

SOUND EFFECTS  
LIBRARY

INDEXES

**Dimension**™

## TABLE OF CONTENTS

|                             |       |
|-----------------------------|-------|
| INTRODUCTION .....          | 3     |
| THE BEST RESULTS.....       | 4     |
| RECORDING TECHNIQUES.....   | 5     |
| CD NUMERICAL INDEX.....     | 7-27  |
| CD ALPHABETICAL INDEX ..... | 29-59 |
| NOTES .....                 | 60    |



## INTRODUCTION

THE WORLD'S FIRST HOLOPHONICS™ SOUND EFFECTS LIBRARY CONTAINS THE BEST 1,001 DIGITALLY RECORDED EFFECTS, CAREFULLY SELECTED FROM OVER 5,000 RECORDED "ON LOCATION" WORLDWIDE. THESE EFFECTS WERE RECORDED IN SPECIAL ENVIRONMENTS, IN ORDER TO MINIMIZE UNWANTED BACKGROUND NOISE.

THE LIBRARY WAS DESIGNED WITH THE PRODUCER IN MIND, WITH ALL EFFECTS CAREFULLY ARRANGED BY CATEGORY. THE SOUND EFFECTS LIBRARY IS AVAILABLE ON 10 COMPACT DISCS, WITH A 2,500 CROSS REFERENCED INDEX.

HOLOPHONICS™ IS A NEW DIMENSION WHICH REPLACES THE MICROPHONE IN THE AUDIO RECORDING PROCESS. FOR THE LISTENER, A HOLOPHONICS™ RECORDING PROVIDES THE FIRST OPPORTUNITY TO EXPERIENCE "REAL" SOUND EXACTLY AS IT OCCURRED IN THE ORIGINAL RECORDING ENVIRONMENT, WITH PRECISE UP AND DOWN, FRONT AND BACK, SIDE TO SIDE AND FAR/NEAR SPATIAL REFERENCE.

**An Investment in Quality!**

**27TH DIMENSION, INC.  
P.O. BOX 1561, JUPITER, FLORIDA 33468**

**FLORIDA COLLECT — 305/746-2222  
OUTSIDE FLORIDA — 800/634-0091**

(HOLOPHONICS IS A TRADEMARK OF ZUCCARELLI HOLOPHONICS, INC.)

## HOW TO GET THE BEST RESULTS FROM THE DIMENSION SOUND EFFECTS LIBRARY

The Dimension Holophonics™ Sound Effects Library has two (2) indexes. The first index is a Numerical one and lists the effects by Compact Disc, each containing 99 tracks with one index.

The second one is Alphabetical and is cross-referenced under alternative titles for 50% of the index - some may have more; eg. Pool will be listed under Billiards and Snooker. This has been done in order to locate an effect quickly and efficiently.

Unlike other Sound Effects Libraries, we have taken special care to record with a minimum of unwanted background noise. Although each effect works well on its own, it also can be considered as part of a more complex effect. Each sound effect working as a part of another. This arrangement greatly expands the scope and size of the library while maintaining enormous flexibility, for example: By mixing Tropical Birds with Lions and Elephants, you have a Jungle - mix in Timpani, Jungle Drums and you have a Jungle complete with natives, add Tarzan and you've set the scene. But you arrange when you want your Lion to roar, your Elephant to trumpet and if you need a Tarzan jungle cry.

Different elements of the Dimension Sound Effects Library can be brought together in this way to paint Sonic Pictures in a never ending variety, and you maintain complete control of the result.

We, at Dimension, have tried to give you every possible "Sound Element" for you to create hundreds of Sonic Pictures in a cost effective manner and without dozens of discs to search through. However, working this way will require you to think about the elements required to make certain environments. A basic menu, therefore, can be created with a set of 1,001 ingredients.

## RECORDING TECHNIQUES

### **RECORDING HOLOPHONICS™ SOUND EFFECTS - *STEREO***

Dimension Sound Effects can be transferred and copied in the same way as any stereo recording, the quality of which will depend on the equipment and tape you use. No special playback or recording equipment is required.

### **RECORDING HOLOPHONICS™ SOUND EFFECTS - *MONO***

When transferring Holophonics™ effects to Mono it is mandatory to mix BOTH channels together. This is because essential audio information may be present on both channels. This is especially true of sounds that Pan or Move; eg. Passing cars or planes. Also when producing commercials and dubbing in Mono it is good practice to mix and pan everything to the left track only of a 2 track recorder and record there only. This minimizes any phase cancellation that might occur due to misalignment between your machine and that of the broadcaster.

### **COMPACT DISC CARE**

In storing and handling the Compact Disc, you should apply the same care as with conventional records. No further cleaning will be necessary if the Compact Disc is always held by the edges and is replaced in its case directly after playing. Should the Compact Disc become soiled by fingerprints, dust or dirt, it can be wiped (always in a straight line, center to edge) with a clean and lint-free, soft, dry cloth. No solvent or abrasive cleaner should ever be used on the disc. If you follow these suggestions, the Compact Disc will provide a lifetime of pure listening enjoyment.





NUMERICAL  
INDEX



# CD 1 - NUMERICAL INDEX

| Sound Effect      | Description                    | Time | CD - TK - IN |
|-------------------|--------------------------------|------|--------------|
| <i>Electronic</i> | crystalline energy             | :15  | 01 - 01 - 01 |
| <i>Electronic</i> | photon shot                    | :01  | 01 - 02 - 01 |
| <i>Electronic</i> | energy bubbles                 | :30  | 01 - 03 - 01 |
| <i>Electronic</i> | sample & hold - random pitches | :15  | 01 - 04 - 01 |
| <i>Electronic</i> | alien atmosphere               | 1:00 | 01 - 05 - 01 |
| <i>Electronic</i> | warp down & up                 | :02  | 01 - 06 - 01 |
| <i>Electronic</i> | echoed note fading             | :01  | 01 - 07 - 01 |
| <i>Electronic</i> | alien wolf howl                | :03  | 01 - 08 - 01 |
| <i>Electronic</i> | passing meteorite              | :02  | 01 - 09 - 01 |
| <i>Electronic</i> | cosmic bell - repeated         | :02  | 01 - 10 - 01 |
| <i>Electronic</i> | alien butterfly                | :19  | 01 - 11 - 01 |
| <i>Electronic</i> | energizer                      | :05  | 01 - 12 - 01 |
| <i>Electronic</i> | de-energizer                   | :04  | 01 - 13 - 01 |
| <i>Electronic</i> | alien flies - random pitches   | :11  | 01 - 14 - 01 |
| <i>Electronic</i> | alien bugs - random pitches    | :10  | 01 - 15 - 01 |
| <i>Electronic</i> | large space wasp               | :05  | 01 - 16 - 01 |
| <i>Electronic</i> | flying random pitches          | :10  | 01 - 17 - 01 |
| <i>Electronic</i> | descending random energies     | :02  | 01 - 18 - 01 |
| <i>Electronic</i> | electronic zap version 1       | :03  | 01 - 19 - 01 |
| <i>Electronic</i> | electronic zap version 2       | :02  | 01 - 20 - 01 |
| <i>Electronic</i> | boing up - low pitched         | :03  | 01 - 21 - 01 |
| <i>Electronic</i> | boing up - high pitched        | :03  | 01 - 22 - 01 |
| <i>Electronic</i> | jagged descend                 | :12  | 01 - 23 - 01 |
| <i>Electronic</i> | laser shot - continuous        | :04  | 01 - 24 - 01 |
| <i>Electronic</i> | particle beam                  | :03  | 01 - 25 - 01 |
| <i>Electronic</i> | alien entity                   | :04  | 01 - 26 - 01 |
| <i>Electronic</i> | cosmic discharge               | :01  | 01 - 27 - 01 |
| <i>Electronic</i> | 2 cosmic discharges            | :03  | 01 - 28 - 01 |
| <i>Electronic</i> | escaping cosmic sound          | :04  | 01 - 29 - 01 |
| <i>Electronic</i> | electron fright                | :02  | 01 - 30 - 01 |
| <i>Electronic</i> | dissipating energy field       | :04  | 01 - 31 - 01 |
| <i>Electronic</i> | energy cluster                 | :03  | 01 - 32 - 01 |
| <i>Electronic</i> | low frequency energy cluster   | :04  | 01 - 33 - 01 |
| <i>Electronic</i> | cosmic mutation version 1      | :02  | 01 - 34 - 01 |
| <i>Electronic</i> | cosmic mutation version 2      | :04  | 01 - 35 - 01 |
| <i>Electronic</i> | satellite passing              | :09  | 01 - 36 - 01 |
| <i>Electronic</i> | colliding particles            | :04  | 01 - 37 - 01 |
| <i>Electronic</i> | meteor collision               | :06  | 01 - 38 - 01 |
| <i>Electronic</i> | space wobble                   | :03  | 01 - 39 - 01 |
| <i>Electronic</i> | orbiting energy                | :10  | 01 - 40 - 01 |
| <i>Electronic</i> | laser cutter                   | :04  | 01 - 41 - 01 |
| <i>Electronic</i> | fusing energies                | :04  | 01 - 42 - 01 |
| <i>Electronic</i> | passing energy cluster         | :05  | 01 - 43 - 01 |
| <i>Electronic</i> | visiting space wobble          | :10  | 01 - 44 - 01 |
| <i>Electronic</i> | missile launch                 | :10  | 01 - 45 - 01 |
| <i>Electronic</i> | passing space junk             | :05  | 01 - 46 - 01 |
| <i>Electronic</i> | falling star version 1         | :01  | 01 - 47 - 01 |
| <i>Electronic</i> | falling star version 2         | :01  | 01 - 48 - 01 |
| <i>Electronic</i> | falling space junk             | :03  | 01 - 49 - 01 |
| <i>Electronic</i> | space cycle                    | :30  | 01 - 50 - 01 |

# CD 1 - NUMERICAL INDEX

| Sound Effect      | Description                      | Time | CD - TK - IN |
|-------------------|----------------------------------|------|--------------|
| <i>Electronic</i> | alien spacecraft landing         | :05  | 01 - 51 - 01 |
| <i>Electronic</i> | space burp                       | :02  | 01 - 52 - 01 |
| <i>Electronic</i> | passing space probe              | :15  | 01 - 53 - 01 |
| <i>Electronic</i> | cosmic up & down                 | :01  | 01 - 54 - 01 |
| <i>Electronic</i> | passing space particles          | :01  | 01 - 55 - 01 |
| <i>Electronic</i> | ascending energy                 | :01  | 01 - 56 - 01 |
| <i>Electronic</i> | ascending energies               | :01  | 01 - 57 - 01 |
| <i>Electronic</i> | decending alien insect version 1 | :02  | 01 - 58 - 01 |
| <i>Electronic</i> | decending alien insect version 2 | :02  | 01 - 58 - 02 |
| <i>Electronic</i> | alien space probe                | :06  | 01 - 59 - 01 |
| <i>Electronic</i> | up & down space wobble           | :03  | 01 - 60 - 01 |
| <i>Electronic</i> | space siren                      | :02  | 01 - 61 - 01 |
| <i>Electronic</i> | landing space probe              | :05  | 01 - 62 - 01 |
| <i>Electronic</i> | photon torpedo launch            | :01  | 01 - 63 - 01 |
| <i>Electronic</i> | whoosh & wobble                  | :02  | 01 - 64 - 01 |
| <i>Electronic</i> | fast wobbled whoosh passing      | :02  | 01 - 65 - 01 |
| <i>Electronic</i> | whoosh up & down                 | :02  | 01 - 66 - 01 |
| <i>Electronic</i> | slow whoosh up & down            | :03  | 01 - 67 - 01 |
| <i>Electronic</i> | wobbled whoosh up & down         | :03  | 01 - 68 - 01 |
| <i>Electronic</i> | whoosh up                        | :01  | 01 - 69 - 01 |
| <i>Electronic</i> | whoosh down                      | :05  | 01 - 70 - 01 |
| <i>Electronic</i> | whoosh passing by                | :03  | 01 - 71 - 01 |
| <i>Electronic</i> | slow wobbled whoosh passing by   | :03  | 01 - 72 - 01 |
| <i>Electronic</i> | revolving tone                   | :30  | 01 - 73 - 01 |
| <i>Electronic</i> | pulsating tone-revolving warning | :30  | 01 - 74 - 01 |
| <i>Electronic</i> | 2 note tone - left / right       | :30  | 01 - 75 - 01 |
| <i>Electronic</i> | tone pulsating slow              | :30  | 01 - 76 - 01 |
| <i>Electronic</i> | tone pulsating - medium fast     | :30  | 01 - 77 - 01 |
| <i>Electronic</i> | tone pulsating medium pitch      | :30  | 01 - 78 - 01 |
| <i>Electronic</i> | revolving whooshes               | :30  | 01 - 79 - 01 |
| <i>Electronic</i> | pulsating powertone              | :30  | 01 - 80 - 01 |
| <i>Electronic</i> | eruption                         | :10  | 01 - 81 - 01 |
| <i>Electronic</i> | mysterious                       | :15  | 01 - 82 - 01 |
| <i>Electronic</i> | power                            | :07  | 01 - 83 - 01 |
| <i>Electronic</i> | centrifugal force                | :12  | 01 - 84 - 01 |
| <i>Electronic</i> | sonic flight                     | :07  | 01 - 85 - 01 |
| <i>Electronic</i> | space bombs                      | :14  | 01 - 86 - 01 |
| <i>Electronic</i> | cool groove                      | :23  | 01 - 87 - 01 |
| <i>Electronic</i> | urgent                           | :06  | 01 - 88 - 01 |
| <i>Electronic</i> | creation                         | :12  | 01 - 89 - 01 |
| <i>Electronic</i> | atomic rock                      | :08  | 01 - 90 - 01 |
| <i>Electronic</i> | rotating cosmic bells            | :30  | 01 - 91 - 01 |
| <i>Electronic</i> | photon lasor pass                | :02  | 01 - 92 - 01 |
| <i>Electronic</i> | small spacecraft passing         | :15  | 01 - 93 - 01 |
| <i>Electronic</i> | large spacecraft passing over    | :12  | 01 - 94 - 01 |
| <i>Electronic</i> | sequence bridge                  | :03  | 01 - 95 - 01 |
| <i>Electronic</i> | filter sweep up                  | :06  | 01 - 96 - 01 |
| <i>Electronic</i> | filter sweep down                | :04  | 01 - 97 - 01 |
| <i>Electronic</i> | fast swish up (whoosh)           | :01  | 01 - 98 - 01 |
| <i>Electronic</i> | fast swish down (whoosh)         | :01  | 01 - 99 - 01 |

## CD 2 - NUMERICAL INDEX

| Sound Effect       | Description            | Time | CD - TK - IN |
|--------------------|------------------------|------|--------------|
| <i>Bugle Calls</i> | outdoors - charge      | :06  | 02 - 01 - 01 |
| <i>Bugle Calls</i> | post time              | :08  | 02 - 02 - 01 |
| <i>Bugle Calls</i> | viking call            | :24  | 02 - 03 - 01 |
| <i>Bugle Calls</i> | fanfare                | :05  | 02 - 04 - 01 |
| <i>Bugle Calls</i> | alarm                  | :05  | 02 - 05 - 01 |
| <i>Bugle Calls</i> | company sergeant's     | :20  | 02 - 06 - 01 |
| <i>Bugle Calls</i> | parade dismiss         | :12  | 02 - 07 - 01 |
| <i>Bugle Calls</i> | double call            | :05  | 02 - 08 - 01 |
| <i>Bugle Calls</i> | fall in                | :16  | 02 - 09 - 01 |
| <i>Bugle Calls</i> | fatigue                | :12  | 02 - 10 - 01 |
| <i>Bugle Calls</i> | fire alarm             | :12  | 02 - 11 - 01 |
| <i>Bugle Calls</i> | lights out             | :10  | 02 - 12 - 01 |
| <i>Bugle Calls</i> | mail call              | :08  | 02 - 13 - 01 |
| <i>Bugle Calls</i> | cook house             | :08  | 02 - 14 - 01 |
| <i>Bugle Calls</i> | officers               | :08  | 02 - 15 - 01 |
| <i>Bugle Calls</i> | orders                 | :06  | 02 - 16 - 01 |
| <i>Bugle Calls</i> | quarters               | :17  | 02 - 17 - 01 |
| <i>Bugle Calls</i> | retreat                | :06  | 02 - 18 - 01 |
| <i>Bugle Calls</i> | revue                  | :34  | 02 - 19 - 01 |
| <i>Bugle Calls</i> | salute for the general | :27  | 02 - 20 - 01 |
| <i>Bugle Calls</i> | veille                 | :18  | 02 - 21 - 01 |
| <i>Bugle Calls</i> | salute to the guard    | :21  | 02 - 22 - 01 |
| <i>Bugle Calls</i> | royal salute           | :15  | 02 - 23 - 01 |
| <i>Bugle Calls</i> | military taps          | :24  | 02 - 24 - 01 |
| <i>Bugle Calls</i> | tattoo                 | :23  | 02 - 25 - 01 |
| <i>Bugle Calls</i> | william tell           | :19  | 02 - 26 - 01 |
| <i>Bugle Calls</i> | parade                 | :05  | 02 - 27 - 01 |
| <i>Bugle Calls</i> | jazz                   | :08  | 02 - 28 - 01 |
| <i>Bugle Calls</i> | finale sting           | :02  | 02 - 29 - 01 |
| <i>Trumpet</i>     | winnie version 1       | :02  | 02 - 30 - 01 |
| <i>Trumpet</i>     | winnie version 2       | :02  | 02 - 30 - 02 |
| <i>Trumpet</i>     | laughing               | :02  | 02 - 31 - 01 |
| <i>Trumpet</i>     | growling               | :02  | 02 - 32 - 01 |
| <i>Kalimba</i>     | playing sequence       | :30  | 02 - 33 - 01 |
| <i>Guitar</i>      | strumming open strings | :06  | 02 - 34 - 01 |
| <i>Music Box</i>   | playing sequence       | :30  | 02 - 35 - 01 |
| <i>Timpani</i>     | boing up               | :06  | 02 - 36 - 01 |
| <i>Timpani</i>     | boing down             | :05  | 02 - 37 - 01 |
| <i>Timpani</i>     | slow boing up          | :05  | 02 - 38 - 01 |
| <i>Timpani</i>     | slow boing down        | :03  | 02 - 39 - 01 |
| <i>Timpani</i>     | wobble boing up        | :05  | 02 - 40 - 01 |
| <i>Timpani</i>     | wobble boing down      | :04  | 02 - 41 - 01 |
| <i>Timpani</i>     | boing up - down        | :05  | 02 - 42 - 01 |
| <i>Timpani</i>     | boing down - up        | :05  | 02 - 43 - 01 |
| <i>Timpani</i>     | roll in C              | :15  | 02 - 44 - 01 |
| <i>Timpani</i>     | roll in G              | :15  | 02 - 45 - 01 |
| <i>Timpani</i>     | roll in A              | :17  | 02 - 46 - 01 |
| <i>Timpani</i>     | roll in B flat         | :17  | 02 - 47 - 01 |
| <i>Timpani</i>     | roll in F (high)       | :14  | 02 - 48 - 01 |
| <i>Timpani</i>     | roll in E flat         | :14  | 02 - 49 - 01 |

## CD 2 - NUMERICAL INDEX

| Sound Effect           | Description                    | Time | CD - TK - IN |
|------------------------|--------------------------------|------|--------------|
| <i>Timpani</i>         | roll in D                      | :15  | 02 - 50 - 01 |
| <i>Timpani</i>         | roll in E                      | :14  | 02 - 51 - 01 |
| <i>Timpani</i>         | roll in D flat                 | :15  | 02 - 52 - 01 |
| <i>Timpani</i>         | roll in G flat                 | :16  | 02 - 53 - 01 |
| <i>Timpani</i>         | roll in A flat                 | :15  | 02 - 54 - 01 |
| <i>Timpani</i>         | roll in B                      | :18  | 02 - 55 - 01 |
| <i>Timpani</i>         | accent in F                    | :07  | 02 - 56 - 01 |
| <i>Timpani</i>         | accent in F sharp              | :07  | 02 - 57 - 01 |
| <i>Timpani</i>         | accent in G                    | :06  | 02 - 58 - 01 |
| <i>Timpani</i>         | accent in G sharp              | :07  | 02 - 59 - 01 |
| <i>Timpani</i>         | accent in A                    | :07  | 02 - 60 - 01 |
| <i>Timpani</i>         | accent in B flat               | :09  | 02 - 61 - 01 |
| <i>Timpani</i>         | accent in B                    | :07  | 02 - 62 - 01 |
| <i>Timpani</i>         | accent in C                    | :07  | 02 - 63 - 01 |
| <i>Timpani</i>         | accent in C sharp              | :07  | 02 - 64 - 01 |
| <i>Timpani</i>         | accent in D                    | :07  | 02 - 65 - 01 |
| <i>Timpani</i>         | accent in E flat               | :06  | 02 - 66 - 01 |
| <i>Timpani</i>         | accent in E                    | :05  | 02 - 67 - 01 |
| <i>Timpani</i>         | accent in F (high)             | :04  | 02 - 68 - 01 |
| <i>Timpani</i>         | drum beat (root-fifth)         | 1:00 | 02 - 69 - 01 |
| <i>Timpani</i>         | accent with swelling roll      | :17  | 02 - 70 - 01 |
| <i>Timpani</i>         | ghostly rolls                  | 1:00 | 02 - 71 - 01 |
| <i>Timpani</i>         | thunder roll                   | :22  | 02 - 72 - 01 |
| <i>Timpani</i>         | jungle drums                   | :30  | 02 - 73 - 01 |
| <i>Bass Drum</i>       | accent                         | :02  | 02 - 74 - 01 |
| <i>Hi Hat</i>          | closed accent                  | :01  | 02 - 75 - 01 |
| <i>Hi Hat</i>          | open accent                    | :01  | 02 - 76 - 01 |
| <i>Snare Drum</i>      | accent                         | :01  | 02 - 77 - 01 |
| <i>Snare Drum</i>      | roll with cymbal crash         | :05  | 02 - 78 - 01 |
| <i>Beethoven's 5th</i> | beginning phrase               | :05  | 02 - 79 - 01 |
| <i>Drums</i>           | in a cave - slow               | :30  | 02 - 80 - 01 |
| <i>Drums</i>           | in a cave - fast               | :30  | 02 - 81 - 01 |
| <i>Metronome</i>       | slow 60 beats per minute       | :30  | 02 - 82 - 01 |
| <i>Metronome</i>       | medium 80 beats per minute     | :30  | 02 - 83 - 01 |
| <i>Metronome</i>       | fast 120 beats per minute      | :30  | 02 - 84 - 01 |
| <i>Metronome</i>       | very fast 184 beats per minute | :30  | 02 - 85 - 01 |
| <i>Buzzer</i>          | game show type                 | :01  | 02 - 86 - 01 |
| <i>Horn - Klaxon</i>   | 1 honk                         | :01  | 02 - 87 - 01 |
| <i>Horn - Klaxon</i>   | several honks                  | :15  | 02 - 88 - 01 |
| <i>Party Horns</i>     | many sounding together         | :30  | 02 - 89 - 01 |
| <i>Party Horn</i>      | type 1                         | :02  | 02 - 90 - 01 |
| <i>Goose Horn</i>      | one honk                       | :02  | 02 - 91 - 01 |
| <i>Goose Horn</i>      | several honks                  | :02  | 02 - 92 - 01 |
| <i>Party Horn</i>      | type 2                         | :02  | 02 - 93 - 01 |
| <i>Noise Maker</i>     | party noise maker              | :10  | 02 - 94 - 01 |
| <i>Geiger Counter</i>  | clicking at radio activity     | :30  | 02 - 95 - 01 |
| <i>Morse Code</i>      | message                        | :30  | 02 - 96 - 01 |
| <i>Marching Band</i>   | at parade (military)           | 1:00 | 02 - 97 - 01 |
| <i>Marching Band</i>   | at parade                      | 1:00 | 02 - 98 - 01 |
| <i>Concert Hall</i>    | orchestra tuning               | 1:00 | 02 - 99 - 01 |

## CD 3 - NUMERICAL INDEX

| Sound Effect                   | Description                 | Time | CD - TK - IN |
|--------------------------------|-----------------------------|------|--------------|
| <i>Hammering</i>               | nails into wood             | :13  | 03 - 01 - 01 |
| <i>Sawing</i>                  | handsaw sawing wood         | :10  | 03 - 02 - 01 |
| <i>Sawing</i>                  | jigsaw - in operation       | :10  | 03 - 03 - 01 |
| <i>Sawing</i>                  | circular saw in operation   | :18  | 03 - 04 - 01 |
| <i>Carpentry</i>               | woodwork construction shop  | 1:00 | 03 - 05 - 01 |
| <i>Sweeping</i>                | floor - general atmosphere  | :30  | 03 - 06 - 01 |
| <i>Broom</i>                   | dropped on floor            | :01  | 03 - 07 - 01 |
| <i>Air Pump</i>                | hand type                   | :15  | 03 - 08 - 01 |
| <i>Drawer</i>                  | squeaky - opened            | :02  | 03 - 09 - 01 |
| <i>Drawer</i>                  | squeaky - closed            | :02  | 03 - 10 - 01 |
| <i>Drawer</i>                  | opened                      | :01  | 03 - 11 - 01 |
| <i>Drawer</i>                  | closed                      | :02  | 03 - 12 - 01 |
| <i>Drawer</i>                  | opened searched and closed  | :08  | 03 - 13 - 01 |
| <i>Drawer - Filing Cabinet</i> | opening                     | :01  | 03 - 14 - 01 |
| <i>Drawer - Filing Cabinet</i> | closing                     | :01  | 03 - 15 - 01 |
| <i>Drawer - Filing Cabinet</i> | drawers opened and closed   | :12  | 03 - 16 - 01 |
| <i>Fan - Electric</i>          | in operation                | :16  | 03 - 17 - 01 |
| <i>Door</i>                    | opened version 1            | :02  | 03 - 18 - 01 |
| <i>Door</i>                    | opened version 2            | :01  | 03 - 19 - 01 |
| <i>Door</i>                    | closed version 1            | :01  | 03 - 20 - 01 |
| <i>Door</i>                    | closed version 2            | :01  | 03 - 21 - 01 |
| <i>Door</i>                    | slammed                     | :01  | 03 - 22 - 01 |
| <i>Door</i>                    | slammed in corridor         | :01  | 03 - 23 - 01 |
| <i>Door - Shop</i>             | opening with bell           | :05  | 03 - 24 - 01 |
| <i>Door - Closet</i>           | opened                      | :01  | 03 - 25 - 01 |
| <i>Door - Closet</i>           | closed                      | :01  | 03 - 26 - 01 |
| <i>Door - Screen</i>           | opened                      | :02  | 03 - 27 - 01 |
| <i>Door - Screen</i>           | closed                      | :02  | 03 - 28 - 01 |
| <i>Door - Oven</i>             | opened                      | :01  | 03 - 29 - 01 |
| <i>Door - Oven</i>             | closed                      | :01  | 03 - 30 - 01 |
| <i>Door - Squeaky</i>          | opened                      | :18  | 03 - 31 - 01 |
| <i>Door - Squeaky</i>          | closed                      | :03  | 03 - 32 - 01 |
| <i>Door - Garage</i>           | manual opened               | :08  | 03 - 33 - 01 |
| <i>Door - Garage</i>           | manual closed               | :06  | 03 - 34 - 01 |
| <i>Door - Big</i>              | closed with reverberation   | :01  | 03 - 35 - 01 |
| <i>Door - Garage</i>           | automatic opened            | :13  | 03 - 36 - 01 |
| <i>Door - Garage</i>           | automatic closing           | :09  | 03 - 37 - 01 |
| <i>Water</i>                   | dripping                    | :30  | 03 - 38 - 01 |
| <i>Water</i>                   | dripping with reverberation | :30  | 03 - 39 - 01 |
| <i>Water</i>                   | filling sink                | :30  | 03 - 40 - 01 |
| <i>Water</i>                   | draining from sink          | :04  | 03 - 41 - 01 |
| <i>Water Cooler</i>            | draining and getting drink  | :30  | 03 - 42 - 01 |
| <i>Water</i>                   | pouring into glass          | :04  | 03 - 43 - 01 |
| <i>Fizz</i>                    | carbonated water            | :30  | 03 - 44 - 01 |
| <i>Soda</i>                    | opening can and pouring     | :30  | 03 - 45 - 01 |
| <i>Soda</i>                    | pouring into glass          | :07  | 03 - 46 - 01 |
| <i>Can Opener</i>              | electric - in operation     | :12  | 03 - 47 - 01 |
| <i>Can Opener</i>              | manual                      | :14  | 03 - 48 - 01 |
| <i>Trash Compactor</i>         | in operation                | :25  | 03 - 49 - 01 |
| <i>Blender</i>                 | in operation                | :20  | 03 - 50 - 01 |

