50.6
   CHSCI--6
                      CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
               17.8
   CHSCI--8
               50.8
                      CHILDREN LOOP - Kindergarten, Playing in Gymnasium (Mono)
   RRBRM--2
               13.1
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRM--4
               33.3
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRM--6
               60.0
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRM--8
               16.5
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRM-10
               32.8
   RRBRM-12
               57.6
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRS--2
               12.7
                      BAR ATMOSPHERE LOOP - Small Crowd (Mono)
   RRBRS--4
               36.0
                      BAR ATMOSPHERE LOOP - Small Crowd (Mono)
   RRBRS--6
               61.7
                      BAR ATMOSPHERE LOOP - Small Crowd (Mono)
   RRFFS--2
               14.5
                      RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
   RRFFS--4
               29.2
                      RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
   RRFFS--6
               60.9
                      RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
   RRLRG--2
               16.9
                      RESTAURANT LOOP - Large Crowd (Mono)
   RRLRG--4
               32.9
                      RESTAURANT LOOP - Large Crowd (Mono)
   RRLRG--6
               59.5
                      RESTAURANT LOOP - Large Crowd (Mono)
   RRMED--2
               14.7
                      RESTAURANT LOOP - Medium Crowd (Mono)
   RRMED--4
               34.2
                      RESTAURANT LOOP - Medium Crowd (Mono)
   RRMED--6
               56.2
                      RESTAURANT LOOP - Medium Crowd (Mono)
               19.3
                      SHOPPING MALL LOOP - Small Mall Ambience (Mono)
   STMAL--2
   STMAL--4
               50.0
                      SHOPPING MALL LOOP - Small Mall Ambience (Mono)
   STMAL--6
               19.8
                      SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
               51.3
                      SHOPPING MALL LOOP - Medium Mall Ambience (Mono)
   STMAL--8
               21.5
                      SHOPPING MALL LOOP - Large Mall Ambience (Mono)
   STMAL-10
   STMAL-12
               58.8
                      SHOPPING MALL LOOP - Large Mall Ambience (Mono)
CROWD:OUTDOOR
   CHSCO--2
               19.1
                      CHILDREN LOOP - Playing in Schoolyard (Mono)
   CHSCO--4
               52.1
                      CHILDREN LOOP - Playing in Schoolyard (Mono)
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```
CUPBOARD
   DRCBC--2
                 1.3
                      DOOR, CUPBOARD - Close (100 kHz)
                 1.4
                      DOOR, CUPBOARD - Close (100 kHz)
   DRCBC--4
                 1.4
                      DOOR, CUPBOARD - Open (100 kHz)
   DRCBO--2
                 1.0
                      DOOR, CUPBOARD - Open (100 kHz)
    DRCBO--4
* DEHUMIDIFIER
   EADHM--1
                 5.0
                      DEHUMIDIFIER LOOP - Start, Fan Running
                      DEHUMIDIFIER LOOP - Fan Running
   EADHM--2
                 1.6
                 5.1
                      DEHUMIDIFIER LOOP - Fan Running, Condensor Starts
   EADHM--3
                 2.4
   EADHM--4
                      DEHUMIDIFIER LOOP - Condensor Running
 DOOR
                      DOOR, CUPBOARD - Close (100 kHz)
   DRCBC--2
                 1.3
                 1.4
                      DOOR, CUPBOARD - Close (100 kHz)
   DRCBC--4
                 1.4
                      DOOR, CUPBOARD - Open (100 kHz)
   DRCBO--2
   DRCBO--4
                 1.0
                      DOOR, CUPBOARD - Open (100 kHz)
   DRWDC-2
                 0.9
                      DOOR, WOOD - Close (100 kHz)
                 0.9
                      DOOR, WOOD - Close (100 kHz)
   DRWDC--4
                 0.9
                      DOOR, WOOD - Close (100 kHz)
    DRWDC--6
    DRWDC--8
                 1.0
                      DOOR, WOOD - Close (100 kHz)
                 0.5
                      DOOR, WOOD - Close (100 kHz)
    DRWDC-10
                 0.4
                      DOOR, WOOD - Slam (100 kHz)
    DRWDC-12
                 0.6
                      DOOR, WOOD - Close (100 kHz)
    DRWDC-14
    DRWDC-16
                 0.5
                      DOOR, WOOD - Slam (100 kHz)
    DRWDC-18
                 0.8
                      DOOR, WOOD - Close (100 kHz)
                 0.4
                      DOOR, WOOD - Close (100 kHz)
    DRWDC-20
    DRWDC-22
                 0.6
                      DOOR, WOOD - Close (100 kHz)
                 0.5
                      DOOR, WOOD - Close (100 kHz)
    DRWDC-24
                 4.0
                      DOOR, WOOD - Squeak Open (100 kHz)
    DRWDO--2
                 0.9
                      DOOR, WOOD - Open (100 kHz)
    DRWDO--4
                      DOOR, WOOD - Open, Slight Squeak (100 kHz)
    DRWDO--6
                 1.0
    DRWDO--8
                 1.2
                      DOOR, WOOD - Open (100 kHz)
                 0.6
                      DOOR, WOOD - Open (100 kHz)
    DRWDO-10
ELEVATOR:HAY
                      ELEVATOR LOOP - Hay Elevator, Start, Run
    FMELV--1
                 9.5
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EXPLOSION
  EXLRG--2
                4.7
                      EXPLOSION - Large Blast (100 kHz)
  EXLRG-4
                3.6
                      EXPLOSION - Large Blast (100 kHz)
  EXMED--2
                4.0
                      EXPLOSION - Medium Blast (100 kHz)
  EXMED--4
                9.7
                      EXPLOSION - Medium Blast (100 kHz)
                      EXPLOSION - Small Blast (100 kHz)
  EXSML--2
                3.1
  FRWRK--1
                1.4
                      FIREWORKS - One Small Explosion
  FRWRK--2
                1.4
                      FIREWORKS - One Small Explosion (100 kHz)
                      FIREWORKS - One Medium Explosion
  FRWRK--3
                1.6
  FRWRK--4
                1.6
                      FIREWORKS - One Medium Explosion (100 kHz)
                     FIREWORKS - One Large Explosion
  FRWRK--5
                1.7
                     FIREWORKS - One Large Explosion (100 kHz)
  FRWRK--6
                1.6
  FRWRK--7
                5.9
                     FIREWORKS - Several Medium Explosions
                5.9
                     FIREWORKS - Several Medium Explosions (100 kHz)
  FRWRK--8
                     FIREWORKS - Several Large Explosions
  FRWRK--9
               16.9
                     FIREWORKS - Several Large Explosions (100 kHz)
               17.6
  FRWRK-10
  FRWRK-11
                1.5
                     FIREWORKS - Single Launch From Ground
                1.5
                     FIREWORKS - Single Launch From Ground (100 kHz)
  FRWRK-12
EXPLOSION:SPACE
  SPEXP-1
                     SPACE EXPLOSION - Single Blast
                2.9
                6.5
                     SPACE EXPLOSION - Single Blast
  SPEXP--2
  SPEXP--3
                9.0
                     SPACE EXPLOSION - Several Blasts
FAN
  FNEXH--1
                3.7
                     EXHAUST FAN LOOP - Running
FARM:MISC
  CNCOM--1
                4.2
                     COMPRESSOR LOOP - Air Compressor, Start, Run
                6.9
                     COMPRESSOR LOOP - Air Compressor, Start, Run
  CNCOM--2
                5.6
                     COMPRESSOR, AIR - Running, Stop
  CNCOM--3
  FMCNV--1
               10.0
                     CONVEYOR LOOP - Hay Conveyor, Start, Run
                9.5
                     ELEVATOR LOOP - Hay Elevator, Start, Run
  FMELV--1
  FMMLK--1
               10.0
                     MILK TANK LOOP - Milk Being Stirred in Large Tank
FARM:TRACTOR
  TTAWA--1
               19.5
                     TRACTOR AWAY - Pull Away, Ford 5610
  TTAWA--2
               18.5
                     TRACTOR AWAY - Pull Away, Ford 5610 (Mono)
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FARM:TRACTOR (con't)
  TTIDL--1
                3.0
                     TRACTOR IDLE LOOP - Ford 5610
  TTIDL--2
                3.0
                      TRACTOR IDLE LOOP - Ford 5610 (Mono)
  TTPBF--1
               15.2
                      TRACTOR PASS BY, FAST - Ford 5610
  TTPBF--2
               12.0
                     TRACTOR PASS BY, FAST - Ford 5610 (Mono)
                     TRACTOR PASS BY, SLOW - Ford 5610
  TTPBS--1
               20.0
  TTPBS--2
               19.6
                     TRACTOR PASS BY, SLOW - Ford 5610 (Mono)
  TTPUP-1
               17.0
                     TRACTOR PULL UP - Shut Off, Ford 5610
               14.7
  TTPUP--2
                      TRACTOR PULL UP - Shut Off, Ford 5610 (Mono)
  TTSTP--1
                2.6
                     TRACTOR SHUT OFF - Ford 5610
  TTSTP--2
                2.6
                     TRACTOR SHUT OFF - Ford 5610 (Mono)
                4.7
                     TRACTOR START LOOP - Start & Idle, Ford 5610
  TTSTR--1
                     TRACTOR START LOOP - Start & Idle, Ford 5610 (Mono)
  TTSTR--2
                4.7
FART
  HUFTL--1
                0.3
                      FART - Large
  HUFTL--2
                0.3
                      FART - Large (100 kHz)
  HUFTL--3
                0.4
                      FART - Large
  HUFTL--4
                0.4
                     FART - Large (100 kHz)
  HUFTM--1
                0.5
                     FART - Medium
  HUFTM--2
                0.5
                      FART - Medium (100 kHz)
  HUFTM--3
                0.5
                      FART - Medium
  HUFTM--4
                0.5
                      FART - Medium (100 kHz)
  HUFTM--5
                0.4
                     FART - Medium
                0.4
                     FART - Medium (100 kHz)
  HUFTM--6
  HUFTM-7
                0.5
                     FART - Medium
  HUFTM--8
                0.5
                     FART - Medium (100 kHz)
  HUFTS--1
                0.4
                      FART - Small
  HUFTS--2
                0.3
                     FART - Small (100 kHz)
  HUFTS--3
                0.3
                      FART - Small
  HUFTS--4
                0.3
                      FART - Small (100 kHz)
  HUFTS--5
                0.3
                      FART - Small
  HUFTS--6
                0.3
                      FART - Small (100 kHz)
  HUFTS--7
                0.4
                      FART - Small
  HUFTS--8
                0.3
                      FART - Small (100 kHz)
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FIRE
   FRPLC-2
                 8.1
                       FIRE, FIREPLACE - Crackling (Mono)
   FRPLC--4
                18.4
                       FIRE, FIREPLACE - Crackling & Popping (Mono)
FIRE:ALARM
   AAFIR--2
                 4.0
                       ALARM LOOP - Fire Alarm, Bell (Mono)
 FIREARMS
   GNCOC--2
                 0.5
                       GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
   GNCOC-4
                 0.8
                       GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
                       GUNSHOT - 12 Gauge Shotgun, Single Shot (100 kHz)
   GS12G--2
                 0.7
   GS22C--2
                 0.3
                       GUNSHOT - 22 Calibre, Single Shot (100 kHz)
   GS22C--4
                 0.4
                       GUNSHOT - 22 Calibre with Silencer, Single Shot (100 kHz)
   GS38C--2
                       GUNSHOT - 38 Calibre Revolver, Single Shot (100 kHz)
                 0.5
   GS45C--2
                 0.5
                       GUNSHOT - 45 Calibre Machine Gun, One Shot (100 kHz)
   GS45C--4
                 1.0
                       GUNSHOT - 45 Calibre Machine Gun, Two Shots (100 kHz)
   GS45C--6
                 6.0
                       GUNSHOT - 45 Calibre Machine Gun, Medium Burst (100 kHz)
   GS45C--8
                13.3
                       GUNSHOT - 45 Calibre Machine Gun, Long Burst (100 kHz)
 FIREWORKS
   FRWRK--1
                 1.4
                       FIREWORKS - One Small Explosion
                       FIREWORKS - One Small Explosion (100 kHz)
   FRWRK--2
                 1.4
   FRWRK--3
                 1.6
                       FIREWORKS - One Medium Explosion
   FRWRK--4
                 1.6
                       FIREWORKS - One Medium Explosion (100 kHz)
   FRWRK--5
                 1.7
                       FIREWORKS - One Large Explosion
   FRWRK--6
                 1.6
                       FIREWORKS - One Large Explosion (100 kHz)
   FRWRK--7
                 5.9
                       FIREWORKS - Several Medium Explosions
   FRWRK--8
                 5.9
                       FIREWORKS - Several Medium Explosions (100 kHz)
   FRWRK--9
                16.9
                       FIREWORKS - Several Large Explosions
                17.6
                       FIREWORKS - Several Large Explosions (100 kHz)
   FRWRK-10
   FRWRK-11
                 1.5
                       FIREWORKS - Single Launch From Ground
                       FIREWORKS - Single Launch From Ground (100 kHz)
                 1.5
   FRWRK-12
 FOOD:PREP
                15.1
   EABLN--2
                       BLENDER - Start, Run, Stop, Dry Ingredients
                15.1
                       BLENDER - Start, Run, Stop, Liquid Ingredients
   EABLN--4
   EAFDP--2
                15.2
                       FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
   EAOVN-11
                 0.3
                       OVEN, MICROWAVE - Beep (100 kHz)
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FOOD:PREP (con't)
                       CAN, SOFT DRINK - Open (100 kHz)
   FDCAN--4
                 0.6
                 0.2
                       CAN, SOFT DRINK - Open (100 kHz)
   FDCAN--6
* FOOD PROCESSOR
                15.2
                       FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
   EAFDP--2
 FOOTBALL
                       FOOTBALL - Kick Ball
   FBKIK--1
                 0.2
                 0.3
                       FOOTBALL - Kick Ball
   FBKIK--2
                 0.5
                       FOOTBALL - Punt Ball
   FBPNT-1
                       FOOTBALL - Punt Ball
    FBPNT-2
                 0.3
 GENERATING STATION
                 3.1
                       GENERATING STATION LOOP - Generator Running
   INGEN--1
                 4.3
                       GENERATING STATION LOOP - Turbine Running
   INGEN--2
                 4.4
                       GENERATING STATION LOOP - Water Pumps Running
   INGEN-3
 GLASS
   GLSMH-2
                 0.9
                       GLASS SMASH - Automotive Headlight (100 kHz)
   GLSMH--3
                 1.3
                       GLASS SMASH - Automotive Headlight (Mono)
   GLSMH--4
                 0.9
                       GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
                       GLASS SMASH - Automotive Headlight (100 kHz)
   GLSMH--6
                 1.4
    GLSMH--7
                 1.7
                       GLASS SMASH - Automotive Headlight (Mono)
                 1.4
                       GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
   GLSMH--8
                 1.4
                       GLASS SMASH - Automotive Window (100 kHz)
    GLSMH-10
    GLSMH-11
                 1.2
                       GLASS SMASH - Automotive Window (Mono)
    GLSMH-12
                 1.4
                       GLASS SMASH - Automotive Window (Mono - 100 kHz)
 GULP
                 0.3
                       SWALLOW LIQUID - Single Gulp (100 kHz)
   HUSWL-2
                       SWALLOW LIQUID - Single Gulp (100 kHz)
                 0.3
    HUSWL--4
∀GUN:MACHINE GUN
                 0.5
                       GUNSHOT - 45 Calibre Machine Gun, One Shot (100 kHz)
    GS45C--2
    GS45C--4
                 1.0
                       GUNSHOT - 45 Calibre Machine Gun, Two Shots (100 kHz)
                       GUNSHOT - 45 Calibre Machine Gun, Medium Burst (100 kHz)
    GS45C--6
                 6.0
    GS45C--8
                13.3
                       GUNSHOT - 45 Calibre Machine Gun, Long Burst (100 kHz)
GUN:REVOLVER
```

GUNSHOT - 22 Calibre, Single Shot (100 kHz)

0.3

GS22C--2

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GUN:REVOLVER (con't)
   GS22C--4
                 0.4
                      GUNSHOT - 22 Calibre with Silencer, Single Shot (100 kHz)
                      GUNSHOT - 38 Calibre Revolver, Single Shot (100 kHz)
   GS38C--2
                 0.5
GUN:SHOTGUN
                 0.5
                      GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
   GNCOC--2
   GNCOC--4
                 8.0
                      GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
                      GUNSHOT - 12 Gauge Shotgun, Single Shot (100 kHz)
                 0.7
   GS12G--2
GUN:SPACE
   SPGUN-1
                 1.4
                      SPACE GUN - Single Shot
   SPGUN--2
                 0.8
                      SPACE GUN - Machine Gun
HAIR DRYER
                      HAIR DRYER - Start, Run, Stop
   EAHRD--1
                15.1
HELICOPTER
   HLAPP-2
               25.0
                      HELICOPTER APPROACH LOOP - Hover, Aerospatiale (Mono)
                      HELICOPTER IDLE LOOP - Fast Idle, Aerospatiale (Mono)
               14.0
   HLFID--2
   HLFID--3
                 5.7
                      HELICOPTER IDLE LOOP - Fast Idle, Robinson R-22
                      HELICOPTER IDLE LOOP - Fast Idle, Robinson R-22 (Mono)
   HLFID--4
                 5.7
   HLFLT--1
               10.8
                      HELICOPTER FLIGHT LOOP - Interior, Robinson R-22
                      HELICOPTER FLIGHT LOOP - Interior, Robinson R-22 (Mono)
   HLFLT--2
               10.8
                      HELICOPTER HOVER LOOP - Aerospatiale (Mono)
   HLHOV--2
                 5.0
               10.7
                      HELICOPTER HOVER LOOP - Robinson R-22
   HLHOV--3
                      HELICOPTER HOVER LOOP - Robinson R-22 (Mono)
   HLHOV--4
               10.7
   HLIDI--1
                 3.2
                      HELICOPTER IDLE LOOP - Interior, Robinson R-22
   HLIDI--2
                 3.1
                      HELICOPTER IDLE LOOP - Interior, Robinson R-22 (Mono)
   HLIDL--2
                 9.3
                      HELICOPTER IDLE LOOP - Aerospatiale (Mono)
                      HELICOPTER IDLE LOOP - Robinson R-22
   HLIDL--3
                 5.1
                      HELICOPTER IDLE LOOP - Robinson R-22 (Mono)
                 5.1
   HLIDL--4
                      HELICOPTER IDLE LOOP - Hughes 500E
   HLIDL--5
                 9.4
                      HELICOPTER IDLE LOOP - Hughes 500E (Mono)
   HLIDL--6
                 9.4
   HLIDL--7
                 8.5
                      HELICOPTER IDLE LOOP - Bell Ranger
                 8.8
                      HELICOPTER IDLE LOOP - Bell Ranger (Mono)
   HLIDL--8
   HLLDI--1
               20.3
                      HELICOPTER LAND LOOP - Idle, Interior, Robinson R-22
                      HELICOPTER LAND LOOP - Idle, Interior, Robinson R-22 (Mono)
   HLLDI--2
               20.3
               21.2
                      HELICOPTER LAND LOOP - Land & Idle, Aerospatiale (Mono)
   HLLND--2
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HELICOPTER (con't)
  HLLND-3
              22.1
                     HELICOPTER LAND LOOP - Land & Idle, Robinson R-22
                     HELICOPTER LAND LOOP - Land & Idle, Robinson R-22 (Mono)
  HLLND--4
              22.1
  HLLND--5
              33.0
                     HELICOPTER LAND LOOP - Land & Idle, Bell Ranger
  HLLND--6
              29.4
                     HELICOPTER LAND LOOP - Land & Idle, Bell Ranger (Mono)
              28.2
                     HELICOPTER SHUT OFF - Aerospatiale (Mono)
  HLOFF--2
              23.0
                     HELICOPTER SHUT OFF - Robinson R-22
  HLOFF--3
              23.0
  HLOFF--4
                     HELICOPTER SHUT OFF - Robinson R-22 (Mono)
  HLOFI--1
              38.9
                     HELICOPTER SHUT OFF - Interior, Robinson R-22
  HLOFI-2
              38.9
                     HELICOPTER SHUT OFF - Interior, Robinson R-22 (Mono)
              11.7
                     HELICOPTER PASS BY, FAST - Robinson R-22
  HLPBF--1
              14.3
                     HELICOPTER PASS BY, FAST - Robinson R-22 (Mono)
  HLPBF--2
               9.2
                     HELICOPTER PASS BY, FAST - Hughes 500E
  HLPBF--3
                     HELICOPTER PASS BY, FAST - Hughes 500E (Mono)
  HLPBF--4
               9.1
  HLPBM--1
              16.4
                     HELICOPTER PASS BY, MEDIUM - Robinson R-22
              15.7
                     HELICOPTER PASS BY, MEDIUM - Robinson R-22 (Mono)
  HLPBM--2
                     HELICOPTER PASS BY, MEDIUM - Army
  HLPBM--3
              28.2
              28.3
                     HELICOPTER PASS BY, MEDIUM - Army (Mono)
  HLPBM--4
              25.8
                     HELICOPTER PASS BY, SLOW - Robinson R-22
  HLPBS--1
                     HELICOPTER PASS BY, SLOW - Robinson R-22 (Mono)
  HLPBS--2
              26.7
  HLPBS--3
              23.2
                     HELICOPTER PASS BY, SLOW - Army
  HLPBS--4
              24.2
                     HELICOPTER PASS BY, SLOW - Army (Mono)
  HLPBS--5
              25.2
                     HELICOPTER PASS BY, SLOW - Chinook
                     HELICOPTER PASS BY, SLOW - Chinook (Mono)