## CD 3 - NUMERICAL INDEX

| Sound Effect            | Description                 | Time | CD - TK - IN |
|-------------------------|-----------------------------|------|--------------|
| <i>Ratchet</i>          | tightening nut              | :10  | 03 - 51 - 01 |
| <i>Vacuum Cleaner</i>   | in operation                | 1:00 | 03 - 52 - 01 |
| <i>Wind Chimes</i>      | tinkling                    | :30  | 03 - 53 - 01 |
| <i>Glasses</i>          | tray of glasses rattling    | :10  | 03 - 54 - 01 |
| <i>Heartbeat</i>        | beating                     | 1:00 | 03 - 55 - 01 |
| <i>Ping</i>             | large crystal glass         | :03  | 03 - 56 - 01 |
| <i>Ping</i>             | small crystal glass         | :02  | 03 - 57 - 01 |
| <i>Shower Curtain</i>   | opened                      | :03  | 03 - 58 - 01 |
| <i>Shower Curtain</i>   | closed                      | :06  | 03 - 59 - 01 |
| <i>Shower</i>           | general atmosphere          | 1:15 | 03 - 60 - 01 |
| <i>Shaver</i>           | electric                    | :41  | 03 - 61 - 01 |
| <i>Washing Hands</i>    | in sink                     | :10  | 03 - 62 - 01 |
| <i>Drying Hands</i>     | on a towel                  | :05  | 03 - 63 - 01 |
| <i>Brushing Teeth</i>   | general atmosphere          | :20  | 03 - 64 - 01 |
| <i>Toilet</i>           | flushing                    | :17  | 03 - 65 - 01 |
| <i>Swish</i>            | cane through air            | :01  | 03 - 66 - 01 |
| <i>Brief Case</i>       | opened                      | :02  | 03 - 67 - 01 |
| <i>Brief Case</i>       | closed                      | :02  | 03 - 68 - 01 |
| <i>Pencil Sharpener</i> | electric                    | :02  | 03 - 69 - 01 |
| <i>Pencil Sharpener</i> | manual                      | :04  | 03 - 70 - 01 |
| <i>Newspaper</i>        | looking through paper       | :17  | 03 - 71 - 01 |
| <i>Newspaper</i>        | ripped                      | :01  | 03 - 72 - 01 |
| <i>Zipper</i>           | zipped up                   | :01  | 03 - 73 - 01 |
| <i>Zipper</i>           | zipped down                 | :01  | 03 - 74 - 01 |
| <i>Ripping</i>          | velcro                      | :01  | 03 - 75 - 01 |
| <i>Camera</i>           | 35 millimeter shutter sound | :01  | 03 - 76 - 01 |
| <i>Camera</i>           | 35 mm - auto motor drive    | :01  | 03 - 77 - 01 |
| <i>Camera</i>           | 35 mm - automatic sequence  | :07  | 03 - 78 - 01 |
| <i>Camera</i>           | flash charge and pop        | :07  | 03 - 79 - 01 |
| <i>Camera - Movie</i>   | old clockwork type          | :30  | 03 - 80 - 01 |
| <i>Projector</i>        | 16 millimeter               | 1:00 | 03 - 81 - 01 |
| <i>Radio - Tuning</i>   | AM band                     | :10  | 03 - 82 - 01 |
| <i>Radio - Tuning</i>   | FM band                     | :10  | 03 - 83 - 01 |
| <i>Chain Saw</i>        | cutting tree                | :47  | 03 - 84 - 01 |
| <i>Chopping</i>         | with an axe                 | :19  | 03 - 85 - 01 |
| <i>Chopping</i>         | with falling tree           | :14  | 03 - 86 - 01 |
| <i>Chains</i>           | rattling                    | :15  | 03 - 87 - 01 |
| <i>Gate - Iron</i>      | open                        | :03  | 03 - 88 - 01 |
| <i>Gate - Iron</i>      | closed                      | :03  | 03 - 89 - 01 |
| <i>Construction</i>     | general atmosphere          | 1:00 | 03 - 90 - 01 |
| <i>Welding</i>          | with gas                    | 1:00 | 03 - 91 - 01 |
| <i>Gas Jet</i>          | burning                     | :11  | 03 - 92 - 01 |
| <i>Hydraulic Lift</i>   | in operation                | :30  | 03 - 93 - 01 |
| <i>Dishware Clatter</i> | general atmosphere          | 1:00 | 03 - 94 - 01 |
| <i>Washing Dishes</i>   | general atmosphere          | 1:00 | 03 - 95 - 01 |
| <i>Curtains</i>         | drawing open                | :06  | 03 - 96 - 01 |
| <i>Curtains</i>         | drawing closed              | :04  | 03 - 96 - 02 |
| <i>Making Bed</i>       | with pillow fluffing        | :13  | 03 - 97 - 01 |
| <i>Scrubbing</i>        | floor with a brush          | :30  | 03 - 98 - 01 |
| <i>Washing Machine</i>  | in operation                | 1:00 | 03 - 99 - 01 |

## CD 4 - NUMERICAL INDEX

| Sound Effect                | Description                     | Time | CD - TK - IN |
|-----------------------------|---------------------------------|------|--------------|
| <i>Orchestra</i>            | tuning                          | 1:00 | 04 - 01 - 01 |
| <i>Bagpipes</i>             | Scottish melody outdoors        | 1:00 | 04 - 02 - 01 |
| <i>Bagpipes</i>             | w/drums                         | 1:00 | 04 - 03 - 01 |
| <i>Harp</i>                 | fast glissando up               | :05  | 04 - 04 - 01 |
| <i>Harp</i>                 | short glissando up              | :03  | 04 - 05 - 01 |
| <i>Harp</i>                 | long glissando up               | :07  | 04 - 06 - 01 |
| <i>Harp</i>                 | multiple glissandos up          | :11  | 04 - 07 - 01 |
| <i>Harp</i>                 | fast multiple glissandos up     | :11  | 04 - 08 - 01 |
| <i>Harp</i>                 | fast downward glissando         | :07  | 04 - 09 - 01 |
| <i>Harp</i>                 | long downward glissando         | :08  | 04 - 10 - 01 |
| <i>Harp</i>                 | multiple glissandos down        | :15  | 04 - 11 - 01 |
| <i>Harp</i>                 | short gliss up and down         | :07  | 04 - 12 - 01 |
| <i>Harp</i>                 | medium gliss up and down        | :08  | 04 - 13 - 01 |
| <i>Harp</i>                 | long gliss up and down          | :10  | 04 - 14 - 01 |
| <i>Harp</i>                 | short gliss down and up         | :05  | 04 - 15 - 01 |
| <i>Harp</i>                 | medium gliss down and up        | :07  | 04 - 16 - 01 |
| <i>Harp</i>                 | long gliss down and up          | :10  | 04 - 17 - 01 |
| <i>Harp</i>                 | multiple glisses up and down    | :10  | 04 - 18 - 01 |
| <i>Harp</i>                 | diminished glisses up           | :07  | 04 - 19 - 01 |
| <i>Harp</i>                 | diminished glisses down         | :08  | 04 - 20 - 01 |
| <i>Harp</i>                 | diminished glisses down and up  | :10  | 04 - 21 - 01 |
| <i>Harp</i>                 | diminished glisses - multiple   | :11  | 04 - 22 - 01 |
| <i>Harp</i>                 | dominant 7th up - short         | :06  | 04 - 23 - 01 |
| <i>Harp</i>                 | dominant 7th up - long          | :08  | 04 - 24 - 01 |
| <i>Harp</i>                 | dominant 7th down - fast        | :07  | 04 - 25 - 01 |
| <i>Harp</i>                 | dominant 7th up and down        | :08  | 04 - 26 - 01 |
| <i>Harp</i>                 | C chord - cracked               | :05  | 04 - 27 - 01 |
| <i>Harp</i>                 | C chord - cracked slower        | :07  | 04 - 28 - 01 |
| <i>Harp</i>                 | A minor chord - cracked         | :06  | 04 - 29 - 01 |
| <i>Harp</i>                 | A minor chord - arpeggiated     | :08  | 04 - 30 - 01 |
| <i>Harp</i>                 | full diminished - cracked       | :06  | 04 - 31 - 01 |
| <i>Harp</i>                 | full diminished - arpeggiated   | :06  | 04 - 32 - 01 |
| <i>Harp</i>                 | full diminished - ext. arpeggio | :07  | 04 - 33 - 01 |
| <i>Harp</i>                 | full diminished arpeggio - down | :09  | 04 - 34 - 01 |
| <i>Harp</i>                 | harmonics w/ multiple glisseswn | :60  | 04 - 35 - 01 |
| <i>Scratch</i>              | rhythm                          | :01  | 04 - 36 - 01 |
| <i>Scratch</i>              | accent                          | :01  | 04 - 37 - 01 |
| <i>Try-Timp</i>             | glissando up                    | :02  | 04 - 38 - 01 |
| <i>Try-Timp</i>             | glissando down                  | :02  | 04 - 39 - 01 |
| <i>Slide Whistle</i>        | gliss up - fast                 | :01  | 04 - 40 - 01 |
| <i>Slide Whistle</i>        | gliss down fast                 | :01  | 04 - 41 - 01 |
| <i>Slide Whistle</i>        | gliss up slow                   | :04  | 04 - 42 - 01 |
| <i>Slide Whistle</i>        | gliss down slow                 | :03  | 04 - 43 - 01 |
| <i>Slide Whistle</i>        | gliss up and down               | :01  | 04 - 44 - 01 |
| <i>Slide Whistle</i>        | wobble up                       | :02  | 04 - 45 - 01 |
| <i>Slide Whistle</i>        | wobble down                     | :03  | 04 - 46 - 01 |
| <i>Slide Whistle</i>        | wobble up and down              | :03  | 04 - 47 - 01 |
| <i>Ratchet - Orchestral</i> | accent                          | :01  | 04 - 48 - 01 |
| <i>Vibra - Slap</i>         | accent                          | :03  | 04 - 49 - 01 |
| <i>Cabassa</i>              | accent                          | :01  | 04 - 50 - 01 |

## CD 4 - NUMERICAL INDEX

| Sound Effect               | Description               | Time | CD - TK - IN |
|----------------------------|---------------------------|------|--------------|
| <i>Cabassa</i>             | rhythm                    | :30  | 04 - 51 - 01 |
| <i>Cowbell</i>             | accent                    | :01  | 04 - 52 - 01 |
| <i>Go Go Bells</i>         | accent                    | :03  | 04 - 53 - 01 |
| <i>Boat Whistle</i>        | orchestral - 1 blast      | :06  | 04 - 54 - 01 |
| <i>Boat Whistle</i>        | orchestral - 2 blasts     | :06  | 04 - 55 - 01 |
| <i>Siren</i>               | acme siren                | :04  | 04 - 56 - 01 |
| <i>Guiro</i>               | 1 scrape                  | :01  | 04 - 57 - 01 |
| <i>Guiro</i>               | 2 scrapes both directions | :01  | 04 - 58 - 01 |
| <i>Cymbal (very small)</i> | accent                    | :04  | 04 - 59 - 01 |
| <i>Clave</i>               | accent                    | :01  | 04 - 60 - 01 |
| <i>Maracas</i>             | accent                    | :01  | 04 - 61 - 01 |
| <i>Maracas</i>             | rhythm                    | :30  | 04 - 62 - 01 |
| <i>Maracas</i>             | roll or shake             | :01  | 04 - 63 - 01 |
| <i>Castanets</i>           | accent                    | :01  | 04 - 64 - 01 |
| <i>Castanets</i>           | rhythm                    | :12  | 04 - 65 - 01 |
| <i>Flexatone</i>           | gliss up                  | :02  | 04 - 66 - 01 |
| <i>Flexatone</i>           | gliss down                | :02  | 04 - 67 - 01 |
| <i>Flexatone</i>           | accents                   | :08  | 04 - 68 - 01 |
| <i>Triangle (large)</i>    | accent                    | :08  | 04 - 69 - 01 |
| <i>Triangle (small)</i>    | accent                    | :06  | 04 - 70 - 01 |
| <i>Wood Block</i>          | accent                    | :01  | 04 - 71 - 01 |
| <i>Tambourine</i>          | shake                     | :03  | 04 - 72 - 01 |
| <i>Tambourine</i>          | accent                    | :02  | 04 - 73 - 01 |
| <i>Bongos</i>              | accent slap               | :01  | 04 - 74 - 01 |
| <i>Bongos</i>              | roll                      | :04  | 04 - 75 - 01 |
| <i>Bongos</i>              | fast rhythm               | :30  | 04 - 76 - 01 |
| <i>Bongos</i>              | slow rhythm               | :30  | 04 - 76 - 02 |
| <i>Conga</i>               | slap                      | :01  | 04 - 77 - 01 |
| <i>Conga</i>               | roll                      | :03  | 04 - 78 - 01 |
| <i>Conga</i>               | fast rhythm               | :30  | 04 - 79 - 01 |
| <i>Conga</i>               | slow rhythm               | :30  | 04 - 80 - 01 |
| <i>Gong - Large</i>        | one strike                | :16  | 04 - 81 - 01 |
| <i>Gong - Large</i>        | roll                      | :24  | 04 - 82 - 01 |
| <i>Gong - Small</i>        | accent                    | :06  | 04 - 83 - 01 |
| <i>Gong - Small</i>        | roll                      | :14  | 04 - 84 - 01 |
| <i>Chinese Blocks</i>      | accents                   | :05  | 04 - 85 - 01 |
| <i>Chinese Blocks</i>      | rhythm                    | :30  | 04 - 86 - 01 |
| <i>Wind Chimes</i>         | orchestral                | :19  | 04 - 87 - 01 |
| <i>Woodchimes</i>          | orchestral                | :08  | 04 - 88 - 01 |
| <i>Key Tree</i>            | sizzle                    | :13  | 04 - 89 - 01 |
| <i>Bell Tree</i>           | accent fast down          | :07  | 04 - 90 - 01 |
| <i>Bell Tree</i>           | accent fast up            | :05  | 04 - 91 - 01 |
| <i>Pop Gun</i>             | popping                   | :01  | 04 - 92 - 01 |
| <i>Slap Stick</i>          | slap                      | :01  | 04 - 93 - 01 |
| <i>Guica</i>               | accent                    | :01  | 04 - 94 - 01 |
| <i>Guica</i>               | rhythm                    | :30  | 04 - 95 - 01 |
| <i>Cymbal</i>              | roll                      | :12  | 04 - 96 - 01 |
| <i>Cymbal</i>              | crash                     | :07  | 04 - 97 - 01 |
| <i>Cymbal</i>              | scrape                    | :07  | 04 - 98 - 01 |
| <i>Bird Whistle</i>        | orchestral                | :06  | 04 - 99 - 01 |



## CD 5 - NUMERICAL INDEX

| Sound Effect                  | Description                      | Time | CD - TK - IN |
|-------------------------------|----------------------------------|------|--------------|
| <i>Car - Domestic</i>         | sun roof open                    | :04  | 05 - 01 - 01 |
| <i>Car - Domestic</i>         | sun roof closed                  | :04  | 05 - 02 - 01 |
| <i>Car - Domestic</i>         | powered windows opened           | :04  | 05 - 03 - 01 |
| <i>Car - Domestic</i>         | powered windows closed           | :04  | 05 - 04 - 01 |
| <i>Car - Domestic</i>         | windows opened (manually)        | :06  | 05 - 05 - 01 |
| <i>Car - Domestic</i>         | windows closed (manually)        | :03  | 05 - 06 - 01 |
| <i>Car - Domestic</i>         | windshield wipers-external persp | :30  | 05 - 07 - 01 |
| <i>Car - Domestic</i>         | car alarm                        | :30  | 05 - 08 - 01 |
| <i>Car - Domestic</i>         | hood release                     | :01  | 05 - 09 - 01 |
| <i>Car - Domestic</i>         | hood opened                      | :01  | 05 - 10 - 01 |
| <i>Car - Domestic</i>         | hood closed                      | :01  | 05 - 11 - 01 |
| <i>Car - Domestic</i>         | opening door                     | :01  | 05 - 12 - 01 |
| <i>Car - Domestic</i>         | car door closes                  | :01  | 05 - 13 - 01 |
| <i>Car - Domestic</i>         | horn - 1 honk                    | :01  | 05 - 14 - 01 |
| <i>Car - Domestic</i>         | horn - several honks             | :02  | 05 - 15 - 01 |
| <i>Car - Domestic</i>         | horn - long honk                 | :03  | 05 - 16 - 01 |
| <i>Car - Domestic</i>         | horn - traffic jam honks         | :23  | 05 - 17 - 01 |
| <i>Car - Domestic</i>         | door opened in parking garage    | :03  | 05 - 18 - 01 |
| <i>Car - Domestic</i>         | door closed on parking garage    | :02  | 05 - 19 - 01 |
| <i>Car - Domestic</i>         | boarding sequence in a garage    | :12  | 05 - 20 - 01 |
| <i>Car - Domestic</i>         | doors closed in parking garage   | :03  | 05 - 21 - 01 |
| <i>Car - Domestic</i>         | departing from parking garage    | :23  | 05 - 22 - 01 |
| <i>Car - Domestic</i>         | arriving in parking garage       | :30  | 05 - 23 - 01 |
| <i>Car - Domestic</i>         | fast depart in parking garage    | :30  | 05 - 24 - 01 |
| <i>Car - Domestic</i>         | car crash with yell              | :08  | 05 - 25 - 01 |
| <i>Car - Domestic</i>         | stunt with applause              | :17  | 05 - 26 - 01 |
| <i>Car - Domestic</i>         | fast approach and stop           | :06  | 05 - 27 - 01 |
| <i>Car - Domestic</i>         | skid - tire squeal               | :03  | 05 - 28 - 01 |
| <i>Car - Domestic</i>         | approach and skid version 1      | :06  | 05 - 29 - 01 |
| <i>Car - Domestic</i>         | approach and skid version 2      | :06  | 05 - 30 - 01 |
| <i>Car - Domestic</i>         | skid and light crash             | :04  | 05 - 31 - 01 |
| <i>Car - Domestic</i>         | approach skid and medium crash   | :06  | 05 - 32 - 01 |
| <i>Car - Domestic</i>         | skid and fender bender           | :02  | 05 - 33 - 01 |
| <i>Car - Domestic</i>         | approach skid and crash          | :06  | 05 - 34 - 01 |
| <i>Car - Domestic</i>         | approach long skid and big crash | :07  | 05 - 35 - 01 |
| <i>Car - Domestic</i>         | start and idle                   | 1:00 | 05 - 36 - 01 |
| <i>Car - Domestic</i>         | start and rev engine             | :15  | 05 - 37 - 01 |
| <i>Car - Domestic</i>         | start rev engine & drive away    | :11  | 05 - 38 - 01 |
| <i>Car - Domestic</i>         | approach and a fast stop         | :06  | 05 - 39 - 01 |
| <i>Car - Domestic</i>         | start and drive away             | :12  | 05 - 40 - 01 |
| <i>Car - Domestic</i>         | passing by slowly                | :07  | 05 - 41 - 01 |
| <i>Car - Domestic</i>         | passing with horn                | :06  | 05 - 42 - 01 |
| <i>Car - Domestic</i>         | driving sequence version 1       | 1:00 | 05 - 43 - 01 |
| <i>Car - Domestic</i>         | driving sequence version 2       | 1:00 | 05 - 44 - 01 |
| <i>Car - Domestic</i>         | driving sequence with wipers     | 1:00 | 05 - 45 - 01 |
| <i>Car - Domestic</i>         | driving with slow down           | 1:02 | 05 - 46 - 01 |
| <i>Car - Domestic</i>         | driving highway w/windows open   | 1:00 | 05 - 47 - 01 |
| <i>Car - Domestic</i>         | won't start                      | 1:00 | 05 - 48 - 01 |
| <i>Car - Domestic</i>         | with dead battery                | :20  | 05 - 49 - 01 |
| <i>Car - High Performance</i> | engine turning over-won't start  | :19  | 05 - 50 - 01 |

## CD 5 - NUMERICAL INDEX

| Sound Effect                  | Description                     | Time | CD - TK - IN |
|-------------------------------|---------------------------------|------|--------------|
| <i>Car - High Performance</i> | start and idle                  | :31  | 05 - 51 - 01 |
| <i>Car - High Performance</i> | start idle rewinding and stop   | :20  | 05 - 52 - 01 |
| <i>Car - High Performance</i> | start drive and stop            | :36  | 05 - 53 - 01 |
| <i>Car - High Performance</i> | fast departure (burn out)       | :05  | 05 - 54 - 01 |
| <i>Car - High Performance</i> | burn out version 1              | :05  | 05 - 55 - 01 |
| <i>Car - High Performance</i> | burn out version 2              | :04  | 05 - 56 - 01 |
| <i>Car - High Performance</i> | start up and burn out           | :14  | 05 - 57 - 01 |
| <i>Car - High Performance</i> | high speed pass 150 mph L to R  | :08  | 05 - 58 - 01 |
| <i>Car - High Performance</i> | high speed pass 150 mph L to R  | :05  | 05 - 59 - 01 |
| <i>Car - High Performance</i> | high speed pass 160 mph R to L  | :15  | 05 - 60 - 01 |
| <i>Car - High Performance</i> | driving - interior perspective  | :30  | 05 - 61 - 01 |
| <i>Car - Grand Prix</i>       | stadium gen atmos w/commentary. | 1:00 | 05 - 62 - 01 |
| <i>Car - Grand Prix</i>       | race track gen atmosphere       | 1:00 | 05 - 63 - 01 |
| <i>Go Carts</i>               | general atmosphere              | 1:00 | 05 - 64 - 01 |
| <i>Motorcycle</i>             | start & depart                  | :15  | 05 - 65 - 01 |
| <i>Motorcycle</i>             | passing                         | :10  | 05 - 66 - 01 |
| <i>Motorcycle</i>             | passing at high sp. 55MPH       | :05  | 05 - 67 - 01 |
| <i>Motorcycle</i>             | passing at high sp. 100 MPH     | :05  | 05 - 68 - 01 |
| <i>Motorcycle</i>             | approach & stop                 | :07  | 05 - 69 - 01 |
| <i>Motorcycle</i>             | idle                            | 1:00 | 05 - 70 - 01 |
| <i>Bicycle</i>                | in garage passing               | :10  | 05 - 71 - 01 |
| <i>Bicycle</i>                | passing by                      | :30  | 05 - 72 - 01 |
| <i>Bicycle</i>                | chain sound                     | :30  | 05 - 73 - 01 |
| <i>Truck</i>                  | approach and stop               | :12  | 05 - 74 - 01 |
| <i>Truck</i>                  | starting and departing          | :25  | 05 - 75 - 01 |
| <i>Truck</i>                  | idle                            | 1:00 | 05 - 76 - 01 |
| <i>Truck</i>                  | horn - 1 blast                  | :03  | 05 - 77 - 01 |
| <i>Truck</i>                  | horn - 2 blasts                 | :03  | 05 - 77 - 02 |
| <i>Truck</i>                  | passing with horn               | :08  | 05 - 78 - 01 |
| <i>Traffic</i>                | light                           | 1:00 | 05 - 79 - 01 |
| <i>Traffic</i>                | medium                          | 1:00 | 05 - 80 - 01 |
| <i>Traffic</i>                | heavy                           | 1:00 | 05 - 81 - 01 |
| <i>Ambulance</i>              | passing with siren              | :15  | 05 - 82 - 01 |
| <i>Police Car</i>             | passing with siren              | :20  | 05 - 83 - 01 |
| <i>Police Car</i>             | approach & stop with siren      | :30  | 05 - 84 - 01 |
| <i>Police Car</i>             | departs wih siren               | :14  | 05 - 85 - 01 |
| <i>Police Radio</i>           | in operation                    | :20  | 05 - 86 - 01 |
| <i>Boat - Outboard</i>        | starts up and leaves dock       | :30  | 05 - 87 - 01 |
| <i>Boat - Outboard</i>        | approach version 1              | :16  | 05 - 88 - 01 |
| <i>Boat - Outboard</i>        | approach version 2              | :18  | 05 - 89 - 01 |
| <i>Boat - Outboard</i>        | passing at high speed           | :20  | 05 - 90 - 01 |
| <i>Boat - Outboard</i>        | start up & leave/onboard persp. | 1:00 | 05 - 91 - 01 |
| <i>Ship</i>                   | horn 2 blasts                   | :10  | 05 - 92 - 01 |
| <i>Sonar</i>                  | submarine                       | :35  | 05 - 93 - 01 |
| <i>Garbage Truck</i>          | loading                         | 1:00 | 05 - 94 - 01 |
| <i>Garbage Truck</i>          | unloading                       | :30  | 05 - 95 - 01 |
| <i>Tractor</i>                | start idle & stop               | 1:00 | 05 - 96 - 01 |
| <i>Tractor</i>                | starts & drives off             | 1:00 | 05 - 97 - 01 |
| <i>Tractor</i>                | approaches and stops            | :30  | 05 - 98 - 01 |
| <i>Tractor</i>                | driving by                      | :30  | 05 - 99 - 01 |

## CD 6 - NUMERICAL INDEX

| Sound Effect                | Description                       | Time | CD - TK - IN |
|-----------------------------|-----------------------------------|------|--------------|
| <i>Bowling</i>              | gutterball                        | :05  | 06 - 01 - 01 |
| <i>Bowling</i>              | strike version 1                  | :01  | 06 - 02 - 01 |
| <i>Bowling</i>              | strike version 2                  | :02  | 06 - 03 - 01 |
| <i>Bowling</i>              | strike version 3                  | :03  | 06 - 04 - 01 |
| <i>Bowling Alley</i>        | general atmosphere                | 1:00 | 06 - 05 - 01 |
| <i>Pin Ball Machine</i>     | general playing atmosphere        | 1:00 | 06 - 06 - 01 |
| <i>Video Game</i>           | general atmosphere                | 1:00 | 06 - 07 - 01 |
| <i>Video Arcade</i>         | general atmosphere                | 1:00 | 06 - 08 - 01 |
| <i>Pool Hall</i>            | general atmosphere                | 1:00 | 06 - 09 - 01 |
| <i>Pool</i>                 | break (billiards & snooker)       | :08  | 06 - 10 - 01 |
| <i>Pool</i>                 | single shot (billiards & snooker) | :01  | 06 - 11 - 01 |
| <i>Pool</i>                 | combination (billiards & snooker) | :03  | 06 - 12 - 01 |
| <i>Basketball</i>           | playground game atmosphere        | 1:00 | 06 - 13 - 01 |
| <i>Basketball</i>           | court game with ball dribbles     | :30  | 06 - 14 - 01 |
| <i>Fishing - Saltwater</i>  | casting reeling & catching fish   | 1:00 | 06 - 15 - 01 |
| <i>Fishing - Freshwater</i> | casting & reeling                 | 1:00 | 06 - 16 - 01 |
| <i>Raquet Ball/Squash</i>   | general game atmosphere           | 1:00 | 06 - 17 - 01 |
| <i>Patchinco</i>            | one play                          | :03  | 06 - 18 - 01 |
| <i>Patchinco</i>            | one play and payoff               | :04  | 06 - 19 - 01 |
| <i>Patchinco</i>            | continuous play                   | :30  | 06 - 20 - 01 |
| <i>Hunting</i>              | with duck calls                   | 1:00 | 06 - 21 - 01 |
| <i>Archery</i>              | arrow shot into wood              | :01  | 06 - 22 - 01 |
| <i>Archery</i>              | shooters persp                    | :02  | 06 - 23 - 01 |
| <i>Archery</i>              | arrow shot at target              | :01  | 06 - 24 - 01 |
| <i>Archery</i>              | arrow shot in air                 | :01  | 06 - 25 - 01 |
| <i>Archery</i>              | arrow shot at 100 yds             | :02  | 06 - 26 - 01 |
| <i>Cards</i>                | shuffling                         | :03  | 06 - 27 - 01 |
| <i>Cards</i>                | dealing                           | :30  | 06 - 28 - 01 |
| <i>Whistle</i>              | referee type                      | :01  | 06 - 29 - 01 |
| <i>Fencing</i>              | swordfight - gen atmosphere       | 1:00 | 06 - 30 - 01 |
| <i>Ping Pong</i>            | continuous volley                 | 1:00 | 06 - 31 - 01 |
| <i>Ping Pong</i>            | missed serve                      | :06  | 06 - 32 - 01 |
| <i>Tennis</i>               | continuous volley                 | 1:00 | 06 - 33 - 01 |
| <i>Tennis</i>               | practice court atmosphere         | 1:00 | 06 - 34 - 01 |
| <i>Tennis</i>               | one serve                         | :01  | 06 - 35 - 01 |
| <i>Baseball</i>             | wood bat hitting ball             | :01  | 06 - 36 - 01 |
| <i>Baseball</i>             | aluminum bat hitting ball         | :01  | 06 - 37 - 01 |
| <i>Baseball</i>             | stadium                           | 1:00 | 06 - 38 - 01 |
| <i>Baseball</i>             | inside concession area            | 1:00 | 06 - 39 - 01 |
| <i>Whip</i>                 | crack                             | :01  | 06 - 40 - 01 |
| <i>Roller Coaster</i>       | in operation-general atmosphere   | 1:00 | 06 - 41 - 01 |
| <i>Karate</i>               | workout atmosphere                | 1:00 | 06 - 42 - 01 |
| <i>Punching Bag</i>         | boxing workout atmosphere         | :46  | 06 - 43 - 01 |
| <i>Jumping Rope</i>         | general atmosphere                | :28  | 06 - 44 - 01 |
| <i>Fight Bell</i>           | 1 strike                          | :02  | 06 - 45 - 01 |
| <i>Fight Bell</i>           | 2 strikes                         | :03  | 06 - 46 - 01 |
| <i>Boxing Match</i>         | small arena                       | 1:00 | 06 - 47 - 01 |
| <i>Boxing Match</i>         | medium arena                      | 1:00 | 06 - 48 - 01 |
| <i>Football</i>             | stadium atmosphere                | 1:00 | 06 - 49 - 01 |
| <i>Hot Air Balloon</i>      | rising                            | :18  | 06 - 50 - 01 |