  HLPBS--6
              23.6
               8.5
                     HELICOPTER START LOOP - Idle, Interior, Robinson R-22
  HLSTI--1
  HLSTI--2
               8.4
                     HELICOPTER START LOOP - Idle, Interior, Robinson R-22 (Mono)
              34.7
                     HELICOPTER START LOOP - Start & Idle, Aerospatiale (Mono)
  HLSTR--2
  HLSTR-3
              33.4
                     HELICOPTER START LOOP - Start & Idle, Robinson R-22
                     HELICOPTER START LOOP - Start & Idle, Robinson R-22 (Mono)
  HLSTR--4
              33.4
              38.1
                     HELICOPTER TAKE OFF - Aerospatiale (Mono)
  HLTOF--2
                     HELICOPTER TAKE OFF - Robinson R-22
  HLTOF--3
              30.9
              28.7
                     HELICOPTER TAKE OFF - Robinson R-22 (Mono)
  HLTOF--4
  HLTOF-5
              19.3
                     HELICOPTER TAKE OFF - Hughes 500E
  HLTOF--6
              15.5
                     HELICOPTER TAKE OFF - Hughes 500E (Mono)
  HLTOF--7
              21.5
                     HELICOPTER TAKE OFF - Bell Ranger
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HELICOPTER (con't)
    HLTOF--8
                       HELICOPTER TAKE OFF - Bell Ranger (Mono)
                21.2
    HLTOI--1
                       HELICOPTER TAKE OFF LOOP - Interior, Robinson R-22
                20.5
    HLTOI-2
                20.5
                       HELICOPTER TAKE OFF LOOP - Interior, Robinson R-22 (Mono)
HORN:BOAT
    BTHRN-2
                 1.5
                       BOAT HORN - Tug Boat, Single Blast (100 kHz)
                       BOAT HORN - Tug Boat, Single Blast (Mono)
    BTHRN-3
                 1.8
    BTHRN--4
                 1.5
                       BOAT HORN - Tug Boat, Single Blast (Mono - 100 kHz)
 HORN:PARTY
    HNPTY--2
                 2.0
                       HORN, PARTY - Single Blow (100 kHz)
 HORSE:RACE
    HRRAC--1
                 6.2
                       HORSE RACE - Call To Track, Bugle
 HORSESHOES
   HRSHO--1
                 0.5
                       HORSESHOE PIT - Horseshoe Hitting Stake
   HRSHO-2
                       HORSESHOE PIT - Horseshoe Hitting Stake
                 0.5
   HRSHO--3
                 0.6
                       HORSESHOE PIT - Horseshoe Hitting Stake
 HOUSEHOLD:LIGHT
   HHLTS--2
                 0.5
                       LIGHT SWITCH - Rotary Dimmer (100 kHz)
   HHLTS-4
                 0.2
                      LIGHT SWITCH - Wall Switch (100 kHz)
   HHLTS--6
                       LIGHT SWITCH - Wall Switch (100 kHz)
                 0.2
   HHLTS--8
                 0.2
                      LIGHT SWITCH - Wall Switch (100 kHz)
   HHLTS-10
                      LIGHT SWITCH - Lamp (100 kHz)
                 0.2
   HHLTS-12
                 0.3
                      LIGHT SWITCH - Lamp (100 kHz)
                 0.2
                      LIGHT SWITCH - Lamp (100 kHz)
   HHLTS-14
   HHLTS-16
                 0.2
                      LIGHT SWITCH - Lamp (100 kHz)
                      LIGHT SWITCH - Lamp (100 kHz)
   HHLTS-18
                 0.2
                      LIGHT SWITCH - Lamp (100 kHz)
   HHLTS-20
                 0.2
   HHLTS-22
                 0.6
                      LIGHT SWITCH - Pull Chain (100 kHz)
   HHLTS-24
                      LIGHT SWITCH - Lamp (100 kHz)
                 0.2
HOUSEHOLD:MISC
   EADHM--1
                 5.0
                      DEHUMIDIFIER LOOP - Start, Fan Running
   EADHM--2
                 1.6
                      DEHUMIDIFIER LOOP - Fan Running
                 5.1
                      DEHUMIDIFIER LOOP - Fan Running, Condensor Starts
   EADHM-3
                      DEHUMIDIFIER LOOP - Condensor Running
   EADHM--4
                 2.4
   FDCAN--4
                 0.6
                      CAN, SOFT DRINK - Open (100 kHz)
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HOUSEHOLD:MISC (con't)
   FDCAN--6
                 0.2
                       CAN, SOFT DRINK - Open (100 kHz)
                       EXHAUST FAN LOOP - Running
   FNEXH--1
                 3.7
WHUMAN:BELCH
                 0.5
   HUBPL--1
                       BURP - Large
   HUBPL--2
                 1.4
                       BURP - Large (100 kHz)
   HUBPL--3
                 0.7
                       BURP - Large
   HUBPL--4
                 0.7
                       BURP - Large (100 kHz)
                 0.9
   HUBPL--5
                       BURP - Large
   HUBPL--6
                 0.9
                       BURP - Large (100 kHz)
   HUBPL--7
                 1.3
                       BURP - Large
   HUBPL--8
                 1.3
                       BURP - Large (100 kHz)
   HUBPM--1
                 0.4
                       BURP - Medium
   HUBPM-2
                 0.3
                       BURP - Medium (100 kHz)
   HUBPM--3
                 0.5
                       BURP - Medium
   HUBPM--4
                 0.4
                       BURP - Medium (100 kHz)
                 0.5
   HUBPM--5
                       BURP - Medium
   HUBPM--6
                 0.5
                       BURP - Medium (100 kHz)
   HUBPS--1
                 0.2
                       BURP - Small
                 0.2
   HUBPS--2
                       BURP - Small (100 kHz)
   HUBPS--3
                 0.3
                       BURP - Small
                 0.2
   HUBPS--4
                       BURP - Small (100 kHz)
   HUBPS--5
                 0.2
                       BURP - Small
   HUBPS--6
                 0.2
                       BURP - Small (100 kHz)
HUMAN:FART
   HUFTL--1
                 0.3
                       FART - Large
   HUFTL--2
                 0.3
                       FART - Large (100 kHz)
   HUFTL--3
                 0.4
                       FART - Large
   HUFTL--4
                 0.4
                       FART - Large (100 kHz)
   HUFTM--1
                 0.5
                       FART - Medium
   HUFTM--2
                 0.5
                       FART - Medium (100 kHz)
   HUFTM--3
                 0.5
                       FART - Medium
   HUFTM--4
                 0.5
                       FART - Medium (100 kHz)
   HUFTM--5
                 0.4
                       FART - Medium
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HUMAN:FART (con't)
    HUFTM--6
                       FART - Medium (100 kHz)
                  0.4
    HUFTM--7
                  0.5
                       FART - Medium
    HUFTM--8
                       FART - Medium (100 kHz)
                  0.5
    HUFTS--1
                  0.4
                       FART - Small
    HUFTS--2
                       FART - Small (100 kHz)
                  0.3
    HUFTS--3
                  0.3
                       FART - Small
    HUFTS--4
                  0.3
                       FART - Small (100 kHz)
    HUFTS--5
                  0.3
                       FART - Small
    HUFTS--6
                       FART - Small (100 kHz)
                  0.3
    HUFTS--7
                  0.4
                       FART - Small
                       FART - Small (100 kHz)
    HUFTS--8
                  0.3
HUMAN:MISC
                       FINGER SNAP - Single (100 kHz)
    HUSNP--2
                  0.1
    HUSNP--4
                  0.1
                       FINGER SNAP - Single (100 kHz)
                       SNEEZE - Female (100 kHz)
    HUSNZ--2
                  0.9
                       SWALLOW LIQUID - Single Gulp (100 kHz)
    HUSWL--2
                  0.3
                       SWALLOW LIQUID - Single Gulp (100 kHz)
    HUSWL--4
                  0.3
 HUMAN: VOICE
                       SCREAM - Terrified Female (100 kHz)
    HUSCR--2
                  1.6
                  2.2
                       SCREAM - Terrified Female (100 kHz)
    HUSCR--4
    HUSCR--6
                  1.8
                       SCREAM - Terrified Male (100 kHz)
                       SCREAM - Terrified Male (100 kHz)
                  1.5
    HUSCR--8
 INDUSTRY
                  7.6
                       BOTTLING PLANT LOOP - General Ambience
    INBTL--1
    INBTL--2
                  4.2
                       BOTTLING PLANT LOOP - Bottle Cap Machine
                  6.1
                       BOTTLING PLANT LOOP - Bottles on Conveyor Belt
    INBTL--3
                  6.5
                       BOTTLING PLANT LOOP - Bottles Loaded Into Cases
    INBTL--4
    INGEN--1
                  3.1
                       GENERATING STATION LOOP - Generator Running
                       GENERATING STATION LOOP - Turbine Running
    INGEN--2
                  4.3
    INGEN--3
                  4.4
                       GENERATING STATION LOOP - Water Pumps Running
    INLND--1
                  3.3
                       LAUNDROMAT LOOP - General Ambience
                       NEWSPAPER PRESS LOOP - Press Running
    INPAP--1
                  5.9
    INPAP--2
                  4.5
                       NEWSPAPER PRESS LOOP - Folder Running
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WJET
    JTFTR--2
                 12.6
                        JET, FIGHTER - CT-114 Tutor, Pass Overhead (Mono)
    JTFTR--4
                  6.5
                        JET, FIGHTER - F-16, Pass Overhead (Mono)
    JTFTR--6
                 17.5
                        JET. FIGHTER - F-16. Pass Overhead (Mono)
    JTPAS--2
                        JET, PASSENGER - Concorde, Pass Overhead (Mono)
                 12.1
    JTPLD--2
                 12.8
                        JET, PASSENGER - Land, Pass Overhead (Mono)
    JTPLD--4
                  9.5
                        JET, PASSENGER - Land, Pass Overhead (Mono)
    JTPLD--6
                 15.3
                        JET, PASSENGER - Land, Pass Overhead (Mono)
    JTPLD--8
                 18.3
                        JET, PASSENGER - Landing (Mono)
    JTPTO--2
                        JET, PASSENGER - Take Off, Pass Overhead (Mono)
                 18.7
    JTPTO--4
                 20.4
                        JET, PASSENGER - Take Off, Pass Overhead (Mono)
    JTPTO--6
                 25.1
                        JET, PASSENGER - Take Off, Pass Overhead (Mono)
    JTPTO--8
                 13.1
                        JET, PASSENGER - Take Off (Mono)
    JTPTO-10
                 14.1
                        JET, PASSENGER - Take Off (Mono)
    JTPTO-12
                 12.0
                        JET, PASSENGER - Take Off (Mono)
 LAUNDROMAT
    INLND--1
                  3.3
                       LAUNDROMAT LOOP - General Ambience
  MARINE
    WTBOT--2
                  7.9
                        WATER LOOP - Water Against Moving Boat (Mono)
                        WATER LOOP - Water Against Moving Boat (Mono)
    WTBOT--4
                 11.0
MARINE:HORN
    BTHRN--2
                  1.5
                        BOAT HORN - Tug Boat, Single Blast (100 kHz)
    BTHRN--3
                  1.8
                        BOAT HORN - Tug Boat, Single Blast (Mono)
    BTHRN--4
                  1.5
                        BOAT HORN - Tug Boat, Single Blast (Mono - 100 kHz)
  METAL
    MTHIT-2
                  0.5
                        METAL HIT - Hammer Automotive Bumper (100 kHz)
    MTHIT-3
                  0.4
                        METAL HIT - Hammer Automotive Bumper (Mono)
    MTHIT--4
                  0.5
                       METAL HIT - Hammer Automotive Bumper (Mono - 100 kHz)
    MTHIT-6
                  1.2
                        METAL HIT - Hammer Automotive Body Panel (100 kHz)
    MTHIT--7
                  1.1
                        METAL HIT - Hammer Automotive Body Panel (Mono)
    MTHIT--8
                  1.2
                       METAL HIT - Hammer Automotive Body Panel (Mono - 100 kHz)
  MILITARY
                       GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
    GNCOC--2
                  0.5
    GNCOC-4
                  8.0
                       GUN COCK - 12 Gauge Shotgun, Single Cock (100 kHz)
    GS12G--2
                        GUNSHOT - 12 Gauge Shotgun, Single Shot (100 kHz)
                  0.7
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4.32 Sound Ideas Sound Effects Library

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MILITARY (con't)
   GS22C--2
                  0.3
                       GUNSHOT - 22 Calibre, Single Shot (100 kHz)
                       GUNSHOT - 22 Calibre with Silencer, Single Shot (100 kHz)
   GS22C--4
                  0.4
   GS38C--2
                  0.5
                       GUNSHOT - 38 Calibre Revolver, Single Shot (100 kHz)
                       GUNSHOT - 45 Calibre Machine Gun, One Shot (100 kHz)
   GS45C--2
                  0.5
   GS45C--4
                  1.0
                       GUNSHOT - 45 Calibre Machine Gun, Two Shots (100 kHz)
                  6.0
                       GUNSHOT - 45 Calibre Machine Gun, Medium Burst (100 kHz)
   GS45C--6
   GS45C--8
                 13.3
                       GUNSHOT - 45 Calibre Machine Gun, Long Burst (100 kHz)
MILITARY: EXPLOSION
   EXLRG--2
                 4.7
                       EXPLOSION - Large Blast (100 kHz)
   EXLRG--4
                 3.6
                       EXPLOSION - Large Blast (100 kHz)
                       EXPLOSION - Medium Blast (100 kHz)
   EXMED-2
                 4.0
   EXMED--4
                 9.7
                       EXPLOSION - Medium Blast (100 kHz)
   EXSML--2
                 3.1
                       EXPLOSION - Small Blast (100 kHz)
<sup>™</sup>MIXER
                10.0
   FMMLK--1
                       MILK TANK LOOP - Milk Being Stirred in Large Tank
MOTOR:BOAT
   BTAWA--1
                14.9
                       BOAT AWAY - Drive Away From Dock, 9.9 Evinrude
   BTAWA--2
                14.9
                       BOAT AWAY - Drive Away From Dock, 9.9 Evinrude (Mono)
   BTAWA--4
                21.6
                       BOAT AWAY - Drive Away From Dock, 20 HP Johnson (Mono)
   BTAWA--5
                10.6
                       BOAT AWAY - Drive Away From Dock, 50 HP Evinrude
   BTAWA--6
                10.4
                       BOAT AWAY - Drive Away From Dock, 50 HP Evinrude (Mono)
   BTAWA--8
                 8.9
                       BOAT AWAY - Drive Away From Dock, 115 HP Evinrude (Mono)
                17.1
                       BOAT AWAY - Drive Away From Dock, 150 HP Mercury
   BTAWA--9
   BTAWA-10
                17.4
                       BOAT AWAY - Drive Away From Dock, 150 HP Mercury (Mono)
                 3.2
                       BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude
   BTDRV--1
                       BOAT DRIVE LOOP - Driving, On Board, 9.9 Evinrude (Mono)
   BTDRV--2
                 3.2
   BTDRV--4
                 2.6
                       BOAT DRIVE LOOP - Driving, On Board, 20 HP Johnson (Mono)
   BTDRV--5
                10.2
                       BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude
   BTDRV--6
                10.2
                       BOAT DRIVE LOOP - Driving, On Board, 50 HP Evinrude (Mono)
                 2.9
                       BOAT DRIVE LOOP - Driving, On Board, 115 HP Evinrude (Mono)
   BTDRV--8
   BTDRV--9
                 4.2
                       BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury
                 4.2
                       BOAT DRIVE LOOP - Driving, On Board, 150 HP Mercury (Mono)
   BTDRV-10
   BTHSP--1
                 3.5
                       BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude
                 3.5
   BTHSP--2
                       BOAT DRIVE LOOP - High Speed, On Board, 9.9 Evinrude (Mono)
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MOTOR:BOAT (con't)
  BTHSP--4
                     BOAT DRIVE LOOP - High Speed, On Board, 20 HP Johnson (Mono)
                     BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude
  BTHSP--5
                5.0
                     BOAT DRIVE LOOP - High Speed, On Board, 50 HP Evinrude (Mono)
  BTHSP--6
                5.0
  BTHSP--8
                8.3
                     BOAT DRIVE LOOP - High Speed, On Board, 115 HP Evinrude (Mono)
  BTHSP--9
                6.6
                     BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury
  BTHSP-10
                6.6
                     BOAT DRIVE LOOP - High Speed, On Board, 150 HP Mercury (Mono)
                5.3
                     BOAT DRIVE LOOP - High Speed, On Board, Chris Craft
  BTHSP-11
  BTHSP-12
                5.3
                     BOAT DRIVE LOOP - High Speed, On Board, Chris Craft (Mono)
  BTIDL--1
                2.1
                     BOAT IDLE LOOP - 9.9 Evinrude
  BTIDL--2
                2.1
                     BOAT IDLE LOOP - 9.9 Evinrude (Mono)
  BTIDL--4
                4.6
                     BOAT IDLE LOOP - 20 HP Johnson (Mono)
                     BOAT IDLE LOOP - 50 HP Evinrude
  BTIDL--5
                2.1
  BTIDL--6
                2.1
                     BOAT IDLE LOOP - 50 HP Evinrude (Mono)
  BTIDL--8
                1.6
                     BOAT IDLE LOOP - 115 HP Evinrude (Mono)
  BTIDL--9
                2.5
                     BOAT IDLE LOOP - 150 HP Mercury
  BTIDL-10
                2.0
                     BOAT IDLE LOOP - 150 HP Mercury (Mono)
  BTIDL-11
                6.4
                     BOAT IDLE LOOP - Chris Craft
  BTIDL-12
                6.4
                     BOAT IDLE LOOP - Chris Craft (Mono)
  BTIDL-13
                5.5
                     BOAT IDLE LOOP - Greavette
  BTIDL-14
                5.5
                     BOAT IDLE LOOP - Greavette (Mono)
  BTPBF--1
               12.1
                     BOAT PASS BY, FAST - 9.9 Evinrude
  BTPBF--2
               11.9
                     BOAT PASS BY, FAST - 9.9 Evinrude (Mono)
  BTPBF--4
                7.4
                     BOAT PASS BY, FAST - 20 HP Johnson (Mono)
  BTPBF--5
                9.1
                     BOAT PASS BY, FAST - 50 HP Evinrude
  BTPBF--6
                8.2
                      BOAT PASS BY, FAST - 50 HP Evinrude (Mono)
  BTPBF--8
               10.0
                      BOAT PASS BY, FAST - 115 HP Evinrude (Mono)
  BTPBF--9
               13.9
                      BOAT PASS BY, FAST - 150 HP Mercury
  BTPBF-10
               13.1
                      BOAT PASS BY, FAST - 150 HP Mercury (Mono)
  BTPBS--1
               16.4
                      BOAT PASS BY, SLOW - 9.9 Evinrude
  BTPBS--2
               16.7
                     BOAT PASS BY, SLOW - 9.9 Evinrude (Mono)
  BTPBS--4
               12.9
                      BOAT PASS BY, SLOW - 20 HP Johnson (Mono)
  BTPBS--5
               12.5
                      BOAT PASS BY, SLOW - 50 HP Evinrude
  BTPBS--6
               12.3
                      BOAT PASS BY, SLOW - 50 HP Evinrude (Mono)
  BTPBS--8
                9.6
                      BOAT PASS BY, SLOW - 115 HP Evinrude (Mono)
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MOTOR:BOAT (con't)
                      BOAT PASS BY, SLOW - 150 HP Mercury
  BTPBS--9
               16.3
                      BOAT PASS BY, SLOW - 150 HP Mercury (Mono)
  BTPBS-10
               16.4
  BTPUL--1
               33.4
                      BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude
               33.4
                      BOAT PULL UP - Shut Off, On Board, 9.9 Evinrude (Mono)
  BTPUL--2
               22.7
                      BOAT PULL UP - Shut Off, On Board, 20 HP Johnson (Mono)
  BTPUL--4
                      BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude
  BTPUL--5
               25.5
               25.5
                      BOAT PULL UP - Shut Off, On Board, 50 HP Evinrude (Mono)
  BTPUL--6
  BTPUL--8
               17.0
                      BOAT PULL UP - Shut Off, On Board, 115 HP Evinrude (Mono)
                      BOAT PULL UP - Shut Off, On Board, 150 HP Mercury
               25.5
  BTPUL--9
  BTPUL-10
               25.5
                      BOAT PULL UP - Shut Off, On Board, 150 HP Mercury (Mono)
  BTPUP--1
               21.0
                      BOAT PULL UP - Shut Off, 9.9 Evinrude
               20.2
                      BOAT PULL UP - Shut Off, 9.9 Evinrude (Mono)
  BTPUP--2
               19.1
                      BOAT PULL UP - Shut Off, 20 HP Johnson (Mono)
  BTPUP--4
               13.6
                      BOAT PULL UP - Shut Off, 50 HP Evinrude
  BTPUP--5
  BTPUP--6
               13.4
                      BOAT PULL UP - Shut Off, 50 HP Evinrude (Mono)
               25.2
                      BOAT PULL UP - Shut Off, 115 HP Evinrude (Mono)
  BTPUP--8
               11.6
                      BOAT PULL UP - Shut Off, 150 HP Mercury
  BTPUP--9
  BTPUP-10
               11.5
                      BOAT PULL UP - Shut Off, 150 HP Mercury (Mono)
                      BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude
  BTSTD-1
               32.9
               32.9
                      BOAT AWAY LOOP - Start, Drive, 9.9 Evinrude (Mono)
  BTSTD-2
                      BOAT AWAY LOOP - Start, Drive, 20 HP Johnson (Mono)
               29.7
  BTSTD--4
  BTSTD--5
               17.3
                      BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude
               17.3
                      BOAT AWAY LOOP - Start, Drive, 50 HP Evinrude (Mono)
  BTSTD--6
               22.4
                      BOAT AWAY LOOP - Start, Drive, 115 HP Evinrude (Mono)
  BTSTD--8
                      BOAT AWAY LOOP - Start, Drive, 150 HP Mercury