## CD 6 - NUMERICAL INDEX

| Sound Effect               | Description               | Time | CD - TK - IN |
|----------------------------|---------------------------|------|--------------|
| <i>Hot Air</i>             | 1 blast                   | :02  | 06 - 51 - 01 |
| <i>Hot Air</i>             | 1 long blast              | :09  | 06 - 52 - 01 |
| <i>Sailing</i>             | hoisting sail             | 1:00 | 06 - 53 - 01 |
| <i>Sailing</i>             | with surf                 | 1:00 | 06 - 54 - 01 |
| <i>Ball</i>                | bouncing                  | 1:00 | 06 - 55 - 01 |
| <i>Ball</i>                | bouncing away             | :09  | 06 - 56 - 01 |
| <i>Car - Toy</i>           | miniature toy             | :30  | 06 - 57 - 01 |
| <i>Paddling</i>            | in canoe perspective      | 1:00 | 06 - 58 - 01 |
| <i>Rowing</i>              | in boat perspective       | 1:00 | 06 - 59 - 01 |
| <i>Paddling</i>            | in boat perspective       | :30  | 06 - 60 - 01 |
| <i>Trampoline</i>          | small - gen. perspective  | 1:00 | 06 - 61 - 01 |
| <i>Golf Swing</i>          | driving club whoosh       | :01  | 06 - 62 - 01 |
| <i>Weight Lifting</i>      | exercising with weights   | :30  | 06 - 63 - 01 |
| <i>Swimming</i>            | child                     | :30  | 06 - 64 - 01 |
| <i>Football Game</i>       | halftime show atmosphere  | 2:00 | 06 - 65 - 01 |
| <i>Football Game</i>       | crowd singing before game | 1:00 | 06 - 66 - 01 |
| <i>Beach</i>               | with children             | 1:00 | 06 - 67 - 01 |
| <i>Factory</i>             | with automated machines   | 1:00 | 06 - 68 - 01 |
| <i>Factory</i>             | with conveyor belt        | 1:00 | 06 - 69 - 01 |
| <i>Clock - Alarm</i>       | ticking                   | 1:00 | 06 - 70 - 01 |
| <i>Sleigh Bells</i>        | jingling                  | 1:00 | 06 - 71 - 01 |
| <i>Bicycle Bell</i>        | 1 ring                    | :02  | 06 - 72 - 01 |
| <i>Bicycle Bell</i>        | several rings             | :04  | 06 - 73 - 01 |
| <i>Counter Bell</i>        | 1 ring                    | :01  | 06 - 74 - 01 |
| <i>Counter Bell</i>        | 2 rings                   | :01  | 06 - 75 - 01 |
| <i>Door Bell</i>           | Avon type - 1 ring        | :04  | 06 - 76 - 01 |
| <i>Door Bell</i>           | Avon type several rings   | :05  | 06 - 77 - 01 |
| <i>Shop Door Bell</i>      | several rings             | :04  | 06 - 78 - 01 |
| <i>Bell - Small</i>        | several rings             | :03  | 06 - 79 - 01 |
| <i>School Bell</i>         | several rings             | :08  | 06 - 80 - 01 |
| <i>School Bell</i>         | several slow rings        | :14  | 06 - 81 - 01 |
| <i>Clock - Church</i>      | strikes 1/4 Hour          | :10  | 06 - 82 - 01 |
| <i>Clock - Church</i>      | strikes 1/2 hour          | :13  | 06 - 83 - 01 |
| <i>Clock - Church</i>      | strikes 3/4 hour          | :18  | 06 - 84 - 01 |
| <i>Clock - Church</i>      | strikes 1 o'clock         | :29  | 06 - 85 - 01 |
| <i>Clock - Church</i>      | strikes 12 o'clock        | 1:00 | 06 - 86 - 01 |
| <i>Clock - Grandfather</i> | strikes 12 o'clock        | :50  | 06 - 87 - 01 |
| <i>Clock - Town</i>        | in distance - 1/4 hour    | :08  | 06 - 88 - 01 |
| <i>Clock - Town</i>        | in distance - 1/2 hour    | :12  | 06 - 89 - 01 |
| <i>Clock - Town</i>        | in distance - 3/4 hr      | :15  | 06 - 90 - 01 |
| <i>Clock - Town</i>        | in distance - 1 o'clock   | :27  | 06 - 91 - 01 |
| <i>Clock - Town</i>        | in distance - 12 o'clock  | :56  | 06 - 92 - 01 |
| <i>Clock - Alarm</i>       | alarm bell sounding       | :10  | 06 - 93 - 01 |
| <i>Clock - Mantle</i>      | ticking                   | 1:00 | 06 - 94 - 01 |
| <i>Clock - Stopwatch</i>   | ticking                   | 1:00 | 06 - 95 - 01 |
| <i>Clocks</i>              | many clocks ticking       | 1:00 | 06 - 96 - 01 |
| <i>Clock - Alarm</i>       | winding                   | :07  | 06 - 97 - 01 |
| <i>Clock - Alarm</i>       | electronic alarm          | :09  | 06 - 98 - 01 |
| <i>Cuckoo Clock</i>        | strikes 1 o'clock         | :04  | 06 - 99 - 01 |
| <i>Cuckoo Clock</i>        | strikes 12 o'clock        | :12  | 06 - 99 - 02 |

## CD 7 - NUMERICAL INDEX

| Sound Effect            | Description                      | Time | CD - TK - IN |
|-------------------------|----------------------------------|------|--------------|
| <i>Thunder and Rain</i> | in the city                      | 1:00 | 07 - 01 - 01 |
| <i>Rain</i>             | continious downpour              | 1:00 | 07 - 02 - 01 |
| <i>Thunder Clap</i>     | version 1                        | :06  | 07 - 03 - 01 |
| <i>Thunder Clap</i>     | version 2                        | :12  | 07 - 04 - 01 |
| <i>Thunder Clap</i>     | version 3                        | :07  | 07 - 05 - 01 |
| <i>Thunder</i>          | continious claps and rumbles     | 1:00 | 07 - 06 - 01 |
| <i>Storm</i>            | thunder and rain                 | 1:00 | 07 - 07 - 01 |
| <i>Storm</i>            | with thunder and heavy down-pour | 1:00 | 07 - 08 - 01 |
| <i>Storm</i>            | thunder-wind and rain            | 1:00 | 07 - 09 - 01 |
| <i>Storm</i>            | wind swept rain                  | 1:00 | 07 - 10 - 01 |
| <i>Wind</i>             | blowing through trees            | 1:00 | 07 - 11 - 01 |
| <i>Wind</i>             | howling heavily                  | 1:00 | 07 - 12 - 01 |
| <i>Wind</i>             | howling lightly                  | 1:00 | 07 - 13 - 01 |
| <i>After Storm</i>      | general atmosphere               | :30  | 07 - 14 - 01 |
| <i>Splash</i>           | water splash-version 1           | :03  | 07 - 15 - 01 |
| <i>Splash</i>           | water splash-version 2           | :03  | 07 - 16 - 01 |
| <i>Swimming</i>         | in pool                          | 1:00 | 07 - 17 - 01 |
| <i>Diving</i>           | and swimming past                | :11  | 07 - 18 - 01 |
| <i>Kiss</i>             | one kiss                         | :01  | 07 - 19 - 01 |
| <i>Belch</i>            | long                             | :01  | 07 - 20 - 01 |
| <i>Burp</i>             | short                            | :01  | 07 - 21 - 01 |
| <i>Coughing</i>         | male                             | :05  | 07 - 22 - 01 |
| <i>Breathing</i>        | heavy                            | :30  | 07 - 23 - 01 |
| <i>Sneeze</i>           | ah-shoo                          | :04  | 07 - 24 - 01 |
| <i>Tarzan</i>           | jungle cry                       | :05  | 07 - 25 - 01 |
| <i>Yodel</i>            | Swiss yodel call                 | :06  | 07 - 26 - 01 |
| <i>Running</i>          | up on concrete                   | :05  | 07 - 27 - 01 |
| <i>Running</i>          | away on concrete                 | :07  | 07 - 28 - 01 |
| <i>Running</i>          | running through leaves           | :14  | 07 - 29 - 01 |
| <i>Footsteps</i>        | walking up on wood               | :07  | 07 - 30 - 01 |
| <i>Footsteps</i>        | walking away on wood             | :07  | 07 - 31 - 01 |
| <i>Footsteps</i>        | walking past on wood             | :06  | 07 - 32 - 01 |
| <i>Footsteps</i>        | walking around on wood           | :15  | 07 - 33 - 01 |
| <i>Footsteps</i>        | on wood - walker's perspective   | 1:00 | 07 - 34 - 01 |
| <i>Crying</i>           | baby                             | :30  | 07 - 35 - 01 |
| <i>Sobbing</i>          | woman                            | :10  | 07 - 36 - 01 |
| <i>Scream</i>           | woman - shriek                   | :07  | 07 - 37 - 01 |
| <i>Scream</i>           | male                             | :05  | 07 - 38 - 01 |
| <i>Applause</i>         | last guitar strum and applause   | :05  | 07 - 39 - 01 |
| <i>Applause</i>         | polite - small group             | :12  | 07 - 40 - 01 |
| <i>Applause</i>         | small group with cheers          | :13  | 07 - 41 - 01 |
| <i>Applause</i>         | outside cheers-golf match        | :07  | 07 - 42 - 01 |
| <i>Applause</i>         | congratulatory                   | :04  | 07 - 43 - 01 |
| <i>Applause</i>         | medium group                     | :21  | 07 - 44 - 01 |
| <i>Applause</i>         | in unison                        | :10  | 07 - 45 - 01 |
| <i>Applause</i>         | polite medium group              | :45  | 07 - 46 - 01 |
| <i>Applause</i>         | loud medium group                | :48  | 07 - 47 - 01 |
| <i>Applause</i>         | loud large group                 | :35  | 07 - 48 - 01 |
| <i>Applause</i>         | rock concert with stage noise    | :37  | 07 - 49 - 01 |
| <i>Applause</i>         | rock concert with shouts         | 1:00 | 07 - 50 - 01 |

## CD 7 - NUMERICAL INDEX

| Sound Effect            | Description                    | Time | CD - TK - IN |
|-------------------------|--------------------------------|------|--------------|
| <i>Applause</i>         | small crowd - indoor concert   | :30  | 07 - 51 - 01 |
| <i>Applause</i>         | concert crowd with cheers      | :11  | 07 - 52 - 01 |
| <i>Applause</i>         | before concert - enthusiastic  | :15  | 07 - 53 - 01 |
| <i>Applause</i>         | before concert - polite        | :34  | 07 - 54 - 01 |
| <i>Laugh</i>            | baby                           | :30  | 07 - 55 - 01 |
| <i>Laughter</i>         | applause with small group      | :10  | 07 - 56 - 01 |
| <i>Laughter</i>         | children giggling              | :30  | 07 - 57 - 01 |
| <i>Laugh</i>            | woman shrieking                | :08  | 07 - 58 - 01 |
| <i>Witch</i>            | evil laugh                     | :06  | 07 - 59 - 01 |
| <i>Sobbing</i>          | male                           | :12  | 07 - 60 - 01 |
| <i>Laugh</i>            | male - evil                    | :10  | 07 - 61 - 01 |
| <i>Laugh</i>            | male - evil with echo          | :10  | 07 - 62 - 01 |
| <i>Laugh</i>            | male - hysterical              | :08  | 07 - 63 - 01 |
| <i>Laughter</i>         | titter - audience              | :12  | 07 - 64 - 01 |
| <i>Laughter</i>         | small group                    | :12  | 07 - 65 - 01 |
| <i>Footsteps</i>        | through leaves                 | :22  | 07 - 66 - 01 |
| <i>Footsteps</i>        | passing thru grass             | :09  | 07 - 67 - 01 |
| <i>Walking</i>          | through brush                  | :30  | 07 - 68 - 01 |
| <i>Jogging</i>          | runner's perspective           | 1:00 | 07 - 69 - 01 |
| <i>Jogging</i>          | running past right to left     | :10  | 07 - 70 - 01 |
| <i>Jogging</i>          | running past left to right     | :08  | 07 - 71 - 01 |
| <i>Jogging</i>          | runner approaching             | :10  | 07 - 72 - 01 |
| <i>Jogging</i>          | passing by in the grass        | :09  | 07 - 73 - 01 |
| <i>Crowd</i>            | small group booing             | :10  | 07 - 74 - 01 |
| <i>Crowd</i>            | small group sighing - relieved | :01  | 07 - 75 - 01 |
| <i>Crowd</i>            | small group gasp - astonished  | :01  | 07 - 76 - 01 |
| <i>Crowd</i>            | small grp. 'yeah' - happy      | :01  | 07 - 77 - 01 |
| <i>Crowd</i>            | 'oh' - disappointed            | :01  | 07 - 78 - 01 |
| <i>Crowd</i>            | 'ahh' - satisfied              | :01  | 07 - 79 - 01 |
| <i>Crowd</i>            | urgh - disgusted               | :02  | 07 - 80 - 01 |
| <i>Crowd</i>            | at golf - missed putt reaction | :03  | 07 - 81 - 01 |
| <i>Race Track</i>       | crowd at a horse race          | 1:00 | 07 - 82 - 01 |
| <i>Race Track</i>       | crowd at a harness track       | 1:00 | 07 - 83 - 01 |
| <i>Party</i>            | social gathering - medium      | 1:04 | 07 - 84 - 01 |
| <i>Social gathering</i> | party crowd                    | 1:00 | 07 - 84 - 02 |
| <i>Piano Bar</i>        | general atmosphere             | 1:00 | 07 - 85 - 01 |
| <i>Crowd</i>            | angry                          | 1:00 | 07 - 86 - 01 |
| <i>Crowd</i>            | panic stricken                 | :30  | 07 - 87 - 01 |
| <i>Party</i>            | 'surprise'                     | :04  | 07 - 88 - 01 |
| <i>Crowd</i>            | at parade                      | 1:00 | 07 - 89 - 01 |
| <i>Children</i>         | playing                        | 1:00 | 07 - 90 - 01 |
| <i>Children</i>         | playing games                  | 1:00 | 07 - 91 - 01 |
| <i>Climbing</i>         | up stairs - fast               | :14  | 07 - 92 - 01 |
| <i>Climbing</i>         | up stairs - slowly             | :14  | 07 - 93 - 01 |
| <i>Climbing</i>         | down stairs - fast             | :07  | 07 - 94 - 01 |
| <i>Monster</i>          | growls & noises                | :05  | 07 - 95 - 01 |
| <i>Mall</i>             | with shoppers (enclosed)       | 1:00 | 07 - 96 - 01 |
| <i>Market</i>           | general atmosphere             | 1:00 | 07 - 97 - 01 |
| <i>Supermarket</i>      | shopping                       | 1:00 | 07 - 98 - 01 |
| <i>Supermarket</i>      | check-out area                 | 1:00 | 07 - 99 - 01 |

## CD 8 - NUMERICAL INDEX

| Sound Effect         | Description                      | Time | CD - TK - IN |
|----------------------|----------------------------------|------|--------------|
| <i>Telephone</i>     | pick up                          | :01  | 08 - 01 - 01 |
| <i>Telephone</i>     | 3 rings and pick up              | :14  | 08 - 02 - 01 |
| <i>Telephone</i>     | 1 ring and pick up               | :03  | 08 - 03 - 01 |
| <i>Telephone</i>     | hanging up version 1             | :01  | 08 - 04 - 01 |
| <i>Telephone</i>     | hanging up version 2             | :01  | 08 - 04 - 02 |
| <i>Telephone</i>     | slammed down                     | :01  | 08 - 05 - 01 |
| <i>Telephone</i>     | rotary dialing                   | :12  | 08 - 06 - 01 |
| <i>Telephone</i>     | pick-up - dial tone              | :05  | 08 - 07 - 01 |
| <i>Telephone</i>     | pick-up & dial touchtone-1 ring  | :18  | 08 - 08 - 01 |
| <i>Telephone</i>     | pick-up & dial touchtone-5 rings | :30  | 08 - 09 - 01 |
| <i>Telephone</i>     | dialing & busy signal            | :10  | 08 - 10 - 01 |
| <i>Telephone</i>     | off the hook                     | :14  | 08 - 11 - 01 |
| <i>Buzzer</i>        | intercom                         | :01  | 08 - 12 - 01 |
| <i>Pay Phone</i>     | sequence                         | :20  | 08 - 13 - 01 |
| <i>Gavel</i>         | hammering in court               | :01  | 08 - 14 - 01 |
| <i>Matches</i>       | shaken about                     | :28  | 08 - 15 - 01 |
| <i>Slot Machine</i>  | 1 pull                           | :03  | 08 - 16 - 01 |
| <i>Slot Machine</i>  | 1 pull and pay-off               | :04  | 08 - 17 - 01 |
| <i>Cash Register</i> | ring up                          | :04  | 08 - 18 - 01 |
| <i>Pedestrians</i>   | downtown                         | 1:00 | 08 - 19 - 01 |
| <i>Train-Subway</i>  | departs from station             | :30  | 08 - 20 - 01 |
| <i>Train-Subway</i>  | arrives at station               | :30  | 08 - 21 - 01 |
| <i>Train-Subway</i>  | departs - on board perspective   | 1:02 | 08 - 22 - 01 |
| <i>Train-Subway</i>  | general atmosphere of station    | 1:00 | 08 - 23 - 01 |
| <i>Train-Diesel</i>  | passing by with horn             | 1:45 | 08 - 24 - 01 |
| <i>Train-Diesel</i>  | passing by w/level crossing bell | 1:53 | 08 - 25 - 01 |
| <i>Train-Steam</i>   | departs station                  | :30  | 08 - 26 - 01 |
| <i>Train-Steam</i>   | arriving station                 | 1:00 | 08 - 27 - 01 |
| <i>Train-Steam</i>   | passing by                       | :30  | 08 - 28 - 01 |
| <i>Train</i>         | level crossing bell              | :30  | 08 - 29 - 01 |
| <i>Train Station</i> | general atmosphere               | 1:00 | 08 - 30 - 01 |
| <i>Gas Station</i>   | bell ringing upon entrance       | :01  | 08 - 31 - 01 |
| <i>Gas Station</i>   | gas pump                         | 1:00 | 08 - 32 - 01 |
| <i>Gas Station</i>   | air hose                         | :10  | 08 - 33 - 01 |
| <i>Gas Station</i>   | filling tires with air           | :10  | 08 - 34 - 01 |
| <i>Garage</i>        | repairing cars                   | 1:00 | 08 - 35 - 01 |
| <i>Car Wash</i>      | interior perspective             | 1:00 | 08 - 36 - 01 |
| <i>Hovercraft</i>    | in operation                     | :48  | 08 - 37 - 01 |
| <i>Rocket</i>        | launching with countdown         | 1:00 | 08 - 38 - 01 |
| <i>Horse</i>         | whinny & neigh outside version 1 | :01  | 08 - 39 - 01 |
| <i>Horse</i>         | whinny & neigh outside version 2 | :01  | 08 - 40 - 01 |
| <i>Horse</i>         | snort                            | :01  | 08 - 41 - 01 |
| <i>Horse</i>         | whinny and neigh version 1       | :01  | 08 - 42 - 01 |
| <i>Horse</i>         | whinny and neigh version 2       | :01  | 08 - 43 - 01 |
| <i>Horse</i>         | whinny and neigh version 3       | :01  | 08 - 44 - 01 |
| <i>Horse</i>         | whinny and neigh version 4       | :02  | 08 - 45 - 01 |
| <i>Horse</i>         | walk up & snort in stable-soft   | :11  | 08 - 46 - 01 |
| <i>Horse</i>         | walk up & snort in stable-loud   | :11  | 08 - 47 - 01 |
| <i>Horse</i>         | walks away in stable             | :10  | 08 - 48 - 01 |
| <i>Horse</i>         | walks up and breathes in stable  | :22  | 08 - 49 - 01 |

## CD 8 - NUMERICAL INDEX

| Sound Effect           | Description                       | Time | CD - TK - IN |
|------------------------|-----------------------------------|------|--------------|
| <i>Horse</i>           | turns & walks away in stable      | :10  | 08 - 50 - 01 |
| <i>Horse</i>           | walks by in stable                | :14  | 08 - 51 - 01 |
| <i>Horse</i>           | trots up & snorts - outside       | :07  | 08 - 52 - 01 |
| <i>Horse</i>           | walks away - outside              | :05  | 08 - 53 - 01 |
| <i>Horse</i>           | trots by - outside                | :21  | 08 - 54 - 01 |
| <i>Horse</i>           | canters by outside version 1      | :10  | 08 - 55 - 01 |
| <i>Horse</i>           | canters by outside version 2      | :07  | 08 - 56 - 01 |
| <i>Horse</i>           | gallops by version 1              | :07  | 08 - 57 - 01 |
| <i>Horse</i>           | gallops by version 2              | :05  | 08 - 58 - 01 |
| <i>Donkey</i>          | hee-haws - outside                | :12  | 08 - 59 - 01 |
| <i>Goat</i>            | bleat                             | :01  | 08 - 60 - 01 |
| <i>Elephant</i>        | at zoo                            | :02  | 08 - 61 - 01 |
| <i>Elephant</i>        | angry trumpets                    | :10  | 08 - 62 - 01 |
| <i>Elephant</i>        | many in a herd                    | 1:00 | 08 - 63 - 01 |
| <i>Elephant</i>        | trunk noise                       | :05  | 08 - 64 - 01 |
| <i>Lion</i>            | roars                             | :10  | 08 - 65 - 01 |
| <i>Lion</i>            | growls                            | 1:00 | 08 - 66 - 01 |
| <i>Lion</i>            | growls at zoo                     | :01  | 08 - 67 - 01 |
| <i>Lion</i>            | growls - close perspective        | :03  | 08 - 68 - 01 |
| <i>Lion - Mountain</i> | snarls and growls                 | :30  | 08 - 69 - 01 |
| <i>Bees</i>            | buzz around hive                  | 1:00 | 08 - 70 - 01 |
| <i>Birds</i>           | in a rain forest                  | 1:00 | 08 - 71 - 01 |
| <i>Birds</i>           | in an aviary                      | 1:00 | 08 - 72 - 01 |
| <i>Bird</i>            | singing                           | :07  | 08 - 73 - 01 |
| <i>Birds</i>           | a few singing                     | :11  | 08 - 74 - 01 |
| <i>Cuckoo</i>          | singing                           | :01  | 08 - 75 - 01 |
| <i>Birds</i>           | dawn chorus with prominent bird   | :20  | 08 - 76 - 01 |
| <i>Birds</i>           | dawn chorus - early dawn          | 1:00 | 08 - 77 - 01 |
| <i>Bird</i>            | flying around - plane in backgrnd | :30  | 08 - 78 - 01 |
| <i>Dog</i>             | one bark                          | :01  | 08 - 79 - 01 |
| <i>Dog</i>             | many barks                        | :02  | 08 - 80 - 01 |
| <i>Dog</i>             | growling                          | :20  | 08 - 81 - 01 |
| <i>Dog</i>             | growling and barking              | :28  | 08 - 82 - 01 |
| <i>Dog</i>             | running about and barking         | :30  | 08 - 83 - 01 |
| <i>Dog</i>             | chasing man and barking           | :05  | 08 - 84 - 01 |
| <i>Dog</i>             | runs left then right              | :07  | 08 - 85 - 01 |
| <i>Cow</i>             | moo version 1                     | :02  | 08 - 86 - 01 |
| <i>Cow</i>             | moo version 2                     | :01  | 08 - 87 - 01 |
| <i>Farm</i>            | general atmosphere                | 1:00 | 08 - 88 - 01 |
| <i>Lamb</i>            | one bleat                         | :01  | 08 - 89 - 01 |
| <i>Sheep Farm</i>      | general atmosphere                | 1:00 | 08 - 90 - 01 |
| <i>Rooster</i>         | crowing                           | :02  | 08 - 91 - 01 |
| <i>Chicken</i>         | coop atmosphere                   | 1:00 | 08 - 92 - 01 |
| <i>Chicken</i>         | laying an egg                     | :01  | 08 - 93 - 01 |
| <i>Duck</i>            | quack                             | :01  | 08 - 94 - 01 |
| <i>Ducks</i>           | with children                     | :30  | 08 - 95 - 01 |
| <i>Wolf</i>            | howling - human simulation        | :05  | 08 - 96 - 01 |
| <i>Pigs</i>            | grunting in a sty                 | 1:00 | 08 - 97 - 01 |
| <i>Pig</i>             | grunts and runs away              | :08  | 08 - 98 - 01 |
| <i>Cat</i>             | meow - 3 types                    | :05  | 08 - 99 - 01 |