               13.6
  BTSTD-9
  BTSTD-10
               13.6
                      BOAT AWAY LOOP - Start, Drive, 150 HP Mercury (Mono)
  BTSTP--1
                1.2
                      BOAT SHUT OFF - 9.9 Evinrude
                      BOAT SHUT OFF - 9.9 Evinrude (Mono)
  BTSTP--2
                1.2
  BTSTP--4
                1.6
                      BOAT SHUT OFF - 20 HP Johnson (Mono)
                      BOAT SHUT OFF - 50 HP Evinrude
  BTSTP--5
                1.2
                1.2
                      BOAT SHUT OFF - 50 HP Evinrude (Mono)
  BTSTP--6
                      BOAT SHUT OFF - 115 HP Evinrude (Mono)
  BTSTP--8
                1.2
                      BOAT SHUT OFF - 150 HP Mercury
  BTSTP--9
                1.2
  BTSTP-10
                1.2
                      BOAT SHUT OFF - 150 HP Mercury (Mono)
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MOTOR:BOAT (con't)
  BTSTP-11
                      BOAT SHUT OFF - Chris Craft
                3.6
                      BOAT SHUT OFF - Chris Craft (Mono)
  BTSTP-12
                3.6
  BTSTP-13
                1.0
                      BOAT SHUT OFF - Greavette
  BTSTP-14
                1.0
                      BOAT SHUT OFF - Greavette (Mono)
  BTSTR-1
                4.5
                      BOAT START LOOP - Start & Idle, 9.9 Evinrude
  BTSTR-2
                4.5
                      BOAT START LOOP - Start & Idle, 9.9 Evinrude (Mono)
               14.7
  BTSTR-4
                      BOAT START LOOP - Start & Idle, 20 HP Johnson (Mono)
                      BOAT START LOOP - Start & Idle, 50 HP Evinrude
                9.1
  BTSTR-5
  BTSTR-6
                9.1
                      BOAT START LOOP - Start & Idle, 50 HP Evinrude (Mono)
               10.3
                      BOAT START LOOP - Start & Idle, 115 HP Evinrude (Mono)
  BTSTR--8
  BTSTR--9
               10.7
                      BOAT START LOOP - Start & Idle, 150 HP Mercury
  BTSTR-10
                5.4
                      BOAT START LOOP - Start & Idle, 150 HP Mercury (Mono)
  BTSTR-11
               14.8
                      BOAT START LOOP - Start Engines & Idle, Chris Craft
  BTSTR-12
               14.8
                      BOAT START LOOP - Start Engines & Idle, Chris Craft (Mono)
  BTSTR-13
               16.4
                      BOAT START LOOP - Start & Idle, Greavette
  BTSTR-14
               16.4
                      BOAT START LOOP - Start & Idle, Greavette (Mono)
  BTTRM--1
                9.3
                      BOAT TRIM UNIT - Adjust Outboard Trim, Up
  BTTRM--2
                9.3
                      BOAT TRIM UNIT - Adjust Outboard Trim, Up (Mono)
               14.7
                      BOAT TRIM UNIT - Adjust Outboard Trim, Down
  BTTRM-3
  BTTRM--4
               14.7
                      BOAT TRIM UNIT - Adjust Outboard Trim, Down (Mono)
MOTORCYCLE
  MCAWA--1
                8.2
                      MOTORCYCLE AWAY - Put in Gear, Pull Away, Honda 250
  MCAWA--2
                8.4
                      MOTORCYCLE AWAY - Put in Gear, Pull Away, Honda 250 (Mono)
  MCAWA--3
                9.5
                      MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 400
                9.6
                      MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 400 (Mono)
  MCAWA--4
                8.0
                      MOTORCYCLE AWAY - Put in Gear, Pull Away, Yamaha 650 (Mono)
  MCAWA--6
                      MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 750 (Mono)
  MCAWA--8
               11.8
  MCAWA--9
                9.9
                      MOTORCYCLE AWAY - Pull Away, Suzuki 750 Intruder
                      MOTORCYCLE AWAY - Pull Away, Suzuki 750 Intruder (Mono)
  MCAWA-10
                9.8
  MCAWA-11
                7.0
                      MOTORCYCLE AWAY - Pull Away, Suzuki 900
  MCAWA-12
                6.6
                      MOTORCYCLE AWAY - Pull Away, Suzuki 900 (Mono)
  MCAWA-13
                9.1
                      MOTORCYCLE AWAY - Pull Away, Honda Trail Bike
  MCAWA-14
                7.7
                      MOTORCYCLE AWAY - Pull Away, Honda Trail Bike (Mono)
  MCIDL--1
                1.1
                      MOTORCYCLE IDLE LOOP - Honda 250
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MOTORCYCLE (con't)
  MCIDL--2
               1.1
                    MOTORCYCLE IDLE LOOP - Honda 250 (Mono)
  MCIDL--3
               2.3
                    MOTORCYCLE IDLE LOOP - Suzuki 400
  MCIDL--4
               2.3
                    MOTORCYCLE IDLE LOOP - Suzuki 400 (Mono)
  MCIDL--6
               1.6
                    MOTORCYCLE IDLE LOOP - Yamaha 650 (Mono)
  MCIDL--8
               2.9
                    MOTORCYCLE IDLE LOOP - Suzuki 750 (Mono)
               2.6
                    MOTORCYCLE IDLE LOOP - Suzuki 750 Intruder
  MCIDL-9
  MCIDL-10
               2.6
                    MOTORCYCLE IDLE LOOP - Suzuki 750 Intruder (Mono)
               1.3
                    MOTORCYCLE IDLE LOOP - Suzuki 900
  MCIDL-11
                    MOTORCYCLE IDLE LOOP - Suzuki 900 (Mono)
  MCIDL-12
               1.3
               3.0
  MCIDL-13
                    MOTORCYCLE IDLE LOOP - Honda Trail Bike
  MCIDL-14
               3.0
                    MOTORCYCLE IDLE LOOP - Honda Trail Bike (Mono)
               6.9
  MCPBF--1
                    MOTORCYCLE PASS BY, FAST - Honda 250
  MCPBF--2
               7.3
                    MOTORCYCLE PASS BY, FAST - Honda 250 (Mono)
  MCPBF--3
               4.9
                    MOTORCYCLE PASS BY, FAST - Suzuki 400
                    MOTORCYCLE PASS BY, FAST - Suzuki 400 (Mono)
  MCPBF--4
               4.3
  MCPBF--6
               5.4
                    MOTORCYCLE PASS BY, FAST - Yamaha 650 (Mono)
                    MOTORCYCLE PASS BY, FAST - Suzuki 750 (Mono)
  MCPBF--8
               5.8
  MCPBF--9
               6.5
                    MOTORCYCLE PASS BY, FAST - Suzuki 750 Intruder
                    MOTORCYCLE PASS BY, FAST - Suzuki 750 Intruder (Mono)
  MCPBF-10
               6.3
               5.6
  MCPBF-11
                    MOTORCYCLE PASS BY, FAST - Suzuki 900
  MCPBF-12
               3.8
                    MOTORCYCLE PASS BY, FAST - Suzuki 900 (Mono)
               5.5
                    MOTORCYCLE PASS BY, FAST - Honda Trail Bike
  MCPBF-13
  MCPBF-14
               5.0
                    MOTORCYCLE PASS BY, FAST - Honda Trail Bike (Mono)
               5.1
  MCPBM-1
                    MOTORCYCLE PASS BY, MEDIUM - Honda 250
  MCPBM--2
               5.0
                    MOTORCYCLE PASS BY, MEDIUM - Honda 250 (Mono)
               4.2
  MCPBM--3
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 400
  MCPBM--4
               3.6
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 400 (Mono)
  MCPBM--6
               3.7
                    MOTORCYCLE PASS BY, MEDIUM - Yamaha 650 (Mono)
  MCPBM--8
               9.8
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 750 (Mono)
              11.1
  MCPBM--9
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 750 Intruder
  MCPBM-10
              10.6
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 750 Intruder (Mono)
  MCPBM-11
               6.1
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 900
  MCPBM-12
               4.7
                    MOTORCYCLE PASS BY, MEDIUM - Suzuki 900 (Mono)
  MCPBM-13
               6.7
                    MOTORCYCLE PASS BY, MEDIUM - Honda Trail Bike
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MOTORCYCLE (con't)
                     MOTORCYCLE PASS BY, MEDIUM - Honda Trail Bike (Mono)
  MCPBM-14
                5.9
                     MOTORCYCLE PASS BY, SLOW - Honda 250
  MCPBS--1
                7.3
                     MOTORCYCLE PASS BY, SLOW - Honda 250 (Mono)
                7.2
  MCPBS--2
                     MOTORCYCLE PASS BY, SLOW - Suzuki 400
  MCPBS--3
               6.0
                     MOTORCYCLE PASS BY, SLOW - Suzuki 400 (Mono)
  MCPBS--4
                6.2
               5.6
                     MOTORCYCLE PASS BY, SLOW - Yamaha 650 (Mono)
  MCPBS--6
                     MOTORCYCLE PASS BY, SLOW - Suzuki 750 (Mono)
  MCPBS--8
               9.3
  MCPBS--9
               8.8
                     MOTORCYCLE PASS BY, SLOW - Suzuki 750 Intruder
  MCPBS-10
               8.1
                     MOTORCYCLE PASS BY, SLOW - Suzuki 750 Intruder (Mono)
               7.7
                     MOTORCYCLE PASS BY, SLOW - Suzuki 900
  MCPBS-11
  MCPBS-12
               7.1
                     MOTORCYCLE PASS BY, SLOW - Suzuki 900 (Mono)
               9.4
                     MOTORCYCLE PASS BY, SLOW - Honda Trail Bike
  MCPBS-13
               8.2
                     MOTORCYCLE PASS BY, SLOW - Honda Trail Bike (Mono)
  MCPBS-14
  MCPUP--1
               9.6
                     MOTORCYCLE PULL UP - Shut Off, Honda 250
               7.2
                     MOTORCYCLE PULL UP - Shut Off, Honda 250 (Mono)
  MCPUP-2
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 400
  MCPUP--3
               8.2
  MCPUP--4
               7.9
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 400 (Mono)
                     MOTORCYCLE PULL UP - Shut Off, Yamaha 650 (Mono)
               6.5
  MCPUP--6
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 750 (Mono)
  MCPUP--8
               9.3
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 750 Intruder
  MCPUP--9
               9.8
              10.1
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 750 Intruder (Mono)
  MCPUP-10
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 900
  MCPUP-11
               8.4
                     MOTORCYCLE PULL UP - Shut Off, Suzuki 900 (Mono)
               6.6
  MCPUP-12
               6.7
                     MOTORCYCLE PULL UP - Shut Off, Honda Trail Bike
  MCPUP-13
                     MOTORCYCLE PULL UP - Shut Off, Honda Trail Bike (Mono)
  MCPUP-14
               6.0
                     MOTORCYCLE REV - Single Rev, Honda 250
  MCREV--1
                1.6
  MCREV--2
                1.6
                     MOTORCYCLE REV - Single Rev, Honda 250 (Mono)
                     MOTORCYCLE REV - Single Rev, Suzuki 400
  MCREV--3
                1.4
                1.4
                     MOTORCYCLE REV - Single Rev, Suzuki 400 (Mono)
  MCREV--4
               1.5
                     MOTORCYCLE REV - Single Rev, Yamaha 650 (Mono)
  MCREV--6
                1.1
                     MOTORCYCLE REV - Single Rev, Suzuki 750 (Mono)
  MCREV--8
  MCREV--9
               0.8
                     MOTORCYCLE REV - Single Rev. Suzuki 750 Intruder
                8.0
                     MOTORCYCLE REV - Single Rev, Suzuki 750 Intruder (Mono)
  MCREV-10
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MOTORCYCLE (con't)
  MCSTP--1
                1.2
                     MOTORCYCLE SHUT OFF - Honda 250
  MCSTP--2
                1.2
                     MOTORCYCLE SHUT OFF - Honda 250 (Mono)
  MCSTP--3
                1.3
                     MOTORCYCLE SHUT OFF - Suzuki 400
                     MOTORCYCLE SHUT OFF - Suzuki 400 (Mono)
  MCSTP--4
                1.3
                     MOTORCYCLE SHUT OFF - Yamaha 650 (Mono)
  MCSTP--6
                1.3
  MCSTP--8
               0.9
                     MOTORCYCLE SHUT OFF - Suzuki 750 (Mono)
  MCSTP--9
               0.7
                     MOTORCYCLE SHUT OFF - Suzuki 750 Intruder
  MCSTP-10
                     MOTORCYCLE SHUT OFF - Suzuki 750 Intruder (Mono)
               0.7
                     MOTORCYCLE SHUT OFF - Suzuki 900
  MCSTP-11
                1.0
  MCSTP-12
                     MOTORCYCLE SHUT OFF - Suzuki 900 (Mono)
                1.0
  MCSTP-13
               1.6
                     MOTORCYCLE SHUT OFF - Honda Trail Bike
  MCSTP-14
               1.6
                     MOTORCYCLE SHUT OFF - Honda Trail Bike (Mono)
  MCSTR--1
               3.0
                     MOTORCYCLE START LOOP - Start & Idle, Honda 250
  MCSTR--2
               3.0
                     MOTORCYCLE START LOOP - Start & Idle, Honda 250 (Mono)
  MCSTR-3
               3.4
                     MOTORCYCLE START LOOP - Start & Idle, Suzuki 400
               3.4
                     MOTORCYCLE START LOOP - Start & Idle, Suzuki 400 (Mono)
  MCSTR--4
                     MOTORCYCLE START LOOP - Start & Idle, Yamaha 650 (Mono)
  MCSTR--6
               5.1
                     MOTORCYCLE START LOOP - Start & Idle, Suzuki 750 (Mono)
  MCSTR--8
               6.9
  MCSTR--9
               6.5
                     MOTORCYCLE START LOOP - Suzuki 750 Intruder
  MCSTR-10
               6.5
                     MOTORCYCLE START LOOP - Suzuki 750 Intruder (Mono)
  MCSTR-11
               2.2
                    MOTORCYCLE START LOOP - Start & Idle, Suzuki 900
               2.2
                    MOTORCYCLE START LOOP - Start & Idle, Suzuki 900 (Mono)
  MCSTR-12
                     MOTORCYCLE START LOOP - Honda Trail Bike
  MCSTR-13
               5.5
  MCSTR-14
               5.5
                    MOTORCYCLE START LOOP - Honda Trail Bike (Mono)
MOTORCYCLE:RACE
  MCRAC--1
              17.3
                    MOTORCYCLE RACE - 125 CC Racers Pass By
  MCRAC--2
                    MOTORCYCLE RACE - 600 CC Racers Pass By
              26.8
  MCRAC--3
               7.9
                    MOTORCYCLE RACE - Production Bikes Pass By
                    MOTORCYCLE RACE - Lightweight Vintage Bikes Pass By
  MCRAC--4
              14.4
  MCRAC--5
              12.6
                    MOTORCYCLE RACE - Supervintage Bikes Pass By
  MCRAC--6
              28.6
                    MOTORCYCLE RACE - Superbike Bikes Pass By
  MCRAC--7
              25.6
                    MOTORCYCLE RACE - Motocross Bikes Racing Around Track
  MCRAC--8
               5.1
                    MOTORCYCLE DRAG RACE - Single Bike Race By
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MOTORCYCLE:RACE (con't)
    MCRAC--9
                  5.7
                       MOTORCYCLE DRAG RACE - Single Bike Race By
    MCRAC-10
                 10.6
                       MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By
    MCRAC-11
                  7.8
                       MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By
 NEWSPAPER PRESS
    INPAP--1
                  5.9
                       NEWSPAPER PRESS LOOP - Press Running
    INPAP--2
                  4.5
                       NEWSPAPER PRESS LOOP - Folder Running

✓ NEWSROOM

    OFNWS--2
                19.5
                       NEWSROOM LOOP - Typewriters, Voices (Mono)
    OFNWS--4
                42.4
                       NEWSROOM LOOP - Typewriters, Voices (Mono)
 OFFICE
    OFNWS--2
                19.5
                       NEWSROOM LOOP - Typewriters, Voices (Mono)
    OFNWS--4
                42.4
                       NEWSROOM LOOP - Typewriters, Voices (Mono)
                16.7
                       OFFICE LOOP - Typewriters, Voices, Small Office (Mono)
    OFSML--2
    OFSML--4
                53.2
                       OFFICE LOOP - Typewriters, Voices, Small Office (Mono)
OUTDOOR AMBIENCE
    BGRES--2
                 11.8
                       B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
    BGRES--4
                28.0
                       B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
    BGRES--6
                58.9
                       B/G LOOP, RESIDENTIAL - Birds, River in Background (Mono)
                       B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
    BGRES--8
                21.1
                       B/G LOOP, RESIDENTIAL - Birds, Distant Traffic (Mono)
    BGRES-10
                38.0
    BGRUR-2
                  7.3
                       B/G LOOP, RURAL - Night-time, Crickets (Mono)
                       B/G LOOP, RURAL - Night-time, Crickets (Mono)
    BGRUR--4
                 17.0
    BGRUR--6
                 60.2
                       B/G LOOP, RURAL - Night-time, Crickets (Mono)
                  8.3
                       B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
    BGRUR--8
    BGRUR-10
                 18.0
                       B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
                54.8
                       B/G LOOP, RURAL - Daytime, Crickets, Birds (Mono)
    BGRUR-12
    TRCTH--2
                 32.6
                       TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns (Mono)
    TRCTL--2
                 28.9
                       TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
    TRCTL--4
                61.9
                       TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
    TRHWH--2
                 14.2
                       TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
                27.3
                       TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
    TRHWH--4
                 58.7
                       TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
    TRHWH--6
    TRHWL--2
                 17.2
                       TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
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OUTDOOR AMBIENCE (con't)
    TRHWL--4
                 31.4
                       TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
    TRHWL--6
                 61.5
                       TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
OVEN
                  0.3
    EAOVN-11
                       OVEN, MICROWAVE - Beep (100 kHz)
YPHONE
    TPRNG--2
                  1.1
                       TELEPHONE RING - Electronic, Single Ring (100 kHz)
                       TELEPHONE RING - Electronic, Single Ring (100 kHz)
    TPRNG--4
                  2.0
                       TELEPHONE RING - Electronic, Single Ring (100 kHz)
    TPRNG--6
                  2.4
                  2.9
                       TELEPHONE RING - Single Ring (100 kHz)
    TPRNG--8
    TPRNG-10
                  3.1
                       TELEPHONE RING - Single Ring (100 kHz)
    TPRNG-12
                  2.0
                       TELEPHONE RING - Single Ring (100 kHz)
PLANE
                       AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
    APTRB--2
                 14.4
                  8.4
                       AIRPLANE, TURBO-PROP - Aurora, Pass Overhead (Mono)
    APTRB--4
                       AIRPLANE, TWIN PROP - Otter, Pass Overhead (Mono)
                  7.0
    APTWN--2
    APWW2--2
                       AIRPLANE, WW2 - FG1-D Corsair, Pass (Mono)
                  5.9
                  7.4
                       AIRPLANE, WW2 - P51D Mustang, Pass (Mono)
    APWW2--4
    APWW2--6
                  6.6
                       AIRPLANE, WW2 - Grumman TMB-3E Avenger, Pass (Mono)
× POOL
                  2.6
    BVBRK--1
                       BILLIARDS - Break, Ball Sinks
    BVSHT--1
                  2.4
                       BILLIARDS - Shoot, Cue Ball Hits Several Balls
                       BILLIARDS - Shoot, Rebound Off Bumper
                  1.1
    BVSHT--2
    BVSHT--3
                  1.0
                       BILLIARDS - Shoot & Sink, Full Pocket
    BVSHT--4
                  3.8
                       BILLIARDS - Shoot & Sink, Long Shot
    BVSHT--5
                 0.9
                       BILLIARDS - Ball Falling Into Pocket
RACE:BOAT
                       BOAT RACE - Single Boat Race By
    BTRAC--1
                 8.4
    BTRAC--2
                 7.7
                       BOAT RACE - Single Boat Race By (Mono)
                18.7
                       BOAT RACE - Two Boats Race By
    BTRAC--3
                18.5
                       BOAT RACE - Two Boats Race By (Mono)
    BTRAC--4
                       BOAT RACE - Start of Race
    BTRAC--5
                13.9
    BTRAC--6
                14.3
                       BOAT RACE - Start of Race (Mono)
    BTRAC--7
                 0.7
                       BOAT RACE - Single Boat, Single Engine Rev
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RACE:BOAT (con't)
    BTRAC--8
                  0.7
                        BOAT RACE - Single Boat, Single Engine Rev (Mono)
    BTRAC--9
                  3.7
                        BOAT RACE - Single Boat, Rev Engine
    BTRAC-10
                  3.7
                        BOAT RACE - Single Boat, Rev Engine (Mono)
    BTRAC-11
                  5.7
                        BOAT RACE LOOP - Single Boat, Fast Idle
    BTRAC-12
                  5.7
                        BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
RACE:CAR
    BTRAC--7
                  0.7
                        BOAT RACE - Single Boat, Single Engine Rev
    BTRAC--8
                  0.7
                        BOAT RACE - Single Boat, Single Engine Rev (Mono)
    BTRAC--9
                  3.7
                        BOAT RACE - Single Boat, Rev Engine
    BTRAC-10
                  3.7
                       BOAT RACE - Single Boat, Rev Engine (Mono)
    BTRAC-11
                  5.7
                       BOAT RACE LOOP - Single Boat, Fast Idle
    BTRAC-12
                  5.7
                       BOAT RACE LOOP - Single Boat, Fast Idle (Mono)
                 12.5
    CRRAC--1
                       AUTO RACE - Stock Car, Idling, Pull Away
    CRRAC--2
                  7.4
                       AUTO RACE - Stock Car, Race By
    CRRAC--3
                 12.0
                       AUTO RACE - Stock Cars, Rev Up & Race By
    CRRAC--4