## CD 9 - NUMERICAL INDEX

| Sound Effect            | Description                      | Time | CD - TK - IN |
|-------------------------|----------------------------------|------|--------------|
| <i>Airplane - Jet</i>   | take off (L10-11)                | :15  | 09 - 01 - 01 |
| <i>Airplane - Jet</i>   | take off (Jumbo jet)             | :22  | 09 - 02 - 01 |
| <i>Airplane - Jet</i>   | take off                         | :17  | 09 - 03 - 01 |
| <i>Airplane - Jet</i>   | landing version 1                | :32  | 09 - 04 - 01 |
| <i>Airplane - Jet</i>   | landing version 2                | :31  | 09 - 05 - 01 |
| <i>Airplane - Jet</i>   | landing with tire squeal         | :16  | 09 - 06 - 01 |
| <i>Airplane - Jet</i>   | flyby overhead right to left     | :16  | 09 - 07 - 01 |
| <i>Airplane - Jet</i>   | flyby overhead left to right     | :10  | 09 - 08 - 01 |
| <i>Airplane - Jet</i>   | passing overhead and landing     | :17  | 09 - 09 - 01 |
| <i>Airplane - Jet</i>   | engine noise                     | :32  | 09 - 10 - 01 |
| <i>Airplane - Jet</i>   | interior w/cabin announcements   | 1:39 | 09 - 11 - 01 |
| <i>Airplane - Jet</i>   | interior during flight           | 1:00 | 09 - 12 - 01 |
| <i>Airplane - Jet</i>   | small military - fast flyby      | :05  | 09 - 13 - 01 |
| <i>Airplane - Prop</i>  | start & idle                     | 1:02 | 09 - 14 - 01 |
| <i>Airplane - Prop</i>  | stopping                         | :17  | 09 - 15 - 01 |
| <i>Airplane - Prop</i>  | int. persp. start & taxi         | 1:00 | 09 - 16 - 01 |
| <i>Airplane - Prop</i>  | int. persp. take off             | :33  | 09 - 17 - 01 |
| <i>Airplane - Prop</i>  | int. persp. flying               | 1:00 | 09 - 18 - 01 |
| <i>Airplane - Prop</i>  | int. persp. fly w/communications | 1:00 | 09 - 19 - 01 |
| <i>Airplane - Prop</i>  | int. persp. landing              | :28  | 09 - 20 - 01 |
| <i>Airplane - Prop</i>  | take off ext. persp.             | :10  | 09 - 21 - 01 |
| <i>Airplane - Model</i> | in operation                     | 1:00 | 09 - 22 - 01 |
| <i>Airplane - Model</i> | fast flyby                       | :06  | 09 - 23 - 01 |
| <i>Airport</i>          | runway - general atmosphere      | 1:01 | 09 - 24 - 01 |
| <i>Airport</i>          | arrival area general atmosphere  | 1:00 | 09 - 25 - 01 |
| <i>Airport</i>          | ticket area general atmosphere   | 1:00 | 09 - 26 - 01 |
| <i>Airport</i>          | security area general atmos.     | 1:00 | 09 - 27 - 01 |
| <i>Helicopter</i>       | start up & take off version 1    | 1:24 | 09 - 28 - 01 |
| <i>Helicopter</i>       | start up & take off version 2    | 1:00 | 09 - 29 - 01 |
| <i>Helicopter</i>       | flying by version 1              | :16  | 09 - 30 - 01 |
| <i>Helicopter</i>       | flying by version 2              | :15  | 09 - 31 - 01 |
| <i>Helicopter</i>       | flying by version 3              | :19  | 09 - 32 - 01 |
| <i>Helicopter</i>       | comming in & landing version 1   | 1:30 | 09 - 33 - 01 |
| <i>Helicopter</i>       | comming in & landing version 2   | 1:02 | 09 - 34 - 01 |
| <i>Helicopter</i>       | comming in & landing version 3   | :59  | 09 - 35 - 01 |
| <i>Helicopter</i>       | start up/take off-int.persp.     | 1:01 | 09 - 36 - 01 |
| <i>Helicopter</i>       | flying - int. persp.             | 1:01 | 09 - 37 - 01 |
| <i>Helicopter</i>       | landing - int. persp.            | :30  | 09 - 38 - 01 |
| <i>Eating</i>           | potato chips (crisps)            | :10  | 09 - 39 - 01 |
| <i>Writing</i>          | on paper with pencil             | :30  | 09 - 40 - 01 |
| <i>Scissors</i>         | cutting paper                    | :16  | 09 - 41 - 01 |
| <i>Boings</i>           | series of 4                      | :06  | 09 - 42 - 01 |
| <i>Match</i>            | lighting                         | :02  | 09 - 43 - 01 |
| <i>Coins</i>            | Scooping                         | :30  | 09 - 44 - 01 |
| <i>Coins</i>            | dropped on table                 | :05  | 09 - 45 - 01 |
| <i>Coins</i>            | being counted                    | :12  | 09 - 46 - 01 |
| <i>Coins</i>            | jingling                         | :10  | 09 - 47 - 01 |
| <i>Keys</i>             | jingling                         | :05  | 09 - 48 - 01 |
| <i>Keys</i>             | being counted                    | :09  | 09 - 49 - 01 |
| <i>Bubbles</i>          | air through water light          | :15  | 09 - 50 - 01 |

## CD 9 - NUMERICAL INDEX

| Sound Effect               | Description                     | Time | CD - TK - IN |
|----------------------------|---------------------------------|------|--------------|
| <i>Bubbles</i>             | air through water heavy         | :30  | 09 - 51 - 01 |
| <i>Bubbles</i>             | many bubbles                    | :30  | 09 - 52 - 01 |
| <i>Drinking</i>            | through a straw with a gulp     | :03  | 09 - 53 - 01 |
| <i>Ice Cubes</i>           | in glass version 1 (near)       | :01  | 09 - 54 - 01 |
| <i>Ice Cubes</i>           | in glass version 2 (distant)    | :01  | 09 - 55 - 01 |
| <i>Ice Cubes</i>           | in bucket                       | :01  | 09 - 56 - 01 |
| <i>Typing</i>              | a letter                        | 1:00 | 09 - 57 - 01 |
| <i>Drinking</i>            | sipping coffee                  | :03  | 09 - 58 - 01 |
| <i>Stapling</i>            | with a staple gun               | :01  | 09 - 59 - 01 |
| <i>Static</i>              | general atmosphere              | :30  | 09 - 60 - 01 |
| <i>Writing</i>             | on blackboard                   | :30  | 09 - 61 - 01 |
| <i>Fingernails</i>         | on blackboard                   | :05  | 09 - 62 - 01 |
| <i>Lighter</i>             | flick                           | :01  | 09 - 63 - 01 |
| <i>Haircut</i>             | scissors cutting hair           | :33  | 09 - 64 - 01 |
| <i>Hair Dryer</i>          | in operation                    | :36  | 09 - 65 - 01 |
| <i>Chair</i>               | scraping floor                  | :01  | 09 - 66 - 01 |
| <i>Grating</i>             | carrots                         | :24  | 09 - 67 - 01 |
| <i>Grammaphone</i>         | Edison type                     | 1:00 | 09 - 68 - 01 |
| <i>Computer</i>            | keyboard                        | :15  | 09 - 69 - 01 |
| <i>Computer</i>            | disc drive                      | :04  | 09 - 70 - 01 |
| <i>Computer</i>            | printer                         | :30  | 09 - 71 - 01 |
| <i>Dishwasher</i>          | in operation                    | 1:00 | 09 - 72 - 01 |
| <i>Waste Disposal Unit</i> | in operation                    | :10  | 09 - 73 - 01 |
| <i>Dishes</i>              | tray dropped                    | :06  | 09 - 74 - 01 |
| <i>Removing Jacket</i>     | with zipper down                | :08  | 09 - 75 - 01 |
| <i>Paper Bag</i>           | put on head and removed         | :11  | 09 - 76 - 01 |
| <i>Champagne Cork</i>      | popping version 1               | :03  | 09 - 77 - 01 |
| <i>Champagne Cork</i>      | popping version 2               | :03  | 09 - 78 - 01 |
| <i>Lighting a Fuse</i>     | version 1                       | :45  | 09 - 79 - 01 |
| <i>Lighting a Fuse</i>     | version 2                       | 1:00 | 09 - 80 - 01 |
| <i>Coffee Grinder</i>      | in operation                    | :06  | 09 - 81 - 01 |
| <i>Coffee Percolator</i>   | in operation                    | :30  | 09 - 82 - 01 |
| <i>Sizzle</i>              | light                           | :01  | 09 - 83 - 01 |
| <i>Sizzle</i>              | heavy                           | :05  | 09 - 84 - 01 |
| <i>Steam</i>               | general atmosphere              | :15  | 09 - 85 - 01 |
| <i>Boiling Water</i>       | general atmosphere              | 1:00 | 09 - 86 - 01 |
| <i>Lid</i>                 | placed on saucepan              | :02  | 09 - 87 - 01 |
| <i>Shaking</i>             | liquid in a bottle              | :15  | 09 - 88 - 01 |
| <i>Cup</i>                 | placed in saucer                | :01  | 09 - 89 - 01 |
| <i>Stirring</i>            | in a cup                        | :05  | 09 - 90 - 01 |
| <i>Frying</i>              | bacon                           | 1:00 | 09 - 91 - 01 |
| <i>Chopping</i>            | vegetables                      | :27  | 09 - 92 - 01 |
| <i>Breaking</i>            | eggs                            | :10  | 09 - 93 - 01 |
| <i>Beating Eggs</i>        | in a bowl                       | :30  | 09 - 94 - 01 |
| <i>Toaster</i>             | pushed down                     | :02  | 09 - 95 - 01 |
| <i>Toaster</i>             | popping up                      | :01  | 09 - 96 - 01 |
| <i>Scraping</i>            | buttering toast                 | :10  | 09 - 97 - 01 |
| <i>Pop</i>                 | cork pulled from bottle vers. 1 | :01  | 09 - 98 - 01 |
| <i>Pop</i>                 | cork pulled from bottle-vers.2  | :01  | 09 - 98 - 02 |
| <i>Pop</i>                 | cork pulled w/ revert           | :02  | 09 - 99 - 01 |

## CD 10 - NUMERICAL INDEX

| Sound Effect             | Description                      | Time | CD - TK - IN |
|--------------------------|----------------------------------|------|--------------|
| <i>Fire Alarm</i>        | bell                             | :16  | 10 - 01 - 01 |
| <i>Snap</i>              | twig snapping                    | :01  | 10 - 02 - 01 |
| <i>Gun</i>               | small cal - 25 auto - 1 shot     | :02  | 10 - 03 - 01 |
| <i>Gun</i>               | small cal - 25 auto - 3 shots    | :02  | 10 - 04 - 01 |
| <i>Gun</i>               | small cal - 25 auto - full clip  | :04  | 10 - 05 - 01 |
| <i>Gun</i>               | large cal - 45 auto - 1 shot     | :02  | 10 - 06 - 01 |
| <i>Gun</i>               | large cal - 45 auto - 3 shots    | :03  | 10 - 07 - 01 |
| <i>Gun</i>               | large cal - 45 auto - full clip  | :04  | 10 - 08 - 01 |
| <i>Rifle</i>             | cocked                           | :01  | 10 - 09 - 01 |
| <i>Rifle</i>             | 1 shot                           | :02  | 10 - 10 - 01 |
| <i>Rifle</i>             | 3 shots                          | :03  | 10 - 11 - 01 |
| <i>Rifle - M14</i>       | 1 shot                           | :01  | 10 - 12 - 01 |
| <i>Rifle - M14</i>       | several shots                    | :06  | 10 - 13 - 01 |
| <i>Shotgun</i>           | 1 shot                           | :02  | 10 - 14 - 01 |
| <i>Machine Gun</i>       | 1 burst                          | :03  | 10 - 15 - 01 |
| <i>Machine Gun</i>       | burst w/returned fire            | :06  | 10 - 16 - 01 |
| <i>Cannon</i>            | 1 blast                          | :03  | 10 - 17 - 01 |
| <i>Rocket</i>            | small                            | :04  | 10 - 18 - 01 |
| <i>Fireworks</i>         | general atmosphere               | 1:00 | 10 - 19 - 01 |
| <i>Explosion</i>         | bang with falling debris         | :06  | 10 - 20 - 01 |
| <i>Explosion</i>         | medium bang                      | :04  | 10 - 21 - 01 |
| <i>Explosion</i>         | small bang with falling debris   | :06  | 10 - 22 - 01 |
| <i>Gunfire</i>           | battle                           | :07  | 10 - 23 - 01 |
| <i>Gunfire</i>           | battle with car                  | :07  | 10 - 24 - 01 |
| <i>Gunfire</i>           | battle with traffic              | :12  | 10 - 25 - 01 |
| <i>Watering</i>          | w/hose                           | 1:00 | 10 - 26 - 01 |
| <i>Squeek</i>            | sneaker on floor                 | :02  | 10 - 27 - 01 |
| <i>Umbrella</i>          | opening                          | :02  | 10 - 28 - 01 |
| <i>Umbrella</i>          | closing                          | :01  | 10 - 29 - 01 |
| <i>Glass</i>             | window pane breaking             | :02  | 10 - 30 - 01 |
| <i>Glass</i>             | plate glass smashed              | :01  | 10 - 31 - 01 |
| <i>Balloon</i>           | let go flying                    | :02  | 10 - 32 - 01 |
| <i>Balloon</i>           | popped                           | :01  | 10 - 33 - 01 |
| <i>Balloon</i>           | popped with reverberation        | :02  | 10 - 34 - 01 |
| <i>Balloon</i>           | being inflated                   | :07  | 10 - 35 - 01 |
| <i>Finger Snaps</i>      | snapping                         | :01  | 10 - 36 - 01 |
| <i>Wrapping</i>          | parcel with paper                | :30  | 10 - 37 - 01 |
| <i>Book</i>              | turning pages                    | 1:00 | 10 - 38 - 01 |
| <i>Key</i>               | inserted into lock - version 1   | :04  | 10 - 39 - 01 |
| <i>Key</i>               | inserted into lock - version 2   | :04  | 10 - 39 - 02 |
| <i>Knocking</i>          | on door - other side perspective | :05  | 10 - 40 - 01 |
| <i>Knocking</i>          | on door - door opens             | :05  | 10 - 41 - 01 |
| <i>Knocking</i>          | on door-door opens-knockers pers | :08  | 10 - 42 - 01 |
| <i>Vending Machine</i>   | snacks                           | :10  | 10 - 43 - 01 |
| <i>Vending Machine</i>   | cold drinks                      | :12  | 10 - 44 - 01 |
| <i>Drinking Fountain</i> | turned on and off                | :06  | 10 - 45 - 01 |
| <i>Drinking Fountain</i> | taking drink                     | :07  | 10 - 46 - 01 |
| <i>Air Conditioner</i>   | turned on then off               | 1:00 | 10 - 47 - 01 |
| <i>Switch - Light</i>    | click                            | :01  | 10 - 48 - 01 |
| <i>Glasses</i>           | clinked as in a toast            | :01  | 10 - 49 - 01 |

## CD 10 - NUMERICAL INDEX

| Sound Effect                 | Description                    | Time | CD - TK - IN |
|------------------------------|--------------------------------|------|--------------|
| <i>Glasses</i>               | many clinking in a toast       | :08  | 10 - 50 - 01 |
| <i>Paper</i>                 | crumple up                     | :05  | 10 - 51 - 01 |
| <i>Tearing</i>               | paper torn - short             | :03  | 10 - 52 - 01 |
| <i>Tearing</i>               | paper torn - long              | :04  | 10 - 53 - 01 |
| <i>Tearing</i>               | material torn - short          | :01  | 10 - 54 - 01 |
| <i>Tearing</i>               | material torn - long           | :02  | 10 - 55 - 01 |
| <i>Aerosol</i>               | short burst                    | :01  | 10 - 56 - 01 |
| <i>Aerosol</i>               | medium burst                   | :02  | 10 - 57 - 01 |
| <i>Aerosol</i>               | long burst                     | :03  | 10 - 58 - 01 |
| <i>Hair Spray</i>            | spraying hair                  | :20  | 10 - 59 - 01 |
| <i>Elevator</i>              | door opening                   | :03  | 10 - 60 - 01 |
| <i>Elevator</i>              | doors closing                  | :05  | 10 - 61 - 01 |
| <i>Elevator</i>              | lift - rider's perspective     | :21  | 10 - 62 - 01 |
| <i>Escalator</i>             | rider's perspective            | :33  | 10 - 63 - 01 |
| <i>Envelope</i>              | opening a letter               | :13  | 10 - 64 - 01 |
| <i>Crumble</i>               | crumble letter and throw away  | :04  | 10 - 65 - 01 |
| <i>Scratch</i>               | record needle scratch          | :02  | 10 - 66 - 01 |
| <i>Ghosts</i>                | electronic simulation          | 1:00 | 10 - 67 - 01 |
| <i>Shoveling</i>             | dirt on concrete               | :19  | 10 - 68 - 01 |
| <i>Digging</i>               | dirt in garden                 | 1:00 | 10 - 69 - 01 |
| <i>Fire</i>                  | camp fire burning              | 1:00 | 10 - 70 - 01 |
| <i>Seagulls</i>              | general atmosphere             | 1:00 | 10 - 71 - 01 |
| <i>Seagulls</i>              | with surf in background        | 1:00 | 10 - 72 - 01 |
| <i>Surf</i>                  | general atmosphere             | 1:00 | 10 - 73 - 01 |
| <i>Teletypes</i>             | in newsroom                    | 1:00 | 10 - 74 - 01 |
| <i>Newsroom</i>              | general atmosphere             | 1:00 | 10 - 75 - 01 |
| <i>Office</i>                | general atmosphere             | 1:00 | 10 - 76 - 01 |
| <i>Cafeteria</i>             | general atmosphere             | 1:00 | 10 - 77 - 01 |
| <i>Dockside</i>              | general atmosphere             | 1:00 | 10 - 78 - 01 |
| <i>Laundramat</i>            | general atmosphere             | 1:00 | 10 - 79 - 01 |
| <i>Countryside</i>           | summertime                     | 1:00 | 10 - 80 - 01 |
| <i>Waterfall</i>             | general atmosphere             | 1:00 | 10 - 81 - 01 |
| <i>Sleigh Bells</i>          | arrival of Santa               | :30  | 10 - 82 - 01 |
| <i>Sleigh Bells</i>          | departure of Santa             | :20  | 10 - 83 - 01 |
| <i>City Park</i>             | birds planes etc.              | 1:00 | 10 - 84 - 01 |
| <i>Stream</i>                | babbling                       | 1:00 | 10 - 85 - 01 |
| <i>Crickets</i>              | at night                       | 1:00 | 10 - 86 - 01 |
| <i>Crickets</i>              | during the day                 | 1:00 | 10 - 87 - 01 |
| <i>Carnival</i>              | general atmosphere             | 1:00 | 10 - 88 - 01 |
| <i>Cave</i>                  | w/water dripping               | :30  | 10 - 89 - 01 |
| <i>Dawn in the Country</i>   | with birds chirping            | 1:00 | 10 - 90 - 01 |
| <i>Toy Store</i>             | with moving toys               | 1:00 | 10 - 91 - 01 |
| <i>HiFi Store</i>            | w/radios and TVs               | 1:00 | 10 - 92 - 01 |
| <i>Marina</i>                | boats and water                | 2:00 | 10 - 93 - 01 |
| <i>Brook</i>                 | babbling stream                | 1:00 | 10 - 94 - 01 |
| <i>Rapids</i>                | fast flowing river             | 1:00 | 10 - 95 - 01 |
| <i>Ice Skating</i>           | general rink atmosphere        | 1:00 | 10 - 96 - 01 |
| <i>Park</i>                  | w/fun and games                | 1:00 | 10 - 97 - 01 |
| <i>National Anthem (USA)</i> | with band and crowd            | 1:15 | 10 - 98 - 01 |
| <i>Downtown</i>              | high street general stmosphere | 1:00 | 10 - 99 - 01 |



The page features a decorative background consisting of two triangular regions of parallel diagonal lines. A thick diagonal line runs from the top-left to the bottom-right, separating the two regions. The top-right region contains lines that become increasingly dense towards the top-right corner. The bottom-left region contains lines that become increasingly dense towards the bottom-left corner. The text 'ALPHABETICAL INDEX' is centered in the white space between the two diagonal regions.

ALPHABETICAL  
INDEX

# ALPHABETICAL INDEX

| Sound Effect            | Description                      | Time | CD - TK - IN |
|-------------------------|----------------------------------|------|--------------|
| <i>Acetylene Torch</i>  | welding                          | 1:00 | 03 - 91 - 01 |
| <i>Aerosol</i>          | short burst                      | :01  | 10 - 56 - 01 |
| <i>Aerosol</i>          | medium burst                     | :02  | 10 - 57 - 01 |
| <i>Aerosol</i>          | long burst                       | :03  | 10 - 58 - 01 |
| <i>After Storm</i>      | general atmosphere               | :30  | 07 - 14 - 01 |
| <i>Ahh!</i>             | small group satisfied            | :02  | 07 - 79 - 01 |
| <i>Air</i>              | one long blast                   | :09  | 06 - 52 - 01 |
| <i>Air</i>              | 1 blast                          | :02  | 06 - 51 - 01 |
| <i>Air Conditioner</i>  | turned on then off               | 1:00 | 10 - 47 - 01 |
| <i>Air Pump</i>         | hand type                        | :15  | 03 - 08 - 01 |
| <i>Airplane - Jet</i>   | take off                         | :17  | 09 - 03 - 01 |
| <i>Airplane - Jet</i>   | take off - (Jumbo jet)           | :22  | 09 - 02 - 01 |
| <i>Airplane - Jet</i>   | take off (L10-11)                | :15  | 09 - 01 - 01 |
| <i>Airplane - Jet</i>   | landing version 1                | :32  | 09 - 04 - 01 |
| <i>Airplane - Jet</i>   | landing version 2                | :31  | 09 - 05 - 01 |
| <i>Airplane - Jet</i>   | landing with tire squeal         | :16  | 09 - 06 - 01 |
| <i>Airplane - Jet</i>   | flyby overhead right to left     | :16  | 09 - 07 - 01 |
| <i>Airplane - Jet</i>   | flyby overhead left to right     | :10  | 09 - 08 - 01 |
| <i>Airplane - Jet</i>   | passing overhead and landing     | :17  | 09 - 09 - 01 |
| <i>Airplane - Jet</i>   | engine noise                     | :32  | 09 - 10 - 01 |
| <i>Airplane - Jet</i>   | interior w/cabin announcements   | 1:39 | 09 - 11 - 01 |
| <i>Airplane - Jet</i>   | interior during flight           | 1:00 | 09 - 12 - 01 |
| <i>Airplane - Jet</i>   | small military - fast flyby      | :05  | 09 - 13 - 01 |
| <i>Airplane - Model</i> | in operation                     | 1:00 | 09 - 22 - 01 |
| <i>Airplane - Model</i> | fast flyby                       | :06  | 09 - 23 - 01 |
| <i>Airplane - Prop</i>  | start & idle                     | 1:02 | 09 - 14 - 01 |
| <i>Airplane - Prop</i>  | stopping                         | :17  | 09 - 15 - 01 |
| <i>Airplane - Prop</i>  | int. persp. start & taxi         | 1:00 | 09 - 16 - 01 |
| <i>Airplane - Prop</i>  | int. persp. take off             | :33  | 09 - 17 - 01 |
| <i>Airplane - Prop</i>  | int. persp. flying               | 1:00 | 09 - 18 - 01 |
| <i>Airplane - Prop</i>  | int. persp. fly w/communications | 1:00 | 09 - 19 - 01 |
| <i>Airplane - Prop</i>  | int. persp. landing              | :28  | 09 - 20 - 01 |
| <i>Airplane - Prop</i>  | take off ext. persp.             | :10  | 09 - 21 - 01 |
| <i>Airport</i>          | runway - general atmosphere      | 1:01 | 09 - 24 - 01 |
| <i>Airport</i>          | arrival area general atmosphere  | 1:00 | 09 - 25 - 01 |
| <i>Airport</i>          | ticket area general atmosphere   | 1:00 | 09 - 26 - 01 |
| <i>Airport</i>          | security area general atmos.     | 1:00 | 09 - 27 - 01 |
| <i>Alarm - Car</i>      | general atmosphere               | :30  | 05 - 08 - 01 |
| <i>Alarm Bell</i>       | burgular or fire                 | :16  | 10 - 01 - 01 |
| <i>Alarm Clock</i>      | electronic alarm                 | :09  | 06 - 98 - 01 |
| <i>Alarm Clock</i>      | winding                          | :07  | 06 - 97 - 01 |
| <i>Alarm Clock</i>      | alarm bell sounding              | :10  | 06 - 93 - 01 |
| <i>Alarm Clock</i>      | ticking                          | 1:00 | 06 - 70 - 01 |
| <i>Ambulance</i>        | passing with siren               | :15  | 05 - 82 - 01 |
| <i>Animals</i>          | see specific types               | 9:99 | 99 - 99 - 99 |
| <i>Applause</i>         | last guitar strum and applause   | :05  | 07 - 39 - 01 |
| <i>Applause</i>         | polite - small group             | :12  | 07 - 40 - 01 |
| <i>Applause</i>         | small group with cheers          | :13  | 07 - 41 - 01 |
| <i>Applause</i>         | outside cheers-golf match        | :07  | 07 - 42 - 01 |
| <i>Applause</i>         | congratulatory                   | :04  | 07 - 43 - 01 |

# ALPHABETICAL INDEX

| Sound Effect           | Description                      | Time | CD - TK - IN |
|------------------------|----------------------------------|------|--------------|
| <i>Applause</i>        | medium group                     | :21  | 07 - 44 - 01 |
| <i>Applause</i>        | in unison                        | :10  | 07 - 45 - 01 |
| <i>Applause</i>        | polite medium group              | :45  | 07 - 46 - 01 |
| <i>Applause</i>        | loud medium group                | :48  | 07 - 47 - 01 |
| <i>Applause</i>        | loud large group                 | :35  | 07 - 48 - 01 |
| <i>Applause</i>        | rock concert with stage noise    | :37  | 07 - 49 - 01 |
| <i>Applause</i>        | rock concert with shouts         | 1:00 | 07 - 50 - 01 |
| <i>Applause</i>        | small crowd - indoor concert     | :30  | 07 - 51 - 01 |
| <i>Applause</i>        | concert crowd with cheers        | :11  | 07 - 52 - 01 |
| <i>Applause</i>        | before concert - enthusiastic    | :15  | 07 - 53 - 01 |
| <i>Applause</i>        | before concert - polite          | :34  | 07 - 54 - 01 |
| <i>Archery</i>         | arrow shot into wood             | :01  | 06 - 22 - 01 |
| <i>Archery</i>         | shooters persp                   | :02  | 06 - 23 - 01 |
| <i>Archery</i>         | arrow shot at target             | :01  | 06 - 24 - 01 |
| <i>Archery</i>         | arrow shot in air                | :01  | 06 - 25 - 01 |
| <i>Archery</i>         | arrow shot at 100 yds            | :02  | 06 - 26 - 01 |
| <i>Arrow</i>           | shot at 100 yards                | :02  | 06 - 26 - 01 |
| <i>Arrow</i>           | shot in the air                  | :01  | 06 - 25 - 01 |
| <i>Arrow</i>           | shot at target                   | :01  | 06 - 24 - 01 |
| <i>Arrow</i>           | shot into wood                   | :01  | 06 - 22 - 01 |
| <i>Arrow</i>           | shooters perspective             | :02  | 06 - 23 - 01 |
| <i>Auto - Domestic</i> | with dead battery                | :20  | 05 - 49 - 01 |
| <i>Auto - Domestic</i> | won't start                      | 1:00 | 05 - 48 - 01 |
| <i>Auto - Domestic</i> | driving highway w/windows open   | 1:00 | 05 - 47 - 01 |
| <i>Auto - Domestic</i> | driving with slow down           | 1:02 | 05 - 46 - 01 |
| <i>Auto - Domestic</i> | driving sequence with wipers     | 1:00 | 05 - 45 - 01 |
| <i>Auto - Domestic</i> | driving sequence version 2       | 1:00 | 05 - 44 - 01 |
| <i>Auto - Domestic</i> | driving sequence version 1       | 1:00 | 05 - 43 - 01 |
| <i>Auto - Domestic</i> | passing with horn                | :06  | 05 - 42 - 01 |
| <i>Auto - Domestic</i> | passing by slowly                | :07  | 05 - 41 - 01 |
| <i>Auto - Domestic</i> | start and drive away             | :12  | 05 - 40 - 01 |
| <i>Auto - Domestic</i> | approach and a fast stop         | :06  | 05 - 39 - 01 |
| <i>Auto - Domestic</i> | start rev engine & drive away    | :11  | 05 - 38 - 01 |
| <i>Auto - Domestic</i> | start and rev engine             | :15  | 05 - 37 - 01 |
| <i>Auto - Domestic</i> | start and idle                   | 1:00 | 05 - 36 - 01 |
| <i>Auto - Domestic</i> | approach long skid and big crash | :07  | 05 - 35 - 01 |
| <i>Auto - Domestic</i> | approach skid and crash          | :06  | 05 - 34 - 01 |
| <i>Auto - Domestic</i> | skid and fender bender           | :02  | 05 - 33 - 01 |
| <i>Auto - Domestic</i> | approach skid and medium crash   | :06  | 05 - 32 - 01 |
| <i>Auto - Domestic</i> | skid and light crash             | :04  | 05 - 31 - 01 |
| <i>Auto - Domestic</i> | approach and skid version 2      | :06  | 05 - 30 - 01 |
| <i>Auto - Domestic</i> | approach and skid version 1      | :06  | 05 - 29 - 01 |
| <i>Auto - Domestic</i> | skid - tire squeal               | :03  | 05 - 28 - 01 |
| <i>Auto - Domestic</i> | fast approach and stop           | :06  | 05 - 27 - 01 |
| <i>Auto - Domestic</i> | stunt with applause              | :17  | 05 - 26 - 01 |
| <i>Auto - Domestic</i> | crash with a yell                | :08  | 05 - 25 - 01 |
| <i>Auto - Domestic</i> | fast depart in parking garage    | :30  | 05 - 24 - 01 |
| <i>Auto - Domestic</i> | arriving in parking garage       | :30  | 05 - 23 - 01 |
| <i>Auto - Domestic</i> | departing from parking garage    | :23  | 05 - 22 - 01 |
| <i>Auto - Domestic</i> | doors closed in parking garage   | :03  | 05 - 21 - 01 |



# ALPHABETICAL INDEX

| Sound Effect                   | Description                     | Time | CD - TK - IN |
|--------------------------------|---------------------------------|------|--------------|
| <i>Auto - Domestic</i>         | door closed in parking garage   | :02  | 05 - 19 - 01 |
| <i>Auto - Domestic</i>         | boarding sequence in a garage   | :12  | 05 - 20 - 01 |
| <i>Auto - Domestic</i>         | door opened in parking garage   | :03  | 05 - 18 - 01 |
| <i>Auto - Domestic</i>         | horn - traffic jam honks        | :23  | 05 - 17 - 01 |
| <i>Auto - Domestic</i>         | horn - long honk                | :03  | 05 - 16 - 01 |
| <i>Auto - Domestic</i>         | horn - several honks            | :02  | 05 - 15 - 01 |
| <i>Auto - Domestic</i>         | horn - 1 honk                   | :01  | 05 - 14 - 01 |
| <i>Auto - Domestic</i>         | door close                      | :01  | 05 - 13 - 01 |
| <i>Auto - Domestic</i>         | opening door                    | :01  | 05 - 12 - 01 |
| <i>Auto - Domestic</i>         | hood closed                     | :01  | 05 - 11 - 01 |
| <i>Auto - Domestic</i>         | hood (bonnet) opened            | :01  | 05 - 10 - 01 |
| <i>Auto - Domestic</i>         | hood (bonnet) release           | :01  | 05 - 09 - 01 |
| <i>Auto - Domestic</i>         | alarm                           | :30  | 05 - 08 - 01 |
| <i>Auto - Domestic</i>         | windshield wiper-external persp | :30  | 05 - 07 - 01 |
| <i>Auto - Domestic</i>         | windows closed (manually)       | :03  | 05 - 06 - 01 |
| <i>Auto - Domestic</i>         | windows opened (manually)       | :06  | 05 - 05 - 01 |
| <i>Auto - Domestic</i>         | powered windows closed          | :04  | 05 - 04 - 01 |
| <i>Auto - Domestic</i>         | powered windows opened          | :04  | 05 - 03 - 01 |
| <i>Auto - Domestic</i>         | sun roof closed                 | :04  | 05 - 02 - 01 |
| <i>Auto - Domestic</i>         | sun roof opened                 | :04  | 05 - 01 - 01 |
| <i>Auto - High Performance</i> | high speed pass 150 mph R to L  | :05  | 05 - 59 - 01 |
| <i>Auto - High Performance</i> | high speed pass 150 mph L to R  | :08  | 05 - 58 - 01 |
| <i>Auto - High Performance</i> | start up and burn out           | :14  | 05 - 57 - 01 |
| <i>Auto - High Performance</i> | burn out version 1              | :05  | 05 - 55 - 01 |
| <i>Auto - High Performance</i> | burn out version 2              | :04  | 05 - 56 - 01 |
| <i>Auto - High Performance</i> | fast departure                  | :05  | 05 - 54 - 01 |
| <i>Auto - High Performance</i> | start drive and stop            | :36  | 05 - 53 - 01 |
| <i>Auto - High Performance</i> | start idle rewing and stop      | :20  | 05 - 52 - 01 |
| <i>Auto - High Performance</i> | start and idle                  | :31  | 05 - 51 - 01 |
| <i>Auto - High Performance</i> | engine turning over-won't start | :19  | 05 - 50 - 01 |
| <i>Auto - High Performance</i> | driving - interior perspective  | :30  | 05 - 61 - 01 |
| <i>Auto - High Performance</i> | high speed pass 160 mph L to R  | :15  | 05 - 60 - 01 |
| <i>Auto racing</i>             | general atmosphere              | 1:00 | 05 - 63 - 01 |
| <i>Auto racing</i>             | stadium gen atmos w/commentary  | 1:00 | 05 - 62 - 01 |
| <i>Axe</i>                     | chopping tree                   | :19  | 03 - 85 - 01 |
| <i>Axe</i>                     | chopping with falling tree      | :14  | 03 - 86 - 01 |
| <i>Baby</i>                    | crying                          | :30  | 07 - 35 - 01 |
| <i>Baby</i>                    | laughing                        | :30  | 07 - 55 - 01 |
| <i>Bagpipes</i>                | Scottish melody outdoors        | 1:00 | 04 - 02 - 01 |
| <i>Bagpipes</i>                | w/drums                         | 1:00 | 04 - 03 - 01 |
| <i>Ball</i>                    | bouncing                        | 1:00 | 06 - 55 - 01 |
| <i>Ball</i>                    | bouncing away                   | :09  | 06 - 56 - 01 |
| <i>Balloon</i>                 | let go flying                   | :02  | 10 - 32 - 01 |
| <i>Balloon</i>                 | popped                          | :01  | 10 - 33 - 01 |
| <i>Balloon</i>                 | popped with reverberation       | :02  | 10 - 34 - 01 |
| <i>Balloon</i>                 | being inflated                  | :07  | 10 - 35 - 01 |
| <i>Balloon</i>                 | hot air balloon rising          | :18  | 06 - 50 - 01 |
| <i>Band - Marching</i>         | at military parade              | 1:00 | 02 - 97 - 01 |
| <i>Band - Marching</i>         | at parade                       | 1:00 | 02 - 98 - 01 |
| <i>Bar</i>                     | crowd with piano in background  | 1:00 | 07 - 85 - 01 |

# ALPHABETICAL INDEX

| Sound Effect            | Description                      | Time | CD - TK - IN |
|-------------------------|----------------------------------|------|--------------|
| <i>Baseball</i>         | wood bat hitting ball            | :01  | 06 - 36 - 01 |
| <i>Baseball</i>         | aluminum bat hitting ball        | :01  | 06 - 37 - 01 |
| <i>Baseball</i>         | stadium                          | 1:00 | 06 - 38 - 01 |
| <i>Baseball</i>         | inside concession area           | 1:00 | 06 - 39 - 01 |
| <i>Basketball</i>       | playground game atmosphere       | 1:00 | 06 - 13 - 01 |
| <i>Basketball</i>       | court game with ball dribbles    | :30  | 06 - 14 - 01 |
| <i>Bass Drum</i>        | accent                           | :02  | 02 - 74 - 01 |
| <i>Battle</i>           | gunfire with traffic             | :12  | 10 - 25 - 01 |
| <i>Battle</i>           | gunfire with car                 | :07  | 10 - 24 - 01 |
| <i>Battle</i>           | gunfire                          | :07  | 10 - 23 - 01 |
| <i>Bazaar</i>           | outdoor market                   | 1:00 | 07 - 97 - 01 |
| <i>Beach</i>            | with children                    | 1:00 | 06 - 67 - 01 |
| <i>Beach</i>            | surf sound general atmosphere    | 1:00 | 10 - 73 - 01 |
| <i>Beating Eggs</i>     | in a bowl                        | :30  | 09 - 94 - 01 |
| <i>Bees</i>             | buzz around hive                 | 1:00 | 08 - 70 - 01 |
| <i>Beethoven's 5th</i>  | beginning phrase                 | :05  | 02 - 79 - 01 |
| <i>Belch</i>            | long                             | :01  | 07 - 20 - 01 |
| <i>Bell</i>             | cosmic & repeated                | :02  | 01 - 10 - 01 |
| <i>Bell</i>             | alarm                            | :16  | 10 - 01 - 01 |
| <i>Bell</i>             | at level crossing                | :30  | 08 - 29 - 01 |
| <i>Bell - Bicycle</i>   | several rings                    | :04  | 06 - 73 - 01 |
| <i>Bell - Bicycle</i>   | 1 rings                          | :02  | 06 - 72 - 01 |
| <i>Bell - Counter</i>   | 2 rings                          | :01  | 06 - 75 - 01 |
| <i>Bell - Counter</i>   | 1 ring                           | :01  | 06 - 74 - 01 |
| <i>Bell - Door</i>      | Avon type several rings          | :05  | 06 - 77 - 01 |
| <i>Bell - Door</i>      | Avon type - 1 ring               | :04  | 06 - 76 - 01 |
| <i>Bell - Fight</i>     | 2 strikes                        | :03  | 06 - 46 - 01 |
| <i>Bell - Fight</i>     | 1 strike                         | :02  | 06 - 45 - 01 |
| <i>Bell - School</i>    | several slow rings               | :14  | 06 - 81 - 01 |
| <i>Bell - School</i>    | several rings                    | :08  | 06 - 80 - 01 |
| <i>Bell - Shop Door</i> | several rings                    | :04  | 06 - 78 - 01 |
| <i>Bell - Small</i>     | several rings                    | :03  | 06 - 79 - 01 |
| <i>Bell Tree</i>        | accent fast down                 | :07  | 04 - 90 - 01 |
| <i>Bell Tree</i>        | accent fast up                   | :05  | 04 - 91 - 01 |
| <i>Bells</i>            | go go - accent                   | :03  | 04 - 53 - 01 |
| <i>Bells - Sleigh</i>   | jingling                         | 1:00 | 06 - 71 - 01 |
| <i>Bicycle</i>          | in garage passing                | :10  | 05 - 71 - 01 |
| <i>Bicycle</i>          | passing by                       | :30  | 05 - 72 - 01 |
| <i>Bicycle</i>          | chain sound                      | :30  | 05 - 73 - 01 |
| <i>Bicycle Bell</i>     | 1 ring                           | :02  | 06 - 72 - 01 |
| <i>Bicycle Bell</i>     | several rings                    | :04  | 06 - 73 - 01 |
| <i>Billiards</i>        | single shot                      | :01  | 06 - 11 - 01 |
| <i>Billiards</i>        | break                            | :08  | 06 - 10 - 01 |
| <i>Billiards</i>        | General Game Atmosphere          | 1:00 | 06 - 17 - 01 |
| <i>Billiards</i>        | combination shot                 | :03  | 06 - 12 - 01 |
| <i>Bird</i>             | singing                          | :07  | 08 - 73 - 01 |
| <i>Bird</i>             | flying around - plane in backgrn | :30  | 08 - 78 - 01 |
| <i>Bird Whistle</i>     | orchestral                       | :06  | 04 - 99 - 01 |
| <i>Birds</i>            | in a rain forest                 | 1:00 | 08 - 71 - 01 |
| <i>Birds</i>            | in an aviary                     | 1:00 | 08 - 72 - 01 |

# ALPHABETICAL INDEX

| Sound Effect             | Description                      | Time | CD - TK - IN |
|--------------------------|----------------------------------|------|--------------|
| <i>Birds</i>             | a few singing                    | :11  | 08 - 74 - 01 |
| <i>Birds</i>             | dawn chorus with prominent bird  | :20  | 08 - 76 - 01 |
| <i>Birds</i>             | dawn chorus - early dawn         | 1:00 | 08 - 77 - 01 |
| <i>Blender</i>           | in operation                     | :20  | 03 - 50 - 01 |
| <i>Boat</i>              | rowing - in boat perspective     | 1:00 | 06 - 59 - 01 |
| <i>Boat</i>              | paddling - in boat perspective   | :30  | 06 - 60 - 01 |
| <i>Boat - Outboard</i>   | starts up and leaves dock        | :30  | 05 - 87 - 01 |
| <i>Boat - Outboard</i>   | approach version 1               | :16  | 05 - 88 - 01 |
| <i>Boat - Outboard</i>   | approach version 2               | :18  | 05 - 89 - 01 |
| <i>Boat - Outboard</i>   | passing at high speed            | :20  | 05 - 90 - 01 |
| <i>Boat - Outboard</i>   | start up & leave/onboard persp.  | 1:00 | 05 - 91 - 01 |
| <i>Boat - Sailing</i>    | hoisting sail                    | 1:00 | 06 - 54 - 01 |
| <i>Boat - Sailing</i>    | with surf and water splashes     | 1:00 | 06 - 54 - 01 |
| <i>Boat Whistle</i>      | orchestral - 1 blast             | :06  | 04 - 54 - 01 |
| <i>Boat Whistle</i>      | orchestral - 2 blasts            | :06  | 04 - 55 - 01 |
| <i>Boating - Fishing</i> | hoisting sails                   | 1:00 | 06 - 54 - 01 |
| <i>Boiling Water</i>     | general atmosphere               | 1:00 | 09 - 86 - 01 |
| <i>Boing Up</i>          | low pitched - electronic         | :03  | 01 - 21 - 01 |
| <i>Boing Up</i>          | high pitched - electronic        | :03  | 01 - 22 - 01 |
| <i>Boings</i>            | series of 4                      | :06  | 09 - 42 - 01 |
| <i>Bombs</i>             | electronic and spacey            | :14  | 01 - 86 - 01 |
| <i>Bongos</i>            | accent slap                      | :01  | 04 - 74 - 01 |
| <i>Bongos</i>            | roll                             | :04  | 04 - 75 - 01 |
| <i>Bongos</i>            | fast rhythm                      | :30  | 04 - 76 - 01 |
| <i>Bongos</i>            | slow rhythm                      | :30  | 04 - 76 - 02 |
| <i>Book</i>              | turning pages                    | 1:00 | 10 - 38 - 01 |
| <i>Bowling</i>           | gutterball                       | :05  | 06 - 01 - 01 |
| <i>Bowling</i>           | strike version 1                 | :01  | 06 - 02 - 01 |
| <i>Bowling</i>           | strike version 2                 | :02  | 06 - 03 - 01 |
| <i>Bowling</i>           | strike version 3                 | :03  | 06 - 04 - 01 |
| <i>Bowling Alley</i>     | general atmosphere               | 1:00 | 06 - 05 - 01 |
| <i>Boxing</i>            | punching bag workout             | :46  | 06 - 43 - 01 |
| <i>Boxing Match</i>      | small arena                      | 1:00 | 06 - 47 - 01 |
| <i>Boxing Match</i>      | medium arena                     | 1:00 | 06 - 48 - 01 |
| <i>Breaking</i>          | eggs                             | :10  | 09 - 93 - 01 |
| <i>Breathing</i>         | heavy                            | :30  | 07 - 23 - 01 |
| <i>Brief Case</i>        | opened                           | :02  | 03 - 67 - 01 |
| <i>Brief Case</i>        | closed                           | :02  | 03 - 68 - 01 |
| <i>Brook</i>             | babbling stream                  | 1:00 | 10 - 94 - 01 |
| <i>Broom</i>             | dropped on floor                 | :01  | 03 - 07 - 01 |
| <i>Broom</i>             | sweeping                         | :30  | 03 - 06 - 01 |
| <i>Brush</i>             | walking and chopping way through | :30  | 07 - 68 - 01 |
| <i>Brushing Teeth</i>    | general atmosphere               | :20  | 03 - 64 - 01 |
| <i>Bubbles</i>           | air through water light          | :15  | 09 - 50 - 01 |
| <i>Bubbles</i>           | air through water heavy          | :30  | 09 - 51 - 01 |
| <i>Bubbles</i>           | many bubbles                     | :30  | 09 - 52 - 01 |
| <i>Bubbling</i>          | boiling water                    | 1:00 | 09 - 86 - 01 |
| <i>Bugle Calls</i>       | outdoors - charge                | :06  | 02 - 01 - 01 |
| <i>Bugle Calls</i>       | post time                        | :08  | 02 - 02 - 01 |
| <i>Bugle Calls</i>       | viking call                      | :24  | 02 - 03 - 01 |

# ALPHABETICAL INDEX

| Sound Effect          | Description                   | Time | CD - TK - IN |
|-----------------------|-------------------------------|------|--------------|
| <i>Bugle Calls</i>    | fanfare                       | :05  | 02 - 04 - 01 |
| <i>Bugle Calls</i>    | alarm                         | :05  | 02 - 05 - 01 |
| <i>Bugle Calls</i>    | company sergeant's            | :20  | 02 - 06 - 01 |
| <i>Bugle Calls</i>    | parade dismiss                | :12  | 02 - 07 - 01 |
| <i>Bugle Calls</i>    | double call                   | :05  | 02 - 08 - 01 |
| <i>Bugle Calls</i>    | fall in                       | :16  | 02 - 09 - 01 |
| <i>Bugle Calls</i>    | fatigue                       | :12  | 02 - 10 - 01 |
| <i>Bugle Calls</i>    | fire alarm                    | :12  | 02 - 11 - 01 |
| <i>Bugle Calls</i>    | lights out                    | :10  | 02 - 12 - 01 |
| <i>Bugle Calls</i>    | mail call                     | :08  | 02 - 13 - 01 |
| <i>Bugle Calls</i>    | cook house                    | :08  | 02 - 14 - 01 |
| <i>Bugle Calls</i>    | officers                      | :08  | 02 - 15 - 01 |
| <i>Bugle Calls</i>    | orders                        | :06  | 02 - 16 - 01 |
| <i>Bugle Calls</i>    | quarters                      | :17  | 02 - 17 - 01 |
| <i>Bugle Calls</i>    | retreat                       | :06  | 02 - 18 - 01 |
| <i>Bugle Calls</i>    | revue                         | :34  | 02 - 19 - 01 |
| <i>Bugle Calls</i>    | salute for the general        | :27  | 02 - 20 - 01 |
| <i>Bugle Calls</i>    | reveille                      | :18  | 02 - 21 - 01 |
| <i>Bugle Calls</i>    | salute to the guard           | :21  | 02 - 22 - 01 |
| <i>Bugle Calls</i>    | royal salute                  | :15  | 02 - 23 - 01 |
| <i>Bugle Calls</i>    | military taps                 | :24  | 02 - 24 - 01 |
| <i>Bugle Calls</i>    | tattoo                        | :23  | 02 - 25 - 01 |
| <i>Bugle Calls</i>    | william tell                  | :19  | 02 - 26 - 01 |
| <i>Bugle Calls</i>    | parade                        | :05  | 02 - 27 - 01 |
| <i>Bugle Calls</i>    | jazz                          | :08  | 02 - 28 - 01 |
| <i>Bugle Calls</i>    | finale sting                  | :02  | 02 - 29 - 01 |
| <i>Buring</i>         | gas jet                       | :11  | 03 - 92 - 01 |
| <i>Burp</i>           | short                         | :01  | 07 - 21 - 01 |
| <i>Buzz Saw</i>       | circular saw in operation     | :18  | 03 - 04 - 01 |
| <i>Buzzer</i>         | game show type                | :01  | 02 - 86 - 01 |
| <i>Buzzer</i>         | intercom                      | :01  | 08 - 12 - 01 |
| <i>Cabassa</i>        | accent                        | :01  | 04 - 50 - 01 |
| <i>Cabassa</i>        | rhythm                        | :30  | 04 - 51 - 01 |
| <i>Cafe</i>           | general atmosphere            | 1:00 | 10 - 77 - 01 |
| <i>Cafeteria</i>      | general atmosphere            | 1:00 | 10 - 77 - 01 |
| <i>Camera</i>         | 35 millimeter shutter sound   | :01  | 03 - 76 - 01 |
| <i>Camera</i>         | 35 mm - auto motor drive      | :01  | 03 - 77 - 01 |
| <i>Camera</i>         | 35 mm - automatic sequence    | :07  | 03 - 78 - 01 |
| <i>Camera</i>         | flash charge and pop          | :07  | 03 - 79 - 01 |
| <i>Camera - Movie</i> | old clockwork type            | :30  | 03 - 80 - 01 |
| <i>Camp Fire</i>      | burning                       | 1:00 | 10 - 70 - 01 |
| <i>Can Opener</i>     | electric - in operation       | :12  | 03 - 47 - 01 |
| <i>Can Opener</i>     | manual                        | :14  | 03 - 48 - 01 |
| <i>Cannon</i>         | 1 blast                       | :03  | 10 - 17 - 01 |
| <i>Canoe</i>          | paddling-in canoe perspective | 1:00 | 06 - 58 - 01 |
| <i>Car - Alarm</i>    | general atmosphere            | :30  | 05 - 08 - 01 |
| <i>Car - Domestic</i> | sun roof open                 | :04  | 05 - 01 - 01 |
| <i>Car - Domestic</i> | sun roof closed               | :04  | 05 - 02 - 01 |
| <i>Car - Domestic</i> | powered windows opened        | :04  | 05 - 03 - 01 |
| <i>Car - Domestic</i> | powered windows closed        | :04  | 05 - 04 - 01 |

# ALPHABETICAL INDEX

| Sound Effect                  | Description                      | Time | CD - TK - IN |
|-------------------------------|----------------------------------|------|--------------|
| <i>Car - Domestic</i>         | windows opened (manually)        | :06  | 05 - 05 - 01 |
| <i>Car - Domestic</i>         | windows closed (manually)        | :03  | 05 - 06 - 01 |
| <i>Car - Domestic</i>         | windshield wipers-external persp | :30  | 05 - 07 - 01 |
| <i>Car - Domestic</i>         | car alarm                        | :30  | 05 - 08 - 01 |
| <i>Car - Domestic</i>         | hood release                     | :01  | 05 - 09 - 01 |
| <i>Car - Domestic</i>         | hood opened                      | :01  | 05 - 10 - 01 |
| <i>Car - Domestic</i>         | hood closed                      | :01  | 05 - 11 - 01 |
| <i>Car - Domestic</i>         | opening door                     | :01  | 05 - 12 - 01 |
| <i>Car - Domestic</i>         | car door closes                  | :01  | 05 - 13 - 01 |
| <i>Car - Domestic</i>         | horn - 1 honk                    | :01  | 05 - 14 - 01 |
| <i>Car - Domestic</i>         | horn - several honks             | :02  | 05 - 15 - 01 |
| <i>Car - Domestic</i>         | horn - long honk                 | :03  | 05 - 16 - 01 |
| <i>Car - Domestic</i>         | horn - traffic jam honks         | :23  | 05 - 17 - 01 |
| <i>Car - Domestic</i>         | door opened in parking garage    | :03  | 05 - 18 - 01 |
| <i>Car - Domestic</i>         | door closed on parking garage    | :02  | 05 - 19 - 01 |
| <i>Car - Domestic</i>         | boarding sequence in a garage    | :12  | 05 - 20 - 01 |
| <i>Car - Domestic</i>         | doors closed in parking garage   | :03  | 05 - 21 - 01 |
| <i>Car - Domestic</i>         | departing from parking garage    | :23  | 05 - 22 - 01 |
| <i>Car - Domestic</i>         | arriving in parking garage       | :30  | 05 - 23 - 01 |
| <i>Car - Domestic</i>         | fast depart in parking garage    | :30  | 05 - 24 - 01 |
| <i>Car - Domestic</i>         | car crash with yell              | :08  | 05 - 25 - 01 |
| <i>Car - Domestic</i>         | stunt with applause              | :17  | 05 - 26 - 01 |
| <i>Car - Domestic</i>         | fast approach and stop           | :06  | 05 - 27 - 01 |
| <i>Car - Domestic</i>         | skid - tire squeal               | :03  | 05 - 28 - 01 |
| <i>Car - Domestic</i>         | approach and skid version 1      | :06  | 05 - 29 - 01 |
| <i>Car - Domestic</i>         | approach and skid version 2      | :06  | 05 - 30 - 01 |
| <i>Car - Domestic</i>         | skid and light crash             | :04  | 05 - 31 - 01 |
| <i>Car - Domestic</i>         | approach skid and medium crash   | :06  | 05 - 32 - 01 |
| <i>Car - Domestic</i>         | skid and fender bender           | :02  | 05 - 33 - 01 |
| <i>Car - Domestic</i>         | approach skid and crash          | :06  | 05 - 34 - 01 |
| <i>Car - Domestic</i>         | approach long skid and big crash | :07  | 05 - 35 - 01 |
| <i>Car - Domestic</i>         | start and idle                   | 1:00 | 05 - 36 - 01 |
| <i>Car - Domestic</i>         | start and rev engine             | :15  | 05 - 37 - 01 |
| <i>Car - Domestic</i>         | start rev engine & drive away    | :11  | 05 - 38 - 01 |
| <i>Car - Domestic</i>         | approach and a fast stop         | :06  | 05 - 39 - 01 |
| <i>Car - Domestic</i>         | start and drive away             | :12  | 05 - 40 - 01 |
| <i>Car - Domestic</i>         | passing by slowly                | :07  | 05 - 41 - 01 |
| <i>Car - Domestic</i>         | passing with horn                | :06  | 05 - 42 - 01 |
| <i>Car - Domestic</i>         | driving sequence version 1       | 1:00 | 05 - 43 - 01 |
| <i>Car - Domestic</i>         | driving sequence version 2       | 1:00 | 05 - 44 - 01 |
| <i>Car - Domestic</i>         | driving sequence with wipers     | 1:00 | 05 - 45 - 01 |
| <i>Car - Domestic</i>         | driving with slow down           | 1:02 | 05 - 46 - 01 |
| <i>Car - Domestic</i>         | driving highway w/windows open   | 1:00 | 05 - 47 - 01 |
| <i>Car - Domestic</i>         | won't start                      | 1:00 | 05 - 48 - 01 |
| <i>Car - Domestic</i>         | with dead battery                | :20  | 05 - 49 - 01 |
| <i>Car - Grand Prix</i>       | stadium gen atmos w/commentary.  | 1:00 | 05 - 62 - 01 |
| <i>Car - Grand Prix</i>       | race track gen atmosphere        | 1:00 | 05 - 63 - 01 |
| <i>Car - High Performance</i> | engine turning over-won't start  | :19  | 05 - 50 - 01 |
| <i>Car - High Performance</i> | start and idle                   | :31  | 05 - 51 - 01 |
| <i>Car - High Performance</i> | start idle revving and stop      | :20  | 05 - 52 - 01 |

# ALPHABETICAL INDEX

| Sound Effect                  | Description                    | Time | CD - TK - IN |
|-------------------------------|--------------------------------|------|--------------|
| <i>Car - High Performance</i> | start drive and stop           | :36  | 05 - 53 - 01 |
| <i>Car - High Performance</i> | fast departure (burn out)      | :05  | 05 - 54 - 01 |
| <i>Car - High Performance</i> | burn out version 1             | :05  | 05 - 55 - 01 |
| <i>Car - High Performance</i> | burn out version 2             | :04  | 05 - 56 - 01 |
| <i>Car - High Performance</i> | start up and burn out          | :14  | 05 - 57 - 01 |
| <i>Car - High Performance</i> | high speed pass 150 mph L to R | :08  | 05 - 58 - 01 |
| <i>Car - High Performance</i> | high speed pass 150 mph L to R | :05  | 05 - 59 - 01 |
| <i>Car - High Performance</i> | high speed pass 160 mph R to L | :15  | 05 - 60 - 01 |
| <i>Car - High Performance</i> | driving - interior perspective | :30  | 05 - 61 - 01 |
| <i>Car - Toy</i>              | miniature toy                  | :30  | 06 - 57 - 01 |
| <i>Car Crash</i>              | light with tire squeal         | :04  | 05 - 31 - 01 |
| <i>Car Crash</i>              | medium with tire squeal        | :06  | 05 - 32 - 01 |
| <i>Car Crash</i>              | fenderbender with tire squeal  | :02  | 05 - 33 - 01 |
| <i>Car Crash</i>              | approach skid and crash        | :06  | 05 - 34 - 01 |
| <i>Car Crash</i>              | large with long tire squeal    | :07  | 05 - 35 - 01 |
| <i>Car Wash</i>               | interior perspective           | 1:00 | 08 - 36 - 01 |
| <i>Carbonated water</i>       | fizz                           | :30  | 03 - 44 - 01 |
| <i>Cards</i>                  | shuffling                      | :03  | 06 - 27 - 01 |
| <i>Cards</i>                  | dealing                        | :30  | 06 - 28 - 01 |
| <i>Carnival</i>               | general atmosphere             | 1:00 | 10 - 88 - 01 |
| <i>Carpentry</i>              | woodwork construction shop     | 1:00 | 03 - 05 - 01 |
| <i>Carpentry</i>              | hammering nails into wood      | :13  | 03 - 01 - 01 |
| <i>Carpentry</i>              | handsaw sawing wood            | :10  | 03 - 02 - 01 |
| <i>Carpentry</i>              | jigsaw - in operation          | :10  | 03 - 03 - 01 |
| <i>Carpentry</i>              | circular saw - in operation    | :18  | 03 - 04 - 01 |
| <i>Cash Register</i>          | ring up                        | :04  | 08 - 18 - 01 |
| <i>Castanets</i>              | accent                         | :01  | 04 - 64 - 01 |
| <i>Castanets</i>              | rhythm                         | :12  | 04 - 65 - 01 |
| <i>Cat</i>                    | meow - 3 types                 | :05  | 08 - 99 - 01 |
| <i>Cave</i>                   | w/water dripping               | :30  | 10 - 89 - 01 |
| <i>Cavern</i>                 | cave with water dripping       | :30  | 10 - 89 - 01 |
| <i>Chain Saw</i>              | cutting tree                   | :47  | 03 - 84 - 01 |
| <i>Chains</i>                 | rattling                       | :15  | 03 - 87 - 01 |
| <i>Chair</i>                  | scraping floor                 | :01  | 09 - 66 - 01 |
| <i>Champagne Cork</i>         | popping version 1              | :03  | 09 - 77 - 01 |
| <i>Champagne Cork</i>         | popping version 2              | :03  | 09 - 78 - 01 |
| <i>Chicken</i>                | coop atmosphere                | 1:00 | 08 - 92 - 01 |
| <i>Chicken</i>                | laying an egg                  | :01  | 08 - 93 - 01 |
| <i>Children</i>               | playing                        | 1:00 | 07 - 90 - 01 |
| <i>Children</i>               | playing games                  | 1:00 | 07 - 91 - 01 |
| <i>Chinese Blocks</i>         | accents                        | :05  | 04 - 85 - 01 |
| <i>Chinese Blocks</i>         | rhythm                         | :30  | 04 - 86 - 01 |
| <i>Chopping</i>               | with an axe                    | :19  | 03 - 85 - 01 |
| <i>Chopping</i>               | with falling tree              | :14  | 03 - 86 - 01 |
| <i>Chopping</i>               | vegetables                     | :27  | 09 - 92 - 01 |
| <i>Church Clock</i>           | strikes 12 o'clock             | 1:00 | 06 - 86 - 01 |
| <i>Church Clock</i>           | strikes 1 o'clock              | :29  | 06 - 85 - 01 |
| <i>Church Clock</i>           | strikes 3/4 hour               | :18  | 06 - 84 - 01 |
| <i>Church Clock</i>           | strikes 1/2 hour               | :13  | 06 - 83 - 01 |
| <i>Church Clock</i>           | strikes 1/4 hour               | :10  | 06 - 82 - 01 |