                  6.3
                       AUTO RACE - Stock Cars, Rev Up & Race By
    CRRAC--5
                  6.4
                       AUTO RACE - Dragster, Warm Up Tire Spin
    CRRAC--6
                  5.8
                       AUTO RACE - Dragsters, Rev Up & Race By
    CRRAC--7
                       AUTO RACE - Dragsters, Rev Up & Race By
                  8.6
    CRRAC--8
                 14.2
                       AUTO RACE - Funny Cars, Rev Up & Race By
    CRRAC--9
                  4.1
                       AUTO RACE - Jet Cars, Race By
                       AUTO RACE - A.R.S., Single Car Pass By
    CRRAC-10
                 10.7
    CRRAC-11
                 22.4
                       AUTO RACE - A.R.S., Several Cars Pass By, On Straightaway
    CRRAC-12
                 23.3
                       AUTO RACE - A.R.S., Several Cars Pass By, Out of Corner
    CRRAC-13
                  5.9
                       AUTO RACE - Formula 1, Single Car Pass By
    CRRAC-14
                 10.2
                       AUTO RACE - Formula 1, Single Car, Into Corner & Away
    CRRAC-15
                  8.2
                       AUTO RACE - Formula 1, Single Car, Accelerate Out of Corner
    CRRAC-16
                  7.5
                       AUTO RACE - Indy Style, Single Car Pass By
    CRRAC-17
                  6.7
                       AUTO RACE - Indy Style, Single Car Pass By
                       AUTO RACE - Indy Style, Several Cars Pass, On Straightaway
    CRRAC-18
                 15.6
                       AUTO RACE - Indy Style, Several Cars Pass By, Out of Corner
    CRRAC-19
                 14.9
* RACE:HORSE
    HRRAC--1
                  6.2
                       HORSE RACE - Call To Track, Bugle
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RACE:MOTORCYCLE
    MCRAC--1
                17.3
                       MOTORCYCLE RACE - 125 CC Racers Pass By
    MCRAC--2
                26.8
                       MOTORCYCLE RACE - 600 CC Racers Pass By
                       MOTORCYCLE RACE - Production Bikes Pass By
    MCRAC--3
                 7.9
    MCRAC--4
                14.4
                       MOTORCYCLE RACE - Lightweight Vintage Bikes Pass By
                       MOTORCYCLE RACE - Supervintage Bikes Pass By
    MCRAC--5
                12.6
    MCRAC--6
                28.6
                       MOTORCYCLE RACE - Superbike Bikes Pass By
    MCRAC--7
                25.6
                       MOTORCYCLE RACE - Motocross Bikes Racing Around Track
                       MOTORCYCLE DRAG RACE - Single Bike Race By
   MCRAC--8
                 5.1
                 5.7
                      MOTORCYCLE DRAG RACE - Single Bike Race By
   MCRAC--9
                      MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By
   MCRAC-10
                10.6
   MCRAC-11
                 7.8
                      MOTORCYCLE DRAG RACE - 2 Bikes, Rev Up, Race By
 RAIN
   RNHEV--2
                 9.1
                      RAIN LOOP - Heavy Rain on Pavement (Mono)
   RNHEV--4
                 8.8
                      RAIN LOOP - Heavy Rain on Water (Mono)
                      RAIN LOOP - Light Rain on Dock (Mono)
   RNLIT--2
                 8.5
                      RAIN LOOP - Medium Rain on Pavement (Mono)
   RNMED--2
                 6.7
                      THUNDER CLAP - Single Clap, Light Rain (100 kHz)
   THCLP--2
                 6.9
   THCLP--4
                 8.4
                      THUNDER CLAP - Single Clap, Light Rain (100 kHz)
   THCLP--6
                 6.6
                      THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
   THCLP--8
                      THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
                14.6
   THCLP-10
                14.8
                      THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
                      THUNDER RUMBLE - Rumbling Off In Distance (Mono)
   THRMB--2
                11.2
                13.2
                      THUNDER RUMBLE - Rumbling Off In Distance (Mono)
   THRMB--4
                      THUNDER RUMBLE - Rumbling, Light Rain (Mono)
   THRMB--6
                16.4
   THRMB--8
                 8.8
                      THUNDER RUMBLE - Rumbling, Heavy Rain (Mono)
RATTLE:TOY
   BYTYR-1
                 0.3
                      BABY TOY - Rattle, Single Shake
   BYTYR--2
                 4.3
                      BABY TOY - Rattle, Shaking
                 0.8
                      BABY TOY - Rattle, Shaking
   BYTYR--3
KRESTAURANT
   RRBRM--2
                13.1
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRM--4
                33.3
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
   RRBRM--6
                60.0
                      BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
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RESTAURANT	(con't)	
RRBRM8	16.5	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM-10	32.8	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRM-12	57.6	BAR ATMOSPHERE LOOP - Medium Crowd (Mono)
RRBRS2	12.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS4	36.0	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRBRS6	61.7	BAR ATMOSPHERE LOOP - Small Crowd (Mono)
RRFFS2	14.5	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS4	29.2	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRFFS6	60.9	RESTAURANT LOOP - Fast Food, Small Crowd (Mono)
RRLRG2	16.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG4	32.9	RESTAURANT LOOP - Large Crowd (Mono)
RRLRG6	59.5	RESTAURANT LOOP - Large Crowd (Mono)
RRMED2	14.7	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED4	34.2	RESTAURANT LOOP - Medium Crowd (Mono)
RRMED6	56.2	RESTAURANT LOOP - Medium Crowd (Mono)
RIVER		
RVFST2	7.6	RIVER LOOP - Fast River (Mono)
RVSLO2	4.6	RIVER LOOP - Slow River (Mono)
SCREAM		
HUSCR2	1.6	SCREAM - Terrified Female (100 kHz)
HUSCR4	2.2	SCREAM - Terrified Female (100 kHz)
HUSCR6	1.8	SCREAM - Terrified Male (100 kHz)
HUSCR8	1.5	SCREAM - Terrified Male (100 kHz)
SEASHORE		
SRWAV2	14.7	WAVE LOOP - Medium Waves on Beach (Mono)
SRWAV4	11.7	WAVE LOOP - Heavy Waves on Beach (Mono)
SRWAV6	29.3	WAVE LOOP - Heavy Waves on Beach, Wind (Mono)
SIREN		
SIAMB2	21.8	SIREN, AMBULANCE - Pass By, City Atmosphere (Mono)
SMASH		
GLSMH2	0.9	GLASS SMASH - Automotive Headlight (100 kHz)
GLSMH3	1.3	GLASS SMASH - Automotive Headlight (Mono)
GLSMH4	0.9	GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
GLSMH6	1.4	GLASS SMASH - Automotive Headlight (100 kHz)

4.44 Sound Ideas Sound Effects Library

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SMASH (con't)
   GLSMH--7
                 1.7
                      GLASS SMASH - Automotive Headlight (Mono)
   GLSMH--8
                 1.4
                      GLASS SMASH - Automotive Headlight (Mono - 100 kHz)
   GLSMH-10
                 1.4
                      GLASS SMASH - Automotive Window (100 kHz)
                      GLASS SMASH - Automotive Window (Mono)
   GLSMH-11
                 1.2
   GLSMH-12
                 1.4
                      GLASS SMASH - Automotive Window (Mono - 100 kHz)
SNEEZE
   HUSNZ--2
                 0.9
                      SNEEZE - Female (100 kHz)
SPACE
   SPEXP--1
                 2.9
                      SPACE EXPLOSION - Single Blast
                      SPACE EXPLOSION - Single Blast
   SPEXP--2
                 6.5
   SPEXP--3
                 9.0
                      SPACE EXPLOSION - Several Blasts
   SPGUN--1
                 1.4
                      SPACE GUN - Single Shot
   SPGUN--2
                0.8
                      SPACE GUN - Machine Gun
   SPLAS--1
                 1.5
                      SPACE LASER - Laser Shot
   SPLAS--2
                 1.5
                      SPACE LASER - Laser Shot
   SPLAS--3
                 1.4
                      SPACE LASER - Laser Shot
   SPLAS--4
                 1.3
                      SPACE LASER - Laser Shot
   SPWSH--1
                8.1
                      SPACE WHOOSH - Whoosh
   SPWSH--2
                4.2
                      SPACE WHOOSH - Whoosh
   SPWSH--3
                2.5
                      SPACE WHOOSH - Whoosh
SPORTS
                0.7
                      ARCHERY - Shoot Arrow, Hit Target
   ARSHT--1
   ARSHT--2
                0.6
                      ARCHERY - Shoot Arrow, Hit Target
                8.0
                      ARCHERY - Shoot Arrow, Hit Target
   ARSHT--3
   ARSHT--4
                0.6
                      ARCHERY - Crossbow, Shoot Arrow, Hit Target
   BBHIT--1
                0.5
                      BASEBALL - Hit Ball
                      BASEBALL - Hit Ball
   BBHIT--2
                0.4
   BBHIT--3
                0.4
                      BASEBALL - Hit Ball
                      BILLIARDS - Break, Ball Sinks
   BVBRK--1
                2.6
                      BILLIARDS - Shoot, Cue Ball Hits Several Balls
   BVSHT--1
                2.4
                      BILLIARDS - Shoot, Rebound Off Bumper
   BVSHT--2
                1.1
                      BILLIARDS - Shoot & Sink, Full Pocket
   BVSHT--3
                1.0
   BVSHT--4
                3.8
                      BILLIARDS - Shoot & Sink, Long Shot
                0.9
                      BILLIARDS - Ball Falling Into Pocket
   BVSHT--5
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SPORTS (con't)		
BXBNC1	0.7	BASKETBALL - Single Bounce
BXBNC2	0.8	BASKETBALL - Single Bounce
BXBNC-3	0.9	BASKETBALL - Single Bounce
BXSHT1	1.0	BASKETBALL - Shoot & Miss
BXSHT2	0.9	BASKETBALL - Shoot & Miss
BXSHT3	1.9	BASKETBALL - Shoot & Miss, Ball Hits Floor
BXSHT4	1.7	BASKETBALL - Shoot & Miss, Ball Hits Floor
BX\$NK1	0.8	BASKETBALL - Sink Basket
BXSNK2	1.5	BASKETBALL - Sink Basket, Off Backboard
BXSNK3	2.1	BASKETBALL - Sink Basket, Ball Hits Floor
BXSNK4	3.7	BASKETBALL - Sink Basket, Ball Hits Floor
FBKIK1	0.2	FOOTBALL - Kick Ball
FBKIK2	0.3	FOOTBALL - Kick Ball
FBPNT1	0.5	FOOTBALL - Punt Ball
FBPNT2	0.3	FOOTBALL - Punt Ball
HRSHO-1	0.5	HORSESHOE PIT - Horseshoe Hitting Stake
HRSHO2	0.5	HORSESHOE PIT - Horseshoe Hitting Stake
HRSHO3	0.6	HORSESHOE PIT - Horseshoe Hitting Stake
SWDIV1	3.2	SWIMMING - Diving Off Board
SWDIV2	3.5	SWIMMING - Diving Off Board
SWDIV3	3.5	SWIMMING - Diving Off Board
TSSRV1	1.1	TENNIS - Serve
TSSRV2	1.0	TENNIS - Serve
SQUEAK:TOY		
BYTYS-3	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS4	0.4	BABY TOY - Squeeze Toy, Single Squeeze
BYTYS5	2.1	BABY TOY - Squeeze Toy, Several Squeezes
BYTYS6	3.0	BABY TOY - Squeeze Toy, Several Squeezes
SWIMMING		
SWDIV1	3.2	SWIMMING - Diving Off Board
SWDIV2	3.5	SWIMMING - Diving Off Board
SWDIV3	3.5	SWIMMING - Diving Off Board

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SWITCH:LIGHT
    HHLTS--2
                  0.5