# ALPHABETICAL INDEX

| Sound Effect               | Description              | Time | CD - TK - IN |
|----------------------------|--------------------------|------|--------------|
| <i>Cigarette Lighter</i>   | flick                    | :01  | 09 - 63 - 01 |
| <i>Cine Camera</i>         | old clockwork type       | :30  | 03 - 80 - 01 |
| <i>2ircular Saw</i>        | in operation             | :18  | 03 - 04 - 01 |
| <i>City Park</i>           | birds planes etc.        | 1:00 | 10 - 84 - 01 |
| <i>Clave</i>               | accent                   | :01  | 04 - 60 - 01 |
| <i>Click</i>               | light switch             | :01  | 10 - 48 - 01 |
| <i>Climbing</i>            | up stairs - fast         | :14  | 07 - 92 - 01 |
| <i>Climbing</i>            | up stairs - slowly       | :14  | 07 - 93 - 01 |
| <i>Climbing</i>            | down stairs - fast       | :07  | 07 - 94 - 01 |
| <i>Clock - Alarm</i>       | ticking                  | 1:00 | 06 - 70 - 01 |
| <i>Clock - Alarm</i>       | alarm bell sounding      | :10  | 06 - 93 - 01 |
| <i>Clock - Alarm</i>       | winding                  | :07  | 06 - 97 - 01 |
| <i>Clock - Alarm</i>       | electronic alarm         | :09  | 06 - 98 - 01 |
| <i>Clock - Church</i>      | strikes 1/4 Hour         | :10  | 06 - 82 - 01 |
| <i>Clock - Church</i>      | strikes 1/2 hour         | :13  | 06 - 83 - 01 |
| <i>Clock - Church</i>      | strikes 3/4 hour         | :18  | 06 - 84 - 01 |
| <i>Clock - Church</i>      | strikes 1 o'clock        | :29  | 06 - 85 - 01 |
| <i>Clock - Church</i>      | strikes 12 o'clock       | 1:00 | 06 - 86 - 01 |
| <i>Clock - Cuckoo</i>      | strikes 12 O'clock       | :12  | 06 - 99 - 02 |
| <i>Clock - Cuckoo</i>      | strikes 1 o'clock        | :04  | 06 - 99 - 01 |
| <i>Clock - Grandfather</i> | strikes 12 o'clock       | :50  | 06 - 87 - 01 |
| <i>Clock - Mantle</i>      | ticking                  | 1:00 | 06 - 94 - 01 |
| <i>Clock - Stopwatch</i>   | ticking                  | 1:00 | 06 - 95 - 01 |
| <i>Clock - Town</i>        | in distance - 1/4 hour   | :08  | 06 - 88 - 01 |
| <i>Clock - Town</i>        | in distance - 1/2 hour   | :12  | 06 - 89 - 01 |
| <i>Clock - Town</i>        | in distance - 3/4 hr     | :15  | 06 - 90 - 01 |
| <i>Clock - Town</i>        | in distance - 1 o'clock  | :27  | 06 - 91 - 01 |
| <i>Clock - Town</i>        | in distance - 12 o'clock | :56  | 06 - 92 - 01 |
| <i>Clocks</i>              | many clocks ticking      | 1:00 | 06 - 96 - 01 |
| <i>Cockerel</i>            | rooster crowing          | :02  | 08 - 91 - 01 |
| <i>Coffee Grinder</i>      | in operation             | :06  | 09 - 81 - 01 |
| <i>Coffee Perculator</i>   | in operation             | :30  | 09 - 82 - 01 |
| <i>Coins</i>               | Scooping                 | :30  | 09 - 44 - 01 |
| <i>Coins</i>               | dropped on table         | :05  | 09 - 45 - 01 |
| <i>Coins</i>               | being counted            | :12  | 09 - 46 - 01 |
| <i>Coins</i>               | jingling                 | :10  | 09 - 47 - 01 |
| <i>Computer</i>            | keyboard                 | :15  | 09 - 69 - 01 |
| <i>Computer</i>            | disc drive               | :04  | 09 - 70 - 01 |
| <i>Computer</i>            | printer                  | :30  | 09 - 71 - 01 |
| <i>Concert Hall</i>        | orchestra tuning         | 1:00 | 02 - 99 - 01 |
| <i>Conga</i>               | slap                     | :01  | 04 - 77 - 01 |
| <i>Conga</i>               | roll                     | :03  | 04 - 78 - 01 |
| <i>Conga</i>               | fast rhythm              | :30  | 04 - 79 - 01 |
| <i>Conga</i>               | slow rhythm              | :30  | 04 - 80 - 01 |
| <i>Construction - Wood</i> | building site            | 1:00 | 03 - 90 - 01 |
| <i>Construction</i>        | carpentry shop           | 1:00 | 03 - 05 - 01 |
| <i>Coughing</i>            | male                     | :05  | 07 - 22 - 01 |
| <i>Counter Bell</i>        | 1 ring                   | :01  | 06 - 74 - 01 |
| <i>Counter Bell</i>        | 2 rings                  | :01  | 06 - 75 - 01 |
| <i>Countryside</i>         | summertime               | 1:00 | 10 - 80 - 01 |

## ALPHABETICAL INDEX

| Sound Effect               | Description                      | Time | CD - TK - IN |
|----------------------------|----------------------------------|------|--------------|
| <i>Court Room</i>          | gavel                            | :01  | 08 - 14 - 01 |
| <i>Cow</i>                 | moo version 1                    | :02  | 08 - 86 - 01 |
| <i>Cow</i>                 | moo version 2                    | :01  | 08 - 87 - 01 |
| <i>Cowbell</i>             | accent                           | :01  | 04 - 52 - 01 |
| <i>Crack!</i>              | whip                             | :01  | 06 - 40 - 01 |
| <i>Crash</i>               | tray of dishes dropped           | :06  | 09 - 74 - 01 |
| <i>Crickets</i>            | at night                         | 1:00 | 10 - 86 - 01 |
| <i>Crickets</i>            | during the day                   | 1:00 | 10 - 87 - 01 |
| <i>Crowd</i>               | small group booing               | :10  | 07 - 74 - 01 |
| <i>Crowd</i>               | small group sighing - relieved   | :01  | 07 - 75 - 01 |
| <i>Crowd</i>               | small group gasp - astonished    | :01  | 07 - 76 - 01 |
| <i>Crowd</i>               | small grp. 'yeah' - happy        | :01  | 07 - 77 - 01 |
| <i>Crowd</i>               | 'oh' - disappointed              | :01  | 07 - 78 - 01 |
| <i>Crowd</i>               | 'ahh' - satisfied                | :02  | 07 - 79 - 01 |
| <i>Crowd</i>               | at golf - missed putt reaction   | :03  | 07 - 81 - 01 |
| <i>Crowd</i>               | angry                            | 1:00 | 07 - 86 - 01 |
| <i>Crowd</i>               | panic stricken                   | :30  | 07 - 87 - 01 |
| <i>Crowd</i>               | at parade                        | 1:00 | 07 - 89 - 01 |
| <i>Crowd</i>               | social gathering                 | 1:04 | 07 - 84 - 01 |
| <i>Crumble</i>             | crumble letter and throw away    | :04  | 10 - 65 - 01 |
| <i>Crunching</i>           | eating potato chips (crisps)     | :10  | 09 - 39 - 01 |
| <i>Crying</i>              | baby                             | :30  | 07 - 35 - 01 |
| <i>Cuckoo</i>              | singing                          | :01  | 08 - 75 - 01 |
| <i>Cuckoo Clock</i>        | strikes 1 o'clock                | :04  | 06 - 99 - 01 |
| <i>Cuckoo Clock</i>        | strikes 12 o'clock               | :12  | 06 - 99 - 02 |
| <i>Cup</i>                 | placed in saucer                 | :01  | 09 - 89 - 01 |
| <i>Cupboard</i>            | closet - opened                  | :01  | 03 - 25 - 01 |
| <i>Cupboard</i>            | closet closed                    | :01  | 03 - 26 - 01 |
| <i>Curtains</i>            | drawing open                     | :06  | 03 - 96 - 01 |
| <i>Curtains</i>            | drawing closed                   | :04  | 03 - 96 - 02 |
| <i>Cutting</i>             | paper with scissors              | :16  | 09 - 41 - 01 |
| <i>Cutting</i>             | chopping vegetables              | :27  | 09 - 92 - 01 |
| <i>Cymbal</i>              | roll                             | :12  | 04 - 96 - 01 |
| <i>Cymbal</i>              | crash                            | :07  | 04 - 97 - 01 |
| <i>Cymbal</i>              | scrape                           | :07  | 04 - 98 - 01 |
| <i>Cymbal</i>              | closed Hi Hat accent             | :01  | 02 - 75 - 01 |
| <i>Cymbal</i>              | open Hi Hat accent               | :01  | 02 - 76 - 01 |
| <i>Cymbal (very small)</i> | accent                           | :04  | 04 - 59 - 01 |
| <i>Dawn in tne Country</i> | with birds chirping              | 1:00 | 10 - 90 - 01 |
| <i>Diesel Train</i>        | passing by with horn             | 1:45 | 08 - 24 - 01 |
| <i>Diesel Train</i>        | passing by w/level crossing bell | 1:53 | 08 - 25 - 01 |
| <i>Digging</i>             | dirt in garden                   | 1:00 | 10 - 69 - 01 |
| <i>Diner</i>               | general atmosphere               | 1:00 | 10 - 77 - 01 |
| <i>Disc Drive</i>          | computer - in operation          | :04  | 09 - 70 - 01 |
| <i>Dishes</i>              | tray dropped                     | :06  | 09 - 74 - 01 |
| <i>Dishware Clatter</i>    | general atmosphere               | 1:00 | 03 - 94 - 01 |
| <i>Dishwasher</i>          | in operation                     | 1:00 | 09 - 72 - 01 |
| <i>Diving</i>              | and swimming past                | :11  | 07 - 18 - 01 |
| <i>Dockside</i>            | general atmosphere               | 1:00 | 10 - 78 - 01 |
| <i>Dog</i>                 | one bark                         | :01  | 08 - 79 - 01 |



# ALPHABETICAL INDEX

| Sound Effect                   | Description                    | Time | CD - TK - IN |
|--------------------------------|--------------------------------|------|--------------|
| <i>Dog</i>                     | many barks                     | :02  | 08 - 80 - 01 |
| <i>Dog</i>                     | growling                       | :20  | 08 - 81 - 01 |
| <i>Dog</i>                     | growling and barking           | :28  | 08 - 82 - 01 |
| <i>Dog</i>                     | running about and barking      | :30  | 08 - 83 - 01 |
| <i>Dog</i>                     | chasing man and barking        | :05  | 08 - 84 - 01 |
| <i>Dog</i>                     | runs left then right           | :07  | 08 - 85 - 01 |
| <i>Donkey</i>                  | hee-haws - outside             | :12  | 08 - 59 - 01 |
| <i>Door</i>                    | opened version 1               | :02  | 03 - 18 - 01 |
| <i>Door</i>                    | opened version 2               | :01  | 03 - 19 - 01 |
| <i>Door</i>                    | closed version 1               | :01  | 03 - 20 - 01 |
| <i>Door</i>                    | closed version 2               | :01  | 03 - 21 - 01 |
| <i>Door</i>                    | slammed                        | :01  | 03 - 22 - 01 |
| <i>Door</i>                    | slammed in corridor            | :01  | 03 - 23 - 01 |
| <i>Door - Big</i>              | closed with reverberation      | :01  | 03 - 35 - 01 |
| <i>Door - Car</i>              | opened                         | :01  | 05 - 12 - 01 |
| <i>Door - Car</i>              | closed                         | :01  | 05 - 13 - 01 |
| <i>Door - Car</i>              | opened in parking garage       | :03  | 05 - 18 - 01 |
| <i>Door - Car</i>              | closed in parking garage       | :02  | 05 - 19 - 01 |
| <i>Door - Car</i>              | 2 closed in parking garage     | :03  | 05 - 21 - 01 |
| <i>Door - Closet</i>           | closed                         | :01  | 03 - 26 - 01 |
| <i>Door - Closet</i>           | opened                         | :01  | 03 - 25 - 01 |
| <i>Door - Garage</i>           | manual opened                  | :08  | 03 - 33 - 01 |
| <i>Door - Garage</i>           | manual closed                  | :06  | 03 - 34 - 01 |
| <i>Door - Garage</i>           | automatic opened               | :13  | 03 - 36 - 01 |
| <i>Door - Garage</i>           | automatic closing              | :09  | 03 - 37 - 01 |
| <i>Door - Oven</i>             | opened                         | :01  | 03 - 29 - 01 |
| <i>Door - Oven</i>             | closed                         | :01  | 03 - 30 - 01 |
| <i>Door - Screen</i>           | opened                         | :02  | 03 - 27 - 01 |
| <i>Door - Screen</i>           | closed                         | :02  | 03 - 28 - 01 |
| <i>Door - Shop</i>             | opening with bell              | :05  | 03 - 24 - 01 |
| <i>Door - Squeaky</i>          | opened                         | :18  | 03 - 31 - 01 |
| <i>Door - Squeaky</i>          | closed                         | :03  | 03 - 32 - 01 |
| <i>Door Bell</i>               | Avon type - 1 ring             | :04  | 06 - 76 - 01 |
| <i>Door Bell</i>               | Avon type several rings        | :05  | 06 - 77 - 01 |
| <i>Downtown</i>                | high street general atmosphere | 1:00 | 10 - 99 - 01 |
| <i>Drapes</i>                  | curtains drawing open          | :06  | 03 - 96 - 01 |
| <i>Drapes</i>                  | drawing closed                 | :04  | 03 - 96 - 02 |
| <i>Drawer</i>                  | squeaky - opened               | :02  | 03 - 09 - 01 |
| <i>Drawer</i>                  | squeaky - closed               | :02  | 03 - 10 - 01 |
| <i>Drawer</i>                  | opened                         | :01  | 03 - 11 - 01 |
| <i>Drawer</i>                  | closed                         | :02  | 03 - 12 - 01 |
| <i>Drawer</i>                  | opened searched and closed     | :08  | 03 - 13 - 01 |
| <i>Drawer - Filing Cabinet</i> | opening                        | :01  | 03 - 14 - 01 |
| <i>Drawer - Filing Cabinet</i> | closing                        | :01  | 03 - 15 - 01 |
| <i>Drawer - Filing Cabinet</i> | drawers opened and closed      | :12  | 03 - 16 - 01 |
| <i>Drinking</i>                | through a straw with a gulp    | :03  | 09 - 53 - 01 |
| <i>Drinking</i>                | sipping coffee                 | :03  | 09 - 58 - 01 |
| <i>Drinking Fountain</i>       | turned on and off              | :06  | 10 - 45 - 01 |
| <i>Drinking Fountain</i>       | taking drink                   | :07  | 10 - 46 - 01 |
| <i>Drinking Glasses</i>        | rattling on a tray             | :10  | 03 - 54 - 01 |

# ALPHABETICAL INDEX

| Sound Effect            | Description                    | Time | CD - TK - IN |
|-------------------------|--------------------------------|------|--------------|
| <i>Drinking Glasses</i> | many clicking in a toast       | :08  | 10 - 50 - 01 |
| <i>Drinking Glasses</i> | clinked as in a toast          | :01  | 10 - 49 - 01 |
| <i>Dripping</i>         | water                          | :30  | 03 - 38 - 01 |
| <i>Dripping</i>         | water with reverberation       | :30  | 03 - 39 - 01 |
| <i>Drum</i>             | bass                           | :02  | 02 - 74 - 01 |
| <i>Drum</i>             | snare accent                   | :01  | 02 - 77 - 01 |
| <i>Drum</i>             | snare roll with cymbal crash   | :05  | 02 - 78 - 01 |
| <i>Drums</i>            | in a cave - slow               | :30  | 02 - 80 - 01 |
| <i>Drums</i>            | in a cave - fast               | :30  | 02 - 81 - 01 |
| <i>Drying Hands</i>     | on a towel                     | :05  | 03 - 63 - 01 |
| <i>Duck</i>             | quack                          | :01  | 08 - 94 - 01 |
| <i>Duck Call</i>        | hunting                        | 1:00 | 06 - 21 - 01 |
| <i>Ducks</i>            | with children                  | :30  | 08 - 95 - 01 |
| <i>Eating</i>           | potato chips (crisps)          | :10  | 09 - 39 - 01 |
| <i>Eggs</i>             | breaking                       | :10  | 09 - 93 - 01 |
| <i>Eggs</i>             | beaten in a bowl               | :30  | 09 - 94 - 01 |
| <i>Electronic</i>       | crystalline energy             | :15  | 01 - 01 - 01 |
| <i>Electronic</i>       | photon shot                    | :01  | 01 - 02 - 01 |
| <i>Electronic</i>       | energy bubbles                 | :30  | 01 - 03 - 01 |
| <i>Electronic</i>       | sample & hold - random pitches | :15  | 01 - 04 - 01 |
| <i>Electronic</i>       | alien atmosphere               | 1:00 | 01 - 05 - 01 |
| <i>Electronic</i>       | warp down & up                 | :02  | 01 - 06 - 01 |
| <i>Electronic</i>       | echoed note fading             | :01  | 01 - 07 - 01 |
| <i>Electronic</i>       | alien wolf howl                | :03  | 01 - 08 - 01 |
| <i>Electronic</i>       | passing meteorite              | :02  | 01 - 09 - 01 |
| <i>Electronic</i>       | cosmic bell - repeated         | :02  | 01 - 10 - 01 |
| <i>Electronic</i>       | alien butterfly                | :19  | 01 - 11 - 01 |
| <i>Electronic</i>       | energizer                      | :05  | 01 - 12 - 01 |
| <i>Electronic</i>       | de-energizer                   | :04  | 01 - 13 - 01 |
| <i>Electronic</i>       | alien flies - random pitches   | :11  | 01 - 14 - 01 |
| <i>Electronic</i>       | alien bugs - random pitches    | :10  | 01 - 15 - 01 |
| <i>Electronic</i>       | large space wasp               | :05  | 01 - 16 - 01 |
| <i>Electronic</i>       | flying random pitches          | :10  | 01 - 17 - 01 |
| <i>Electronic</i>       | descending random energies     | :02  | 01 - 18 - 01 |
| <i>Electronic</i>       | electronic zap version 1       | :03  | 01 - 19 - 01 |
| <i>Electronic</i>       | electronic zap version 2       | :02  | 01 - 20 - 01 |
| <i>Electronic</i>       | boing up - low pitched         | :03  | 01 - 21 - 01 |
| <i>Electronic</i>       | boing up - high pitched        | :03  | 01 - 22 - 01 |
| <i>Electronic</i>       | jagged descend                 | :12  | 01 - 23 - 01 |
| <i>Electronic</i>       | laser shot - continuous        | :04  | 01 - 24 - 01 |
| <i>Electronic</i>       | particle beam                  | :03  | 01 - 25 - 01 |
| <i>Electronic</i>       | alien entity                   | :04  | 01 - 26 - 01 |
| <i>Electronic</i>       | cosmic discharge               | :01  | 01 - 27 - 01 |
| <i>Electronic</i>       | 2 cosmic discharges            | :03  | 01 - 28 - 01 |
| <i>Electronic</i>       | escaping cosmic sound          | :04  | 01 - 29 - 01 |
| <i>Electronic</i>       | electron fright                | :02  | 01 - 30 - 01 |
| <i>Electronic</i>       | dissipating energy field       | :04  | 01 - 31 - 01 |
| <i>Electronic</i>       | energy cluster                 | :03  | 01 - 32 - 01 |
| <i>Electronic</i>       | low frequency energy cluster   | :04  | 01 - 33 - 01 |
| <i>Electronic</i>       | cosmic mutation version 1      | :02  | 01 - 34 - 01 |

# ALPHABETICAL INDEX

| Sound Effect      | Description                      | Time | CD - TK - IN |
|-------------------|----------------------------------|------|--------------|
| <i>Electronic</i> | cosmic mutation version 2        | :04  | 01 - 35 - 01 |
| <i>Electronic</i> | satellite passing                | :09  | 01 - 36 - 01 |
| <i>Electronic</i> | colliding particles              | :04  | 01 - 37 - 01 |
| <i>Electronic</i> | meteor collision                 | :06  | 01 - 38 - 01 |
| <i>Electronic</i> | space wobble                     | :03  | 01 - 39 - 01 |
| <i>Electronic</i> | orbiting energy                  | :10  | 01 - 40 - 01 |
| <i>Electronic</i> | laser cutter                     | :04  | 01 - 41 - 01 |
| <i>Electronic</i> | fusing energies                  | :04  | 01 - 42 - 01 |
| <i>Electronic</i> | passing energy cluster           | :05  | 01 - 43 - 01 |
| <i>Electronic</i> | visiting space wobble            | :10  | 01 - 44 - 01 |
| <i>Electronic</i> | missile launch                   | :10  | 01 - 45 - 01 |
| <i>Electronic</i> | passing space junk               | :05  | 01 - 46 - 01 |
| <i>Electronic</i> | falling star version 1           | :01  | 01 - 47 - 01 |
| <i>Electronic</i> | falling star version 2           | :01  | 01 - 48 - 01 |
| <i>Electronic</i> | falling space junk               | :03  | 01 - 49 - 01 |
| <i>Electronic</i> | space cycle                      | :30  | 01 - 50 - 01 |
| <i>Electronic</i> | alien spacecraft landing         | :05  | 01 - 51 - 01 |
| <i>Electronic</i> | space burp                       | :02  | 01 - 52 - 01 |
| <i>Electronic</i> | passing space probe              | :15  | 01 - 53 - 01 |
| <i>Electronic</i> | cosmic up & down                 | :01  | 01 - 54 - 01 |
| <i>Electronic</i> | passing space particles          | :01  | 01 - 55 - 01 |
| <i>Electronic</i> | ascending energy                 | :01  | 01 - 56 - 01 |
| <i>Electronic</i> | ascending energies               | :01  | 01 - 57 - 01 |
| <i>Electronic</i> | decending alien insect version 1 | :02  | 01 - 58 - 01 |
| <i>Electronic</i> | decending alien insect version 2 | :02  | 01 - 58 - 02 |
| <i>Electronic</i> | alien space probe                | :06  | 01 - 59 - 01 |
| <i>Electronic</i> | up & down space wobble           | :03  | 01 - 60 - 01 |
| <i>Electronic</i> | space siren                      | :02  | 01 - 61 - 01 |
| <i>Electronic</i> | landing space probe              | :05  | 01 - 62 - 01 |
| <i>Electronic</i> | photon torpedo launch            | :01  | 01 - 63 - 01 |
| <i>Electronic</i> | whoosh & wobble                  | :02  | 01 - 64 - 01 |
| <i>Electronic</i> | fast wobbled whoosh passing      | :02  | 01 - 65 - 01 |
| <i>Electronic</i> | whoosh up & down                 | :02  | 01 - 66 - 01 |
| <i>Electronic</i> | slow whoosh up & down            | :03  | 01 - 67 - 01 |
| <i>Electronic</i> | wobbled whoosh up & down         | :03  | 01 - 68 - 01 |
| <i>Electronic</i> | whoosh up                        | :01  | 01 - 69 - 01 |
| <i>Electronic</i> | whoosh down                      | :05  | 01 - 70 - 01 |
| <i>Electronic</i> | whoosh passing by                | :03  | 01 - 71 - 01 |
| <i>Electronic</i> | slow wobbled whoosh passing by   | :03  | 01 - 72 - 01 |
| <i>Electronic</i> | revolving tone                   | :30  | 01 - 73 - 01 |
| <i>Electronic</i> | pulsating tone-revolving warning | :30  | 01 - 74 - 01 |
| <i>Electronic</i> | 2 note tone - left / right       | :30  | 01 - 75 - 01 |
| <i>Electronic</i> | tone pulsating slow              | :30  | 01 - 76 - 01 |
| <i>Electronic</i> | tone pulsating - medium fast     | :30  | 01 - 77 - 01 |
| <i>Electronic</i> | tone pulsating medium pitch      | :30  | 01 - 78 - 01 |
| <i>Electronic</i> | revolving whooshes               | :30  | 01 - 79 - 01 |
| <i>Electronic</i> | pulsating powertone              | :30  | 01 - 80 - 01 |
| <i>Electronic</i> | eruption                         | :10  | 01 - 81 - 01 |
| <i>Electronic</i> | mysterious                       | :15  | 01 - 82 - 01 |
| <i>Electronic</i> | power                            | :07  | 01 - 83 - 01 |

# ALPHABETICAL INDEX

| Sound Effect          | Description                    | Time | CD - TK - IN |
|-----------------------|--------------------------------|------|--------------|
| <i>Electronic</i>     | centrifugal force              | :12  | 01 - 84 - 01 |
| <i>Electronic</i>     | sonic flight                   | :07  | 01 - 85 - 01 |
| <i>Electronic</i>     | space bombs                    | :14  | 01 - 86 - 01 |
| <i>Electronic</i>     | cool groove                    | :23  | 01 - 87 - 01 |
| <i>Electronic</i>     | urgent                         | :06  | 01 - 88 - 01 |
| <i>Electronic</i>     | creation                       | :12  | 01 - 89 - 01 |
| <i>Electronic</i>     | atomic rock                    | :08  | 01 - 90 - 01 |
| <i>Electronic</i>     | rotating cosmic bells          | :30  | 01 - 91 - 01 |
| <i>Electronic</i>     | photon laser pass              | :02  | 01 - 92 - 01 |
| <i>Electronic</i>     | small spacecraft passing       | :15  | 01 - 93 - 01 |
| <i>Electronic</i>     | large spacecraft passing over  | :12  | 01 - 94 - 01 |
| <i>Electronic</i>     | sequence bridge                | :03  | 01 - 95 - 01 |
| <i>Electronic</i>     | filter sweep up                | :06  | 01 - 96 - 01 |
| <i>Electronic</i>     | filter sweep down              | :04  | 01 - 97 - 01 |
| <i>Electronic</i>     | fast swish up (whoosh)         | :01  | 01 - 98 - 01 |
| <i>Electronic</i>     | fast swish down (whoosh)       | :01  | 01 - 99 - 01 |
| <i>Elephant</i>       | at zoo                         | :02  | 08 - 61 - 01 |
| <i>Elephant</i>       | angry trumpets                 | :10  | 08 - 62 - 01 |
| <i>Elephant</i>       | many in a herd                 | 1:00 | 08 - 63 - 01 |
| <i>Elephant</i>       | trunk noise                    | :05  | 08 - 64 - 01 |
| <i>Elevator</i>       | door opening                   | :03  | 10 - 60 - 01 |
| <i>Elevator</i>       | doors closing                  | :05  | 10 - 61 - 01 |
| <i>Elevator</i>       | lift - rider's perspective     | :21  | 10 - 62 - 01 |
| <i>Envelope</i>       | opening a letter               | :13  | 10 - 64 - 01 |
| <i>Escalator</i>      | rider's perspective            | :33  | 10 - 63 - 01 |
| <i>Exercising</i>     | with weights                   | :30  | 06 - 63 - 01 |
| <i>Explosion</i>      | bang with falling debris       | :06  | 10 - 20 - 01 |
| <i>Explosion</i>      | medium bang                    | :04  | 10 - 21 - 01 |
| <i>Explosion</i>      | small bang with falling debris | :06  | 10 - 22 - 01 |
| <i>Explosions</i>     | fireworks - general atmosphere | 1:00 | 10 - 19 - 01 |
| <i>Factory</i>        | with automated machines        | 1:00 | 06 - 68 - 01 |
| <i>Factory</i>        | with conveyor belt             | 1:00 | 06 - 69 - 01 |
| <i>Fair</i>           | carnival general atmosphere    | :30  | 10 - 88 - 01 |
| <i>Falling star</i>   | electronic - version 1         | :01  | 01 - 47 - 01 |
| <i>Falling star</i>   | electronic - version 2         | :01  | 01 - 48 - 01 |
| <i>Fan - Electric</i> | in operation                   | :16  | 03 - 17 - 01 |
| <i>Farm</i>           | general atmosphere             | 1:00 | 08 - 88 - 01 |
| <i>Fencing</i>        | swordfight - gen atmosphere    | 1:00 | 06 - 30 - 01 |
| <i>Fight Bell</i>     | 1 strike                       | :02  | 06 - 45 - 01 |
| <i>Fight Bell</i>     | 2 strikes                      | :03  | 06 - 46 - 01 |
| <i>Filing Cabinet</i> | drawer opened                  | :01  | 03 - 14 - 01 |
| <i>Filing Cabinet</i> | drawer closed                  | :01  | 03 - 15 - 01 |
| <i>Filing Cabinet</i> | drawers opened and closed      | :12  | 03 - 16 - 01 |
| <i>Filter</i>         | electronic sweep up            | :06  | 01 - 96 - 01 |
| <i>Filter</i>         | electronic sweep down          | :04  | 01 - 97 - 01 |
| <i>Finger Snaps</i>   | snapping                       | :01  | 10 - 36 - 01 |
| <i>Fingernails</i>    | on blackboard                  | :05  | 09 - 62 - 01 |
| <i>Fire</i>           | camp fire burning              | 1:00 | 10 - 70 - 01 |
| <i>Fire Alarm</i>     | bell                           | :16  | 10 - 01 - 01 |
| <i>Fireworks</i>      | general atmosphere             | 1:00 | 10 - 19 - 01 |