                       LIGHT SWITCH - Rotary Dimmer (100 kHz)
                       LIGHT SWITCH - Wall Switch (100 kHz)
    HHLTS--4
                  0.2
    HHLTS--6
                       LIGHT SWITCH - Wall Switch (100 kHz)
                  0.2
    HHLTS--8
                       LIGHT SWITCH - Wall Switch (100 kHz)
                  0.2
    HHLTS-10
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-12
                       LIGHT SWITCH - Lamp (100 kHz)
                  0.3
    HHLTS-14
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-16
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-18
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
    HHLTS-20
                  0.2
    HHLTS-22
                  0.6
                       LIGHT SWITCH - Pull Chain (100 kHz)
    HHLTS-24
                  0.2
                       LIGHT SWITCH - Lamp (100 kHz)
TELEPHONE
    TPRNG--2
                  1.1
                       TELEPHONE RING - Electronic, Single Ring (100 kHz)
                       TELEPHONE RING - Electronic, Single Ring (100 kHz)
    TPRNG--4
                  2.0
                       TELEPHONE RING - Electronic, Single Ring (100 kHz)
    TPRNG--6
                  2.4
                       TELEPHONE RING - Single Ring (100 kHz)
    TPRNG--8
                  2.9
    TPRNG-10
                  3.1
                       TELEPHONE RING - Single Ring (100 kHz)
    TPRNG-12
                  2.0
                       TELEPHONE RING - Single Ring (100 kHz)
TENNIS
    TSSRV--1
                  1.1
                       TENNIS - Serve
    TSSRV--2
                  1.0
                       TENNIS - Serve
THUNDER
                       THUNDER CLAP - Single Clap, Light Rain (100 kHz)
    THCLP--2
                  6.9
    THCLP--4
                  8.4
                       THUNDER CLAP - Single Clap, Light Rain (100 kHz)
    THCLP--6
                  6.6
                       THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
                       THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
    THCLP--8
                 14.6
    THCLP-10
                 14.8
                       THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
                       THUNDER RUMBLE - Rumbling Off In Distance (Mono)
    THRMB--2
                 11.2
                       THUNDER RUMBLE - Rumbling Off In Distance (Mono)
    THRMB--4
                 13.2
    THRMB--6
                 16.4
                       THUNDER RUMBLE - Rumbling, Light Rain (Mono)
    THRMB--8
                       THUNDER RUMBLE - Rumbling, Heavy Rain (Mono)
                  8.8
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TOY:BABY
    BYTYB--1
                  2.6
                       BABY TOY - Bell, Single Ring
                  2.5
                       BABY TOY - Bell, Single Ring
    BYTYB--2
                  0.3
                       BABY TOY - Rattle, Single Shake
    BYTYR--1
                  4.3
                       BABY TOY - Rattle, Shaking
    BYTYR--2
    BYTYR--3
                  8.0
                       BABY TOY - Rattle, Shaking
    BYTYS--1
                  1.2
                       BABY TOY - Slider
    BYTYS--2
                  3.1
                       BABY TOY - Spinner
                       BABY TOY - Squeeze Toy, Single Squeeze
    BYTYS--3
                  0.4
                       BABY TOY - Squeeze Toy, Single Squeeze
    BYTYS--4
                  0.4
                       BABY TOY - Squeeze Toy, Several Squeezes
    BYTYS--5
                  2.1
                       BABY TOY - Squeeze Toy, Several Squeezes
                  3.0
    BYTYS-6
    BYTYT--1
                 13.4
                       BABY TOY LOOP - Train, Whistle
∀TRACTOR
                 19.5
    TTAWA--1
                       TRACTOR AWAY - Pull Away, Ford 5610
                 18.5
                       TRACTOR AWAY - Pull Away, Ford 5610 (Mono)
    TTAWA--2
    TTIDL--1
                  3.0
                       TRACTOR IDLE LOOP - Ford 5610
    TTIDL--2
                  3.0
                       TRACTOR IDLE LOOP - Ford 5610 (Mono)
                       TRACTOR PASS BY, FAST - Ford 5610
    TTPBF--1
                 15.2
    TTPBF--2
                 12.0
                       TRACTOR PASS BY, FAST - Ford 5610 (Mono)
                       TRACTOR PASS BY, SLOW - Ford 5610
    TTPBS--1
                 20.0
                       TRACTOR PASS BY, SLOW - Ford 5610 (Mono)
                 19.6
    TTPBS--2
    TTPUP--1
                 17.0
                       TRACTOR PULL UP - Shut Off, Ford 5610
                 14.7
    TTPUP--2
                       TRACTOR PULL UP - Shut Off, Ford 5610 (Mono)
                  2.6
    TTSTP--1
                       TRACTOR SHUT OFF - Ford 5610
    TTSTP--2
                  2.6
                       TRACTOR SHUT OFF - Ford 5610 (Mono)
    TTSTR--1
                  4.7
                       TRACTOR START LOOP - Start & Idle, Ford 5610
    TTSTR--2
                  4.7
                       TRACTOR START LOOP - Start & Idle, Ford 5610 (Mono)
 TRAFFIC
    TRCTH--2
                 32.6
                       TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns (Mono)
                 28.9
                       TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
    TRCTL--2
                 61.9
                       TRAFFIC, CITY - Light, Streetcars, Pedestrians (Mono)
    TRCTL--4
    TRHWH--2
                 14.2
                       TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
    TRHWH--4
                 27.3
                       TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
                       TRAFFIC, HIGHWAY - Heavy, 50-60 MPH (Mono)
    TRHWH--6 '
                58.7
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TRAFFIC (con't)
   TRHWL--2
                       TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
                17.2
                       TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
   TRHWL--4
                31.4
                       TRAFFIC, HIGHWAY - Light, 50-60 MPH (Mono)
   TRHWL--6
                61.5
TRAIN:TOY
    BYTYT-1
                13.4
                       BABY TOY LOOP - Train, Whistle
 TRUCK
   TKAWA--2
                11.5
                       TRUCK AWAY - Pull Away, Hino Diesel (Mono)
                       TRUCK IDLE LOOP - Hino Diesel (Mono)
   TKIDL--2
                 4.1
                       TRUCK PASS BY, FAST - Hino Diesel (Mono)
   TKPBF--2
                 7.1
                       TRUCK PASS BY, SLOW - Hino Diesel (Mono)
   TKPBS--2
                12.4
                       TRUCK PULL UP - Shut Off, Hino Diesel (Mono)
                11.9
   TKPUP--2
   TKSTP--2
                 2.7
                       TRUCK SHUT OFF - Hino Diesel (Mono)
                       TRUCK START LOOP - Start & Idle, Hino Diesel (Mono)
   TKSTR--2
                 6.3
*TRUMPET:TROUSER
                       FART - Large
   HUFTL--1
                 0.3
                 0.3
                       FART - Large (100 kHz)
   HUFTL--2
   HUFTL--3
                 0.4
                       FART - Large
   HUFTL--4
                       FART - Large (100 kHz)
                 0.4
   HUFTM--1
                 0.5
                       FART - Medium
   HUFTM--2
                 0.5
                       FART - Medium (100 kHz)
                 0.5
                       FART - Medium
   HUFTM--3
                       FART - Medium (100 kHz)
                 0.5
   HUFTM--4
                       FART - Medium
   HUFTM--5
                 0.4
   HUFTM--6
                 0.4
                       FART - Medium (100 kHz)
                 0.5
                       FART - Medium
   HUFTM--7
   HUFTM--8
                 0.5
                       FART - Medium (100 kHz)
                       FART - Small
   HUFTS--1
                 0.4
                 0.3
                       FART - Small (100 kHz)
   HUFTS--2
                       FART - Small
   HUFTS--3
                 0.3
                       FART - Small (100 kHz)
   HUFTS--4
                 0.3
   HUFTS--5
                 0.3
                       FART - Small
   HUFTS--6
                 0.3
                       FART - Small (100 kHz)
   HUFTS--7
                 0.4
                       FART - Small
   HUFTS--8
                 0.3
                       FART - Small (100 kHz)
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WATER		
RVFST2	7.6	RIVER LOOP - Fast River (Mono)
RVSLO2	4.6	RIVER LOOP - Slow River (Mono)
SRWAV2	14.7	WAVE LOOP - Medium Waves on Beach (Mono)
SRWAV4	11.7	WAVE LOOP - Heavy Waves on Beach (Mono)
SRWAV6	29.3	WAVE LOOP - Heavy Waves on Beach, Wind (Mono)
WFLRG2	7.9	WATERFALL LOOP - Large Waterfall (Mono)
WFSML2	4.9	WATERFALL LOOP - Small Waterfall (Mono)
WTBOT2	7.9	WATER LOOP - Water Against Moving Boat (Mono)
WTBOT4	11.0	WATER LOOP - Water Against Moving Boat (Mono)
WATER:RAIN		
RNHEV2	9.1	RAIN LOOP - Heavy Rain on Pavement (Mono)
RNHEV4	8.8	RAIN LOOP - Heavy Rain on Water (Mono)
RNLIT2	8.5	RAIN LOOP - Light Rain on Dock (Mono)
RNMED2	6.7	RAIN LOOP - Medium Rain on Pavement (Mono)
WATERFALL		
WFLRG2	7.9	WATERFALL LOOP - Large Waterfall (Mono)
WFSML2	4.9	WATERFALL LOOP - Small Waterfall (Mono)
WAVES		
SRWAV2	14.7	WAVE LOOP - Medium Waves on Beach (Mono)
SRWAV4	11.7	WAVE LOOP - Heavy Waves on Beach (Mono)
SRWAV6	29.3	WAVE LOOP - Heavy Waves on Beach, Wind (Mono)
WEATHER:RAI	N	
RNHEV2	9.1	RAIN LOOP - Heavy Rain on Pavement (Mono)
RNHEV4	8.8	RAIN LOOP - Heavy Rain on Water (Mono)
RNLIT2	8.5	RAIN LOOP - Light Rain on Dock (Mono)
RNMED2	6.7	RAIN LOOP - Medium Rain on Pavement (Mono)
WEATHER:THU		
THCLP2	6.9	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP4	8.4	THUNDER CLAP - Single Clap, Light Rain (100 kHz)
THCLP6	6.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP8	14.6	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THCLP-10	14.8	THUNDER CLAP - Single Clap, Heavy Rain (100 kHz)
THRMB2	11.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)

	WEATHER:THU	51 1 T P			
	THRMB4	13.2	THUNDER RUMBLE - Rumbling Off In Distance (Mono)	15-5-5	
	THRMB6	16.4	THUNDER RUMBLE - Rumbling, Light Rain (Mono)	10:57	
	THRMB8	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain (Mono)	* 5 1+4 3 ==	
	WHISTLE			ANTONY,	
	WSCOM2	1.7	WHISTLE, COMEDY - Short Blow (100 kHz)	* Y. S.	
	WSCOM4	2.3	WHISTLE, COMEDY - Short Blow (100 kHz)	* , 7	
	WSSLD2	1.6	WHISTLE, SLIDE - Slide Down (100 kHz)	11 3V-/	
	WSSLD4	0.5	WHISTLE, SLIDE - Slide Down (100 kHz)	197	
	WSSLD8	0.6	WHISTLE, SLIDE - Slide Up (100 kHz)	e={ VV	
WHISTLE:TRAIN					
	BYTYT1	13.4	BABY TOY LOOP - Train, Whistle	1 10/15 7	

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