## ALPHABETICAL INDEX

| Sound Effect                | Description                     | Time | CD - TK - IN |
|-----------------------------|---------------------------------|------|--------------|
| <i>Fishing - Freshwater</i> | casting & reeling               | 1:00 | 06 - 16 - 01 |
| <i>Fishing - Saltwater</i>  | casting reeling & catching fish | 1:00 | 06 - 15 - 01 |
| <i>Fizz</i>                 | carbonated water                | :30  | 03 - 44 - 01 |
| <i>Flexatone</i>            | gliss up                        | :02  | 04 - 66 - 01 |
| <i>Flexatone</i>            | gliss down                      | :02  | 04 - 67 - 01 |
| <i>Flexatone</i>            | accents                         | :08  | 04 - 68 - 01 |
| <i>Flick</i>                | cigarette lighter               | :01  | 09 - 63 - 01 |
| <i>Fog Horn</i>             | ship - 2 blasts                 | :10  | 05 - 92 - 01 |
| <i>Football</i>             | stadium atmosphere              | 1:00 | 06 - 49 - 01 |
| <i>Football Game</i>        | halftime show atmosphere        | 2:00 | 06 - 65 - 01 |
| <i>Football Game</i>        | crowd singing before game       | 1:00 | 06 - 66 - 01 |
| <i>Footsteps</i>            | walking up on wood              | :07  | 07 - 30 - 01 |
| <i>Footsteps</i>            | walking away on wood            | :07  | 07 - 31 - 01 |
| <i>Footsteps</i>            | walking past on wood            | :06  | 07 - 32 - 01 |
| <i>Footsteps</i>            | walking around on wood          | :15  | 07 - 33 - 01 |
| <i>Footsteps</i>            | on wood - walker's perspective  | 1:00 | 07 - 34 - 01 |
| <i>Footsteps</i>            | through leaves                  | :22  | 07 - 66 - 01 |
| <i>Footsteps</i>            | passing thru grass              | :09  | 07 - 67 - 01 |
| <i>Frying</i>               | bacon                           | 1:00 | 09 - 91 - 01 |
| <i>Fuse</i>                 | lighting and burning version 1  | :45  | 09 - 79 - 01 |
| <i>Fuse</i>                 | lighting and burning version 2  | 1:00 | 09 - 80 - 01 |
| <i>Garage</i>               | repairing cars                  | 1:00 | 08 - 35 - 01 |
| <i>Garage</i>               | bell ring upon entrance         | :01  | 08 - 31 - 01 |
| <i>Garage</i>               | gas (petrol) pump               | 1:00 | 08 - 32 - 01 |
| <i>Garage</i>               | air hose                        | :10  | 08 - 33 - 01 |
| <i>Garage</i>               | filling tires with air          | :10  | 08 - 34 - 01 |
| <i>Garage Door</i>          | manual - opened                 | :08  | 03 - 33 - 01 |
| <i>Garage Door</i>          | manual - closed                 | :06  | 03 - 34 - 01 |
| <i>Garage Door</i>          | automatic - opened              | :13  | 03 - 36 - 01 |
| <i>Garage Door</i>          | automatic - closed              | :09  | 03 - 37 - 01 |
| <i>Garbage Compactor</i>    | in operation                    | :25  | 03 - 49 - 01 |
| <i>Garbage Truck</i>        | loading                         | 1:00 | 05 - 94 - 01 |
| <i>Garbage Truck</i>        | unloading                       | :30  | 05 - 95 - 01 |
| <i>Gardening</i>            | digging soil                    | 1:00 | 10 - 69 - 01 |
| <i>Gas Jet</i>              | burning                         | :11  | 03 - 92 - 01 |
| <i>Gas Station</i>          | bell ringing upon entrance      | :01  | 08 - 31 - 01 |
| <i>Gas Station</i>          | gas pump                        | 1:00 | 08 - 32 - 01 |
| <i>Gas Station</i>          | air hose                        | :10  | 08 - 33 - 01 |
| <i>Gas Station</i>          | filling tires with air          | :10  | 08 - 34 - 01 |
| <i>Gasp</i>                 | small group astonished          | :01  | 07 - 76 - 01 |
| <i>Gate - Iron</i>          | open                            | :03  | 03 - 88 - 01 |
| <i>Gate - Iron</i>          | closed                          | :03  | 03 - 89 - 01 |
| <i>Gavel</i>                | hammering in court              | :01  | 08 - 14 - 01 |
| <i>Geiger Counter</i>       | clicking at radio activity      | :30  | 02 - 95 - 01 |
| <i>Ghosts</i>               | electronic simulation           | 1:00 | 10 - 67 - 01 |
| <i>Glass</i>                | window pane breaking            | :02  | 10 - 30 - 01 |
| <i>Glass</i>                | plate glass smashed             | :01  | 10 - 31 - 01 |
| <i>Glasses</i>              | tray of glasses rattling        | :10  | 03 - 54 - 01 |
| <i>Glasses</i>              | clinked as in a toast           | :01  | 10 - 49 - 01 |
| <i>Glasses</i>              | many clinking in a toast        | :08  | 10 - 50 - 01 |

# ALPHABETICAL INDEX

| Sound Effect             | Description                     | Time | CD - TK - IN |
|--------------------------|---------------------------------|------|--------------|
| <i>Go Carts</i>          | general atmosphere              | 1:00 | 05 - 64 - 01 |
| <i>Go Go Bells</i>       | accent                          | :03  | 04 - 53 - 01 |
| <i>Goat</i>              | bleat                           | :01  | 08 - 60 - 01 |
| <i>Golf Match</i>        | crowd cheers                    | :07  | 07 - 42 - 01 |
| <i>Golf Match</i>        | crowd missed putt reaction      | :03  | 07 - 81 - 01 |
| <i>Golf Swing</i>        | driving club whoosh             | :01  | 06 - 62 - 01 |
| <i>Gong - Large</i>      | one strike                      | :16  | 04 - 81 - 01 |
| <i>Gong - Large</i>      | roll                            | :24  | 04 - 82 - 01 |
| <i>Gong - Small</i>      | accent                          | :06  | 04 - 83 - 01 |
| <i>Gong - Small</i>      | roll                            | :14  | 04 - 84 - 01 |
| <i>Goose Horn</i>        | one honk                        | :02  | 02 - 91 - 01 |
| <i>Goose Horn</i>        | several honks                   | :02  | 02 - 92 - 01 |
| <i>Grammaphone</i>       | Edison type                     | 1:00 | 09 - 68 - 01 |
| <i>Grand Prix</i>        | stadium gen atmos w/commentary  | 1:00 | 05 - 62 - 01 |
| <i>Grand Prix</i>        | race track general atmosphere   | 1:00 | 05 - 63 - 01 |
| <i>Grandfather Clock</i> | strikes 12 o'clock              | :50  | 06 - 87 - 01 |
| <i>Grating</i>           | carrots                         | :24  | 09 - 67 - 01 |
| <i>Guica</i>             | accent                          | :01  | 04 - 94 - 01 |
| <i>Guica</i>             | rhythm                          | :30  | 04 - 95 - 01 |
| <i>Guiro</i>             | 1 scrape                        | :01  | 04 - 57 - 01 |
| <i>Guiro</i>             | 2 scrapes both directions       | :01  | 04 - 58 - 01 |
| <i>Guitar</i>            | strumming open strings          | :06  | 02 - 34 - 01 |
| <i>Gulp</i>              | drinking through straw          | :03  | 09 - 53 - 01 |
| <i>Gun</i>               | small cal - 25 auto - 1 shot    | :02  | 10 - 03 - 01 |
| <i>Gun</i>               | small cal - 25 auto - 3 shots   | :02  | 10 - 04 - 01 |
| <i>Gun</i>               | small cal - 25 auto - full clip | :04  | 10 - 05 - 01 |
| <i>Gun</i>               | large cal - 45 auto - 1 shot    | :02  | 10 - 06 - 01 |
| <i>Gun</i>               | large cal - 45 auto - 3 shots   | :03  | 10 - 07 - 01 |
| <i>Gun</i>               | large cal - 45 auto - full clip | :04  | 10 - 08 - 01 |
| <i>Gun</i>               | machine gun with returned fire  | :06  | 10 - 16 - 01 |
| <i>Gun</i>               | machine gun - 1 burst           | :03  | 10 - 15 - 01 |
| <i>Gun</i>               | shotgun - 1 shot                | :02  | 10 - 14 - 01 |
| <i>Gun</i>               | M14 rifle - several shots       | :06  | 10 - 13 - 01 |
| <i>Gun</i>               | M14 rifle - 1 shot              | :01  | 10 - 12 - 01 |
| <i>Gun</i>               | rifle - 3 shots                 | :03  | 10 - 11 - 01 |
| <i>Gun</i>               | rifle - 1 shot                  | :02  | 10 - 10 - 01 |
| <i>Gun</i>               | rifle cocked                    | :01  | 10 - 09 - 01 |
| <i>Gunfire</i>           | battle                          | :07  | 10 - 23 - 01 |
| <i>Gunfire</i>           | battle with car                 | :07  | 10 - 24 - 01 |
| <i>Gunfire</i>           | battle with traffic             | :12  | 10 - 25 - 01 |
| <i>Hair Dryer</i>        | in operation                    | :36  | 09 - 65 - 01 |
| <i>Hair Spray</i>        | spraying hair                   | :20  | 10 - 59 - 01 |
| <i>Haircut</i>           | scissors cutting hair           | :33  | 09 - 64 - 01 |
| <i>Hammering</i>         | nails into wood                 | :13  | 03 - 01 - 01 |
| <i>Hands</i>             | washing in sink                 | :10  | 03 - 62 - 01 |
| <i>Hands</i>             | drying on a towel               | :05  | 03 - 63 - 01 |
| <i>Handsaw</i>           | sawing wood                     | :10  | 03 - 02 - 01 |
| <i>Harp</i>              | fast glissando up               | :05  | 04 - 04 - 01 |
| <i>Harp</i>              | short glissando up              | :03  | 04 - 05 - 01 |
| <i>Harp</i>              | long glissando up               | :07  | 04 - 06 - 01 |

# ALPHABETICAL INDEX

| Sound Effect       | Description                     | Time | CD - TK - IN |
|--------------------|---------------------------------|------|--------------|
| <i>Harp</i>        | multiple glissandos up          | :11  | 04 - 07 - 01 |
| <i>Harp</i>        | fast multiple glissandos up     | :11  | 04 - 08 - 01 |
| <i>Harp</i>        | fast downward glissando         | :07  | 04 - 09 - 01 |
| <i>Harp</i>        | long downward glissando         | :08  | 04 - 10 - 01 |
| <i>Harp</i>        | multiple glissandos down        | :15  | 04 - 11 - 01 |
| <i>Harp</i>        | short gliss up and down         | :07  | 04 - 12 - 01 |
| <i>Harp</i>        | medium gliss up and down        | :08  | 04 - 13 - 01 |
| <i>Harp</i>        | long gliss up and down          | :10  | 04 - 14 - 01 |
| <i>Harp</i>        | short gliss down and up         | :05  | 04 - 15 - 01 |
| <i>Harp</i>        | medium gliss down and up        | :07  | 04 - 16 - 01 |
| <i>Harp</i>        | long gliss down and up          | :10  | 04 - 17 - 01 |
| <i>Harp</i>        | multiple glisses up and down    | :10  | 04 - 18 - 01 |
| <i>Harp</i>        | diminished glisses up           | :07  | 04 - 19 - 01 |
| <i>Harp</i>        | diminished glisses down         | :08  | 04 - 20 - 01 |
| <i>Harp</i>        | diminished glisses down and up  | :10  | 04 - 21 - 01 |
| <i>Harp</i>        | diminished glisses - multiple   | :11  | 04 - 22 - 01 |
| <i>Harp</i>        | dominant 7th up - short         | :06  | 04 - 23 - 01 |
| <i>Harp</i>        | dominant 7th up - long          | :08  | 04 - 24 - 01 |
| <i>Harp</i>        | dominant 7th down - fast        | :07  | 04 - 25 - 01 |
| <i>Harp</i>        | dominant 7th up and down        | :08  | 04 - 26 - 01 |
| <i>Harp</i>        | C chord - cracked               | :05  | 04 - 27 - 01 |
| <i>Harp</i>        | C chord - cracked slower        | :07  | 04 - 28 - 01 |
| <i>Harp</i>        | A minor chord - cracked         | :06  | 04 - 29 - 01 |
| <i>Harp</i>        | A minor chord - arpeggiated     | :08  | 04 - 30 - 01 |
| <i>Harp</i>        | full diminished - cracked       | :06  | 04 - 31 - 01 |
| <i>Harp</i>        | full diminished - arpeggiated   | :06  | 04 - 32 - 01 |
| <i>Harp</i>        | full diminished - ext. arpeggio | :07  | 04 - 33 - 01 |
| <i>Harp</i>        | full diminished arpeggio - down | :09  | 04 - 34 - 01 |
| <i>Harp</i>        | harmonics w/multiple glisses    | :60  | 04 - 35 - 01 |
| <i>Heartbeat</i>   | beating                         | 1:00 | 03 - 55 - 01 |
| <i>Helicopter</i>  | start up & take off version 1   | 1:24 | 09 - 28 - 01 |
| <i>Helicopter</i>  | start up & take off version 2   | 1:00 | 09 - 29 - 01 |
| <i>Helicopter</i>  | flying by version 1             | :16  | 09 - 30 - 01 |
| <i>Helicopter</i>  | flying by version 2             | :15  | 09 - 31 - 01 |
| <i>Helicopter</i>  | flying by version 3             | :19  | 09 - 32 - 01 |
| <i>Helicopter</i>  | comming in & landing version 1  | 1:30 | 09 - 33 - 01 |
| <i>Helicopter</i>  | comming in & landing version 2  | 1:02 | 09 - 34 - 01 |
| <i>Helicopter</i>  | comming in & landing version 3  | :59  | 09 - 35 - 01 |
| <i>Helicopter</i>  | start up/take off-int.persp.    | 1:01 | 09 - 36 - 01 |
| <i>Helicopter</i>  | flying - int. persp.            | 1:01 | 09 - 37 - 01 |
| <i>Helicopter</i>  | landing - int. persp.           | :30  | 09 - 38 - 01 |
| <i>Hi Hat</i>      | closed accent                   | :01  | 02 - 75 - 01 |
| <i>Hi Hat</i>      | open accent                     | :01  | 02 - 76 - 01 |
| <i>HiFi Store</i>  | w/radios and TVs                | 1:00 | 10 - 92 - 01 |
| <i>High Street</i> | down town general atmosphere    | 1:00 | 10 - 99 - 01 |
| <i>Hoover</i>      | vacuum cleaner in operation     | 1:00 | 03 - 52 - 01 |
| <i>Horn - Car</i>  | 1 honk                          | :01  | 05 - 14 - 01 |
| <i>Horn - Car</i>  | several honks                   | :02  | 05 - 15 - 01 |
| <i>Horn - Car</i>  | long honk                       | :03  | 05 - 16 - 01 |
| <i>Horn - Car</i>  | passing                         | :06  | 05 - 42 - 01 |

# ALPHABETICAL INDEX

| Sound Effect           | Description                      | Time | CD - TK - IN |
|------------------------|----------------------------------|------|--------------|
| <i>Horn - Goose</i>    | one honk                         | :02  | 02 - 91 - 01 |
| <i>Horn - Goose</i>    | several honks                    | :02  | 02 - 92 - 01 |
| <i>Horn - Klaxon</i>   | 1 honk                           | :01  | 02 - 87 - 01 |
| <i>Horn - Klaxon</i>   | several honks                    | :15  | 02 - 88 - 01 |
| <i>Horns - Party</i>   | many sounding together           | :30  | 02 - 89 - 01 |
| <i>Horns - Party</i>   | type 1                           | :02  | 02 - 90 - 01 |
| <i>Horns - Party</i>   | type 2                           | :02  | 02 - 93 - 01 |
| <i>Horse</i>           | whinny & neigh outside version 1 | :01  | 08 - 39 - 01 |
| <i>Horse</i>           | snort                            | :01  | 08 - 41 - 01 |
| <i>Horse</i>           | whinny and neigh version 1       | :01  | 08 - 42 - 01 |
| <i>Horse</i>           | whinny and neigh version 2       | :01  | 08 - 43 - 01 |
| <i>Horse</i>           | whinny and neigh version 3       | :01  | 08 - 44 - 01 |
| <i>Horse</i>           | whinny and neigh version 4       | :02  | 08 - 45 - 01 |
| <i>Horse</i>           | walk up & snort in stable-soft   | :11  | 08 - 46 - 01 |
| <i>Horse</i>           | walk up & snort in stable-loud   | :11  | 08 - 47 - 01 |
| <i>Horse</i>           | walks away in stable             | :10  | 08 - 48 - 01 |
| <i>Horse</i>           | walks up and breathes in stable  | :22  | 08 - 49 - 01 |
| <i>Horse</i>           | turns & walks away in stable     | :10  | 08 - 50 - 01 |
| <i>Horse</i>           | walks by in stable               | :14  | 08 - 51 - 01 |
| <i>Horse</i>           | trots up & snorts - outside      | :07  | 08 - 52 - 01 |
| <i>Horse</i>           | walks away - outside             | :05  | 08 - 53 - 01 |
| <i>Horse</i>           | trots by - outside               | :21  | 08 - 54 - 01 |
| <i>Horse</i>           | canter by outside version 1      | :10  | 08 - 55 - 01 |
| <i>Horse</i>           | canter by outside version 2      | :07  | 08 - 56 - 01 |
| <i>Horse</i>           | gallops by version 1             | :07  | 08 - 57 - 01 |
| <i>Horse</i>           | gallops by version 2             | :05  | 08 - 58 - 01 |
| <i>Horse</i>           | whinny & neigh outside version 2 | :01  | 08 - 40 - 01 |
| <i>Horse</i>           | crowd at race track              | 1:00 | 07 - 82 - 01 |
| <i>Hose</i>            | watering ground                  | 1:00 | 10 - 26 - 01 |
| <i>Hot Air</i>         | 1 blast                          | :02  | 06 - 51 - 01 |
| <i>Hot Air</i>         | 1 long blast                     | :09  | 06 - 52 - 01 |
| <i>Hot Air Balloon</i> | rising                           | :18  | 06 - 50 - 01 |
| <i>Hovercraft</i>      | in operation                     | :48  | 08 - 37 - 01 |
| <i>Hunting</i>         | with duck calls                  | 1:00 | 06 - 21 - 01 |
| <i>Hurricane</i>       | storm with thunder wind & rain   | 1:00 | 07 - 09 - 01 |
| <i>Hydraulic Lift</i>  | in operation                     | :30  | 03 - 93 - 01 |
| <i>Ice Cubes</i>       | in glass version 1 (near)        | :01  | 09 - 54 - 01 |
| <i>Ice Cubes</i>       | in glass version 2 (distant)     | :01  | 09 - 55 - 01 |
| <i>Ice Cubes</i>       | in bucket                        | :01  | 09 - 56 - 01 |
| <i>Ice Skating</i>     | general rink atmosphere          | 1:00 | 10 - 96 - 01 |
| <i>Intercom</i>        | buzzer                           | :01  | 08 - 12 - 01 |
| <i>Jet - Airplane</i>  | take off (L10-11)                | :15  | 09 - 01 - 01 |
| <i>Jet - Airplane</i>  | take off - (Jumbo jet)           | :22  | 09 - 02 - 01 |
| <i>Jet - Airplane</i>  | take off                         | :17  | 09 - 03 - 01 |
| <i>Jet - Airplane</i>  | landing version 1                | :32  | 09 - 04 - 01 |
| <i>Jet - Airplane</i>  | landing version 2                | :31  | 09 - 05 - 01 |
| <i>Jet - Airplane</i>  | landing with tire squeal         | :16  | 09 - 06 - 01 |
| <i>Jet - Airplane</i>  | flyby overhead right to left     | :16  | 09 - 07 - 01 |
| <i>Jet - Airplane</i>  | flyby overhead left to right     | :10  | 09 - 08 - 01 |
| <i>Jet - Airplane</i>  | passing overhead and landing     | :17  | 09 - 09 - 01 |



## ALPHABETICAL INDEX

| Sound Effect          | Description                    | Time | CD - TK - IN |
|-----------------------|--------------------------------|------|--------------|
| <i>Jet - Airplane</i> | engine noise                   | :32  | 09 - 10 - 01 |
| <i>Jet - Airplane</i> | interior w/cabin announcements | 1:39 | 09 - 11 - 01 |
| <i>Jet - Airplane</i> | interior during flight         | 1:00 | 09 - 12 - 01 |
| <i>Jet - Airplane</i> | small military - fast flyby    | :05  | 09 - 13 - 01 |
| <i>Jigsaw</i>         | in operation                   | :10  | 03 - 03 - 01 |
| <i>Jingle</i>         | coins jingling                 | :10  | 09 - 47 - 01 |
| <i>Jingle</i>         | keys jingling                  | :05  | 09 - 48 - 01 |
| <i>Jogging</i>        | runner's perspective           | 1:00 | 07 - 69 - 01 |
| <i>Jogging</i>        | running past right to left     | :10  | 07 - 70 - 01 |
| <i>Jogging</i>        | running past left to right     | :08  | 07 - 71 - 01 |
| <i>Jogging</i>        | runner approaching             | :10  | 07 - 72 - 01 |
| <i>Jogging</i>        | passing by in the grass        | :09  | 07 - 73 - 01 |
| <i>Jumping Rope</i>   | general atmosphere             | :28  | 06 - 44 - 01 |
| <i>Jungle Cry</i>     | Tarzan                         | :05  | 07 - 25 - 01 |
| <i>Jungle Drums</i>   | timpani rhythm                 | :30  | 02 - 73 - 01 |
| <i>Kalimba</i>        | playing sequence               | :30  | 02 - 33 - 01 |
| <i>Karate</i>         | workout atmosphere             | 1:00 | 06 - 42 - 01 |
| <i>Kettle Drum</i>    | boing up                       | :06  | 02 - 36 - 01 |
| <i>Kettle Drum</i>    | boing down                     | :05  | 02 - 37 - 01 |
| <i>Kettle Drum</i>    | slow boing up                  | :05  | 02 - 38 - 01 |
| <i>Kettle Drum</i>    | slow boing down                | :03  | 02 - 39 - 01 |
| <i>Kettle Drum</i>    | wobble boing up                | :05  | 02 - 40 - 01 |
| <i>Kettle Drum</i>    | wobble boing down              | :04  | 02 - 41 - 01 |
| <i>Kettle Drum</i>    | boing up and down              | :05  | 02 - 42 - 01 |
| <i>Kettle Drum</i>    | boing down and up              | :05  | 02 - 43 - 01 |
| <i>Kettle Drum</i>    | roll in C                      | :15  | 02 - 44 - 01 |
| <i>Kettle Drum</i>    | roll in G                      | :15  | 02 - 45 - 01 |
| <i>Kettle Drum</i>    | roll in A                      | :17  | 02 - 46 - 01 |
| <i>Kettle Drum</i>    | roll in B flat                 | :17  | 02 - 47 - 01 |
| <i>Kettle Drum</i>    | roll in F (high)               | :14  | 02 - 48 - 01 |
| <i>Kettle Drum</i>    | roll in E flat                 | :14  | 02 - 49 - 01 |
| <i>Kettle Drum</i>    | roll in D                      | :15  | 02 - 50 - 01 |
| <i>Kettle Drum</i>    | roll in E                      | :14  | 02 - 51 - 01 |
| <i>Kettle Drum</i>    | roll in D flat                 | :15  | 02 - 52 - 01 |
| <i>Kettle Drum</i>    | roll in G flat                 | :16  | 02 - 53 - 01 |
| <i>Kettle Drum</i>    | roll in A flat                 | :15  | 02 - 54 - 01 |
| <i>Kettle Drum</i>    | roll in B                      | :18  | 02 - 55 - 01 |
| <i>Kettle Drum</i>    | accent in F                    | :07  | 02 - 56 - 01 |
| <i>Kettle Drum</i>    | accent in F sharp              | :07  | 02 - 57 - 01 |
| <i>Kettle Drum</i>    | accent in G                    | :06  | 02 - 58 - 01 |
| <i>Kettle Drum</i>    | accent in G sharp              | :07  | 02 - 59 - 01 |
| <i>Kettle Drum</i>    | accent in A                    | :07  | 02 - 60 - 01 |
| <i>Kettle Drum</i>    | accent in B flat               | :09  | 02 - 61 - 01 |
| <i>Kettle Drum</i>    | accent in B                    | :07  | 02 - 62 - 01 |
| <i>Kettle Drum</i>    | accent in C                    | :07  | 02 - 63 - 01 |
| <i>Kettle Drum</i>    | accent in C sharp              | :07  | 02 - 64 - 01 |
| <i>Kettle Drum</i>    | accent in D                    | :07  | 02 - 65 - 01 |
| <i>Kettle Drum</i>    | accent in E flat               | :06  | 02 - 66 - 01 |
| <i>Kettle Drum</i>    | accent in E                    | :05  | 02 - 67 - 01 |
| <i>Kettle Drum</i>    | accent in F (high)             | :04  | 02 - 68 - 01 |

# ALPHABETICAL INDEX

| Sound Effect           | Description                      | Time | CD - TK - IN |
|------------------------|----------------------------------|------|--------------|
| <i>Kettle Drum</i>     | drum beat (root-fifth)           | 1:00 | 02 - 69 - 01 |
| <i>Kettle Drum</i>     | accent with swelling roll        | :17  | 02 - 70 - 01 |
| <i>Kettle Drum</i>     | ghostly rolls                    | 1:00 | 02 - 71 - 01 |
| <i>Kettle Drum</i>     | thunder rolls                    | :22  | 02 - 72 - 01 |
| <i>Kettle Drum</i>     | jungle drum rhythm               | :30  | 02 - 73 - 01 |
| <i>Key</i>             | inserted into lock - version 1   | :04  | 10 - 39 - 01 |
| <i>Key</i>             | inserted into lock - version 2   | :04  | 10 - 39 - 02 |
| <i>Key Tree</i>        | sizzle                           | :13  | 04 - 89 - 01 |
| <i>Keys</i>            | jingling                         | :05  | 09 - 48 - 01 |
| <i>Keys</i>            | being counted                    | :09  | 09 - 49 - 01 |
| <i>Kiss</i>            | one kiss                         | :01  | 07 - 19 - 01 |
| <i>Klaxon Horn</i>     | 1 honk                           | :01  | 02 - 87 - 01 |
| <i>Klaxon Horn</i>     | several honks                    | :15  | 02 - 88 - 01 |
| <i>Knocking</i>        | on door - other side perspective | :05  | 10 - 40 - 01 |
| <i>Knocking</i>        | on door - door opens             | :05  | 10 - 41 - 01 |
| <i>Knocking</i>        | on door-door opens-knockers pers | :08  | 10 - 42 - 01 |
| <i>Lamb</i>            | one bleat                        | :01  | 08 - 89 - 01 |
| <i>Laser</i>           | continious shots                 | :04  | 01 - 24 - 01 |
| <i>Laser</i>           | cutting                          | :04  | 01 - 41 - 01 |
| <i>Laugh</i>           | baby                             | :30  | 07 - 55 - 01 |
| <i>Laugh</i>           | woman shrieking                  | :08  | 07 - 58 - 01 |
| <i>Laugh</i>           | male - evil                      | :10  | 07 - 61 - 01 |
| <i>Laugh</i>           | male - evil with echo            | :10  | 07 - 62 - 01 |
| <i>Laugh</i>           | male - hysterical                | :08  | 07 - 63 - 01 |
| <i>Laugh</i>           | female - evil                    | :06  | 07 - 59 - 01 |
| <i>Laughter</i>        | applause with small group        | :10  | 07 - 56 - 01 |
| <i>Laughter</i>        | children giggling                | :30  | 07 - 57 - 01 |
| <i>Laughter</i>        | titter - audience                | :12  | 07 - 64 - 01 |
| <i>Laughter</i>        | small group                      | :12  | 07 - 65 - 01 |
| <i>Laundramat</i>      | general atmosphere               | 1:00 | 10 - 79 - 01 |
| <i>Letter</i>          | opening envelope                 | :13  | 10 - 64 - 01 |
| <i>Level Crossing</i>  | warning bell                     | :30  | 08 - 29 - 01 |
| <i>Lid</i>             | placed on saucepan               | :02  | 09 - 87 - 01 |
| <i>Lift</i>            | rider's perspective              | :21  | 10 - 62 - 01 |
| <i>Lift</i>            | doors closing                    | :05  | 10 - 61 - 01 |
| <i>Lift</i>            | doors opening                    | :03  | 10 - 60 - 01 |
| <i>Light Switch</i>    | click                            | :01  | 10 - 48 - 01 |
| <i>Lighter</i>         | flick                            | :01  | 09 - 63 - 01 |
| <i>Lighting a Fuse</i> | version 1                        | :45  | 09 - 79 - 01 |
| <i>Lighting a Fuse</i> | version 2                        | 1:00 | 09 - 80 - 01 |
| <i>Liner</i>           | ship - horn 2 blasts             | :10  | 05 - 93 - 01 |
| <i>Lion</i>            | roars                            | :10  | 08 - 65 - 01 |
| <i>Lion</i>            | growls                           | 1:00 | 08 - 66 - 01 |
| <i>Lion</i>            | growls at zoo                    | :01  | 08 - 67 - 01 |
| <i>Lion</i>            | growls - close prespective       | :03  | 08 - 68 - 01 |
| <i>Lion - Mountain</i> | snarls and growls                | :30  | 08 - 69 - 01 |
| <i>Liquid</i>          | shaken in a bottle               | :15  | 09 - 88 - 01 |
| <i>Lorry</i>           | passing with horn                | :08  | 05 - 78 - 01 |
| <i>Lorry</i>           | horn - 2 blasts                  | :03  | 05 - 77 - 02 |
| <i>Lorry</i>           | horn - 1 blast                   | :03  | 05 - 77 - 01 |

# ALPHABETICAL INDEX

| Sound Effect                 | Description                     | Time | CD - TK - IN |
|------------------------------|---------------------------------|------|--------------|
| <i>Lorry</i>                 | idling                          | 1:00 | 05 - 76 - 01 |
| <i>Lorry</i>                 | starting and departing          | :25  | 05 - 75 - 01 |
| <i>Lorry</i>                 | approach and stop               | :12  | 05 - 74 - 01 |
| <i>Machine Gun</i>           | 1 burst                         | :03  | 10 - 15 - 01 |
| <i>Machine Gun</i>           | burst w/returned fire           | :06  | 10 - 16 - 01 |
| <i>Making Bed</i>            | with pillow fluffing            | :13  | 03 - 97 - 01 |
| <i>Mall</i>                  | with shoppers (enclosed)        | 1:00 | 07 - 96 - 01 |
| <i>Mantle Clock</i>          | ticking                         | 1:00 | 06 - 94 - 01 |
| <i>Maracas</i>               | accent                          | :01  | 04 - 61 - 01 |
| <i>Maracas</i>               | rhythm                          | :30  | 04 - 62 - 01 |
| <i>Maracas</i>               | roll or shake                   | :01  | 04 - 63 - 01 |
| <i>Marching Band</i>         | at parade (military)            | 1:00 | 02 - 97 - 01 |
| <i>Marching Band</i>         | at parade                       | 1:00 | 02 - 98 - 01 |
| <i>Marina</i>                | boats and water                 | 2:00 | 10 - 93 - 01 |
| <i>Market</i>                | general atmosphere              | 1:00 | 07 - 97 - 01 |
| <i>Match</i>                 | lighting                        | :02  | 09 - 43 - 01 |
| <i>Matches</i>               | shaken about                    | :28  | 08 - 15 - 01 |
| <i>Meow</i>                  | cat - 3 types                   | :05  | 08 - 99 - 01 |
| <i>Meteor</i>                | collision                       | :06  | 01 - 38 - 01 |
| <i>Metronome</i>             | slow 60 beats per minute        | :30  | 02 - 82 - 01 |
| <i>Metronome</i>             | medium 80 beats per minute      | :30  | 02 - 83 - 01 |
| <i>Metronome</i>             | fast 120 beats per minute       | :30  | 02 - 84 - 01 |
| <i>Metronome</i>             | very fast 184 beats per minute  | :30  | 02 - 85 - 01 |
| <i>Missile</i>               | launching - electronic          | :10  | 01 - 45 - 01 |
| <i>Monster</i>               | growls & noises                 | :05  | 07 - 95 - 01 |
| <i>Moo</i>                   | Cow version 1                   | :02  | 08 - 86 - 01 |
| <i>Moo</i>                   | cow version 2                   | :01  | 08 - 87 - 01 |
| <i>Morse Code</i>            | message                         | :30  | 02 - 96 - 01 |
| <i>Motorcycle</i>            | start & depart                  | :15  | 05 - 65 - 01 |
| <i>Motorcycle</i>            | passing                         | :10  | 05 - 66 - 01 |
| <i>Motorcycle</i>            | passing at high sp. 55MPH       | :05  | 05 - 67 - 01 |
| <i>Motorcycle</i>            | passing at high sp. 100 MPH     | :05  | 05 - 68 - 01 |
| <i>Motorcycle</i>            | approach & stop                 | :07  | 05 - 69 - 01 |
| <i>Motorcycle</i>            | idle                            | 1:00 | 05 - 70 - 01 |
| <i>Music Box</i>             | playing sequence                | :30  | 02 - 35 - 01 |
| <i>Nails</i>                 | hammered into wood              | :13  | 03 - 01 - 01 |
| <i>National Anthem (USA)</i> | with band and crowd             | 1:15 | 10 - 98 - 01 |
| <i>Newspaper</i>             | looking through paper           | :17  | 03 - 71 - 01 |
| <i>Newspaper</i>             | ripped                          | :01  | 03 - 72 - 01 |
| <i>Newsroom</i>              | general atmosphere              | 1:00 | 10 - 75 - 01 |
| <i>Noise Maker</i>           | party noise maker               | :10  | 02 - 94 - 01 |
| <i>Ocean</i>                 | surf sound general atmosphere   | 1:00 | 10 - 73 - 01 |
| <i>Office</i>                | general atmosphere              | 1:00 | 10 - 76 - 01 |
| <i>Oh!</i>                   | group disappointed              | :01  | 07 - 78 - 01 |
| <i>One Arm Bandit</i>        | slot machine - 1 pull           | :03  | 08 - 16 - 01 |
| <i>One Arm Bandit</i>        | slot machine-1 pull and pay-off | :04  | 08 - 17 - 01 |
| <i>Orchestra</i>             | tuning                          | 1:00 | 04 - 01 - 01 |
| <i>Outboard</i>              | start up & leave/onboard persp. | 1:00 | 05 - 91 - 01 |
| <i>Outboard</i>              | passing at high speed           | :20  | 05 - 90 - 01 |
| <i>Outboard</i>              | approach version 2              | :18  | 05 - 89 - 01 |

# ALPHABETICAL INDEX

| Sound Effect            | Description                       | Time | CD - TK - IN |
|-------------------------|-----------------------------------|------|--------------|
| <i>Outboard</i>         | approach version 1                | :16  | 05 - 88 - 01 |
| <i>Outboard</i>         | starts up and leaves dock         | :30  | 05 - 87 - 01 |
| <i>Oven Door</i>        | opened                            | :01  | 03 - 29 - 01 |
| <i>Oven Door</i>        | closed                            | :01  | 03 - 30 - 01 |
| <i>Paddle Ball</i>      | general game atmosphere           | 1:00 | 06 - 17 - 01 |
| <i>Paddling</i>         | in canoe perspective              | 1:00 | 06 - 58 - 01 |
| <i>Paddling</i>         | in boat perspective               | :30  | 06 - 60 - 01 |
| <i>Pages</i>            | turning in a book                 | 1:00 | 10 - 38 - 01 |
| <i>Paper</i>            | crumpled up                       | :05  | 10 - 51 - 01 |
| <i>Paper Bag</i>        | put on head and removed           | :11  | 09 - 76 - 01 |
| <i>Parcel</i>           | wrapping with paper               | :30  | 10 - 37 - 01 |
| <i>Park</i>             | w/fun and games                   | 1:00 | 10 - 97 - 01 |
| <i>Party</i>            | social gathering - medium         | 1:04 | 07 - 84 - 01 |
| <i>Party</i>            | 'surprise'                        | :04  | 07 - 88 - 01 |
| <i>Party Horn</i>       | type 1                            | :02  | 02 - 90 - 01 |
| <i>Party Horn</i>       | type 2                            | :02  | 02 - 93 - 01 |
| <i>Party Horns</i>      | many sounding together            | :30  | 02 - 89 - 01 |
| <i>Patchinco</i>        | one play                          | :03  | 06 - 18 - 01 |
| <i>Patchinco</i>        | one play and payoff               | :04  | 06 - 19 - 01 |
| <i>Patchinco</i>        | continuous play                   | :30  | 06 - 20 - 01 |
| <i>Pay Phone</i>        | sequence                          | :20  | 08 - 13 - 01 |
| <i>Pedestrians</i>      | downtown                          | 1:00 | 08 - 19 - 01 |
| <i>Pencil Sharpener</i> | electric                          | :02  | 03 - 69 - 01 |
| <i>Pencil Sharpener</i> | manual                            | :04  | 03 - 70 - 01 |
| <i>Petrol Station</i>   | bell ring upon entrance           | :01  | 08 - 31 - 01 |
| <i>Petrol Station</i>   | petrol pump                       | 1:00 | 08 - 32 - 01 |
| <i>Petrol Station</i>   | air hose                          | :10  | 08 - 33 - 01 |
| <i>Petrol Station</i>   | filling tires with air            | :10  | 08 - 34 - 01 |
| <i>Phonograph</i>       | record scratch                    | :02  | 10 - 66 - 01 |
| <i>Piano Bar</i>        | general atmosphere                | 1:00 | 07 - 85 - 01 |
| <i>Pig</i>              | grunts and runs away              | :08  | 08 - 98 - 01 |
| <i>Pigs</i>             | grunting in a sty                 | 1:00 | 08 - 97 - 01 |
| <i>Pillows</i>          | fluffing and making bed           | :13  | 03 - 97 - 01 |
| <i>Pin Ball Machine</i> | general playing atmosphere        | 1:00 | 06 - 06 - 01 |
| <i>Ping</i>             | large crystal glass               | :03  | 03 - 56 - 01 |
| <i>Ping</i>             | small crystal glass               | :02  | 03 - 57 - 01 |
| <i>Ping Pong</i>        | continuous volley                 | 1:00 | 06 - 31 - 01 |
| <i>Ping Pong</i>        | missed serve                      | :06  | 06 - 32 - 01 |
| <i>Plate Glass</i>      | smashed                           | :01  | 10 - 31 - 01 |
| <i>Playing Cards</i>    | dealing 4 hands                   | :30  | 06 - 28 - 01 |
| <i>Playing Cards</i>    | shuffling                         | :03  | 06 - 27 - 01 |
| <i>Police Car</i>       | passing with siren                | :20  | 05 - 83 - 01 |
| <i>Police Car</i>       | approach & stop with siren        | :30  | 05 - 84 - 01 |
| <i>Police Car</i>       | departs wih siren                 | :14  | 05 - 85 - 01 |
| <i>Police Radio</i>     | in operation                      | :20  | 05 - 86 - 01 |
| <i>Poltergeist</i>      | ghosts - electronic simulation    | 1:00 | 10 - 67 - 01 |
| <i>Pool</i>             | break (billiards & snooker)       | :08  | 06 - 10 - 01 |
| <i>Pool</i>             | single shot (billiards & snooker) | :01  | 06 - 11 - 01 |
| <i>Pool</i>             | combination (billiards & snooker) | :03  | 06 - 12 - 01 |
| <i>Pool Hall</i>        | general atmosphere                | 1:00 | 06 - 09 - 01 |

# ALPHABETICAL INDEX

| Sound Effect                | Description                     | Time | CD - TK - IN |
|-----------------------------|---------------------------------|------|--------------|
| <i>Pop</i>                  | cork pulled from bottle vers. 1 | :01  | 09 - 98 - 01 |
| <i>Pop</i>                  | cork pulled from bottle-vers.2  | :01  | 09 - 98 - 02 |
| <i>Pop</i>                  | cork pulled w/reverb            | :02  | 09 - 99 - 01 |
| <i>Pop</i>                  | balloon with reverberation      | :02  | 10 - 34 - 01 |
| <i>Pop</i>                  | balloon popped                  | :02  | 10 - 33 - 01 |
| <i>Pop Gun</i>              | popping                         | :01  | 04 - 92 - 01 |
| <i>Pouring</i>              | water into glass                | :04  | 03 - 43 - 01 |
| <i>Pouring</i>              | soda into glass                 | :07  | 03 - 46 - 01 |
| <i>Pouring</i>              | soda with can opening           | :30  | 03 - 45 - 01 |
| <i>Printer</i>              | computer - in operation         | :30  | 09 - 71 - 01 |
| <i>Projector</i>            | 16 millimeter                   | 1:00 | 03 - 81 - 01 |
| <i>Pump - Air</i>           | hand type                       | :15  | 03 - 08 - 01 |
| <i>Punching Bag</i>         | boxing workout atmosphere       | :46  | 06 - 43 - 01 |
| <i>Quack</i>                | duck                            | :01  | 08 - 94 - 01 |
| <i>Race Track</i>           | crowd at harness track          | 1:00 | 07 - 83 - 01 |
| <i>Race Track</i>           | crowd at horse race             | 1:00 | 07 - 82 - 01 |
| <i>Radio - Police</i>       | in operation                    | :20  | 05 - 86 - 01 |
| <i>Radio - Tuning</i>       | AM band                         | :10  | 03 - 82 - 01 |
| <i>Radio - Tuning</i>       | FM band                         | :10  | 03 - 83 - 01 |
| <i>Radio Activity</i>       | Geiger Counter - in operation   | 1:00 | 02 - 95 - 01 |
| <i>Rain</i>                 | continious downpour             | 1:00 | 07 - 02 - 01 |
| <i>Rain Forest</i>          | with birds                      | 1:00 | 08 - 71 - 01 |
| <i>Rapids</i>               | fast flowing river              | 1:00 | 10 - 95 - 01 |
| <i>Raquet Ball/Squash</i>   | general game atmosphere         | 1:00 | 06 - 17 - 01 |
| <i>Ratchet</i>              | tightening nut                  | :10  | 03 - 51 - 01 |
| <i>Ratchet - Orchestral</i> | accent                          | :01  | 04 - 48 - 01 |
| <i>Rattle</i>               | box of matches shaken about     | :28  | 08 - 15 - 01 |
| <i>Rattling</i>             | chains                          | :15  | 03 - 87 - 01 |
| <i>Record player</i>        | record scratch                  | :02  | 10 - 66 - 01 |
| <i>Referee</i>              | whistle                         | :01  | 06 - 29 - 01 |
| <i>Removing Jacket</i>      | with zipper down                | :08  | 09 - 75 - 01 |
| <i>Restuarant</i>           | general atmosphere              | 1:00 | 10 - 77 - 01 |
| <i>Rifle</i>                | cocked                          | :01  | 10 - 09 - 01 |
| <i>Rifle</i>                | 1 shot                          | :02  | 10 - 10 - 01 |
| <i>Rifle</i>                | 3 shots                         | :03  | 10 - 11 - 01 |
| <i>Rifle - M14</i>          | 1 shot                          | :01  | 10 - 12 - 01 |
| <i>Rifle - M14</i>          | several shots                   | :06  | 10 - 13 - 01 |
| <i>Rip</i>                  | material torn - long            | :02  | 10 - 55 - 01 |
| <i>Rip</i>                  | material torn - short           | :01  | 10 - 54 - 01 |
| <i>Rip</i>                  | paper torn - long               | :04  | 10 - 53 - 01 |
| <i>Rip</i>                  | paper torn - short              | :03  | 10 - 52 - 01 |
| <i>Ripping</i>              | velcro                          | :01  | 03 - 75 - 01 |
| <i>River</i>                | fast flowing rapids             | 1:00 | 10 - 95 - 01 |
| <i>Rock Concert</i>         | applause and stage noises       | :37  | 07 - 49 - 01 |
| <i>Rock Concert</i>         | applause with shouts            | 1:00 | 07 - 50 - 01 |
| <i>Rocket</i>               | launching with countdown        | 1:00 | 08 - 38 - 01 |
| <i>Rocket</i>               | small                           | :04  | 10 - 18 - 01 |
| <i>Roller Coaster</i>       | in operation-general atmosphere | 1:00 | 06 - 41 - 01 |
| <i>Rooster</i>              | crowing                         | :02  | 08 - 91 - 01 |
| <i>Rowing</i>               | in boat perspective             | 1:00 | 06 - 59 - 01 |

# ALPHABETICAL INDEX

| Sound Effect             | Description                   | Time | CD - TK - IN |
|--------------------------|-------------------------------|------|--------------|
| <i>Running</i>           | up on concrete                | :05  | 07 - 27 - 01 |
| <i>Running</i>           | away on concrete              | :07  | 07 - 28 - 01 |
| <i>Running</i>           | running through leaves        | :14  | 07 - 29 - 01 |
| <i>Running</i>           | joggers perspective           | 1:00 | 07 - 69 - 01 |
| <i>Running</i>           | jogging past right to left    | :10  | 07 - 70 - 01 |
| <i>Running</i>           | jogging past left to right    | :08  | 07 - 71 - 01 |
| <i>Running</i>           | jogger approaching            | :10  | 07 - 72 - 01 |
| <i>Running</i>           | passing by through grass      | :09  | 07 - 73 - 01 |
| <i>Sailing</i>           | hoisting sail                 | 1:00 | 06 - 53 - 01 |
| <i>Sailing</i>           | with surf                     | 1:00 | 06 - 54 - 01 |
| <i>Sample &amp; hold</i> | random pitches                | :15  | 01 - 04 - 01 |
| <i>Santa Clause</i>      | departing sleigh bells        | :20  | 10 - 83 - 01 |
| <i>Santa Clause</i>      | approaching sleigh bells      | :30  | 10 - 82 - 01 |
| <i>Satellite</i>         | passing by                    | :09  | 01 - 36 - 01 |
| <i>Saucepan</i>          | with lid place on             | :02  | 09 - 87 - 01 |
| <i>Saucer</i>            | cup placed on saucer          | :01  | 09 - 89 - 01 |
| <i>Sawing</i>            | handsaw sawing wood           | :10  | 03 - 02 - 01 |
| <i>Sawing</i>            | jigsaw - in operation         | :10  | 03 - 03 - 01 |
| <i>Sawing</i>            | circular saw in operation     | :18  | 03 - 04 - 01 |
| <i>School Bell</i>       | several rings                 | :08  | 06 - 80 - 01 |
| <i>School Bell</i>       | several slow rings            | :14  | 06 - 81 - 01 |
| <i>Scissors</i>          | cutting paper                 | :16  | 09 - 41 - 01 |
| <i>Scissors</i>          | cutting hair                  | :33  | 09 - 64 - 01 |
| <i>Scraping</i>          | buttering toast               | :10  | 09 - 97 - 01 |
| <i>Scratch</i>           | rhythm                        | :01  | 04 - 36 - 01 |
| <i>Scratch</i>           | accent                        | :01  | 04 - 37 - 01 |
| <i>Scratch</i>           | record needle scratch         | :02  | 10 - 66 - 01 |
| <i>Scream</i>            | woman - shriek                | :07  | 07 - 37 - 01 |
| <i>Scream</i>            | male                          | :05  | 07 - 38 - 01 |
| <i>Screech</i>           | finger nails on a blackboard  | :05  | 09 - 62 - 01 |
| <i>Screen Door</i>       | opened                        | :02  | 03 - 27 - 01 |
| <i>Screen Door</i>       | closed                        | :02  | 03 - 28 - 01 |
| <i>Scrubbing</i>         | floor with a brush            | :30  | 03 - 98 - 01 |
| <i>Sea</i>               | surf sound general atmosphere | 1:00 | 10 - 73 - 01 |
| <i>Seagulls</i>          | general atmosphere            | 1:00 | 10 - 71 - 01 |
| <i>Seagulls</i>          | with surf in background       | 1:00 | 10 - 72 - 01 |
| <i>Seagulls</i>          | with surf in background       | 1:00 | 10 - 72 - 01 |
| <i>Seagulls</i>          | general atmosphere            | 1:00 | 10 - 71 - 01 |
| <i>Seaside</i>           | beach with children           | 1:00 | 06 - 67 - 01 |
| <i>Shaking</i>           | liquid in a bottle            | :15  | 09 - 88 - 01 |
| <i>Shaver</i>            | electric                      | :41  | 03 - 61 - 01 |
| <i>Sheep Farm</i>        | general atmosphere            | 1:00 | 08 - 90 - 01 |
| <i>Ship</i>              | horn 2 blasts                 | :10  | 05 - 92 - 01 |
| <i>Shop Door Bell</i>    | several rings                 | :04  | 06 - 78 - 01 |
| <i>Shoppers</i>          | in a Mall (enclosed)          | 1:00 | 07 - 96 - 01 |
| <i>Shotgun</i>           | 1 shot                        | :02  | 10 - 14 - 01 |
| <i>Shoveling</i>         | dirt on concrete              | :19  | 10 - 68 - 01 |
| <i>Shower</i>            | general atmosphere            | 1:15 | 03 - 60 - 01 |
| <i>Shower Curtain</i>    | opened                        | :03  | 03 - 58 - 01 |
| <i>Shower Curtain</i>    | closed                        | :06  | 03 - 59 - 01 |

# ALPHABETICAL INDEX

| Sound Effect            | Description                   | Time | CD - TK - IN |
|-------------------------|-------------------------------|------|--------------|
| <i>Shriek</i>           | female scream                 | :07  | 07 - 37 - 01 |
| <i>Shriek</i>           | male scream                   | :05  | 07 - 38 - 01 |
| <i>Side Drum</i>        | accent                        | :01  | 02 - 77 - 01 |
| <i>Side Drum</i>        | roll with cymbal crash        | :05  | 02 - 78 - 01 |
| <i>Sipping</i>          | drinking coffee               | :03  | 09 - 58 - 01 |
| <i>Siren</i>            | acme siren                    | :04  | 04 - 56 - 01 |
| <i>Siren</i>            | spacey and electronic         | :02  | 01 - 61 - 01 |
| <i>Sizzle</i>           | light                         | :01  | 09 - 83 - 01 |
| <i>Sizzle</i>           | heavy                         | :05  | 09 - 84 - 01 |
| <i>Sizzle</i>           | orchestral key tree           | :13  | 04 - 89 - 01 |
| <i>Skid</i>             | tire squeal                   | :03  | 05 - 28 - 01 |
| <i>Skipping</i>         | jumping rope - gen atmosphere | :28  | 06 - 44 - 01 |
| <i>Slap Stick</i>       | slap                          | :01  | 04 - 93 - 01 |
| <i>Sleigh Bells</i>     | jingling                      | 1:00 | 06 - 71 - 01 |
| <i>Sleigh Bells</i>     | arrival of Santa              | :30  | 10 - 82 - 01 |
| <i>Sleigh Bells</i>     | departure of Santa            | :20  | 10 - 83 - 01 |
| <i>Slide Whistle</i>    | gliss up - fast               | :01  | 04 - 40 - 01 |
| <i>Slide Whistle</i>    | gliss down fast               | :01  | 04 - 41 - 01 |
| <i>Slide Whistle</i>    | gliss up slow                 | :04  | 04 - 42 - 01 |
| <i>Slide Whistle</i>    | gliss down slow               | :03  | 04 - 43 - 01 |
| <i>Slide Whistle</i>    | gliss up and down             | :01  | 04 - 44 - 01 |
| <i>Slide Whistle</i>    | wobble up                     | :02  | 04 - 45 - 01 |
| <i>Slide Whistle</i>    | wobble down                   | :03  | 04 - 46 - 01 |
| <i>Slide Whistle</i>    | wobble up and down            | :03  | 04 - 47 - 01 |
| <i>Slot Machine</i>     | 1 pull                        | :03  | 08 - 16 - 01 |
| <i>Slot Machine</i>     | 1 pull and pay-off            | :04  | 08 - 17 - 01 |
| <i>Snap</i>             | twig snapping                 | :01  | 10 - 02 - 01 |
| <i>Snare Drum</i>       | accent                        | :01  | 02 - 77 - 01 |
| <i>Snare Drum</i>       | roll with cymbal crash        | :05  | 02 - 78 - 01 |
| <i>Sneeze</i>           | ah-shoo                       | :04  | 07 - 24 - 01 |
| <i>Snooker</i>          | combination shot              | :03  | 06 - 12 - 01 |
| <i>Snooker</i>          | single shot                   | :01  | 06 - 11 - 01 |
| <i>Snooker</i>          | break                         | :08  | 06 - 10 - 01 |
| <i>Sobbing</i>          | woman                         | :10  | 07 - 36 - 01 |
| <i>Sobbing</i>          | male                          | :12  | 07 - 60 - 01 |
| <i>Social gathering</i> | party crowd                   | 1:00 | 07 - 84 - 02 |
| <i>Soda</i>             | opening can and pouring       | :30  | 03 - 45 - 01 |
| <i>Soda</i>             | pouring into glass            | :07  | 03 - 46 - 01 |
| <i>Soft Ball</i>        | bat hitting ball              | :01  | 06 - 36 - 01 |
| <i>Sonar</i>            | submarine                     | :35  | 05 - 93 - 01 |
| <i>Speed Boat</i>       | see outboard or boat          |      |              |
| <i>Splash</i>           | water splash-version 1        | :03  | 07 - 15 - 01 |
| <i>Splash</i>           | water splash-version 2        | :03  | 07 - 16 - 01 |
| <i>Splashing</i>        | swimming in a pool            | 1:00 | 07 - 17 - 01 |
| <i>Splashing</i>        | diving and swimming           | :11  | 07 - 18 - 01 |
| <i>Spray</i>            | aerosol - long burst          | :03  | 10 - 58 - 01 |
| <i>Spray</i>            | aerosol - medium burst        | :02  | 10 - 57 - 01 |
| <i>Spray</i>            | aerosol - short burst         | :01  | 10 - 56 - 01 |
| <i>Spray - Hair</i>     | shaving hair                  | :20  | 10 - 59 - 01 |
| <i>Squash</i>           | general game atmosphere       | 1:00 | 06 - 17 - 01 |

# ALPHABETICAL INDEX

| Sound Effect           | Description                      | Time | CD - TK - IN |
|------------------------|----------------------------------|------|--------------|
| <i>Squeek</i>          | sneaker on floor                 | :02  | 10 - 27 - 01 |
| <i>Stadium</i>         | football - general atmosphere    | 1:00 | 06 - 49 - 01 |
| <i>Stairs</i>          | climbing up - fast               | :14  | 07 - 92 - 01 |
| <i>Stairs</i>          | climbing up - slowly             | :14  | 07 - 93 - 01 |
| <i>Stairs</i>          | climbing down - fast             | :07  | 07 - 94 - 01 |
| <i>Stapling</i>        | with a staple gun                | :01  | 09 - 59 - 01 |
| <i>Static</i>          | general atmosphere               | :30  | 09 - 60 - 01 |
| <i>Station - Train</i> | general atmosphere               | 1:00 | 08 - 30 - 01 |
| <i>Steam</i>           | general atmosphere               | :15  | 09 - 85 - 01 |
| <i>Steam Train</i>     | departs station                  | :30  | 08 - 26 - 01 |
| <i>Steam Train</i>     | arriving at station              | 1:00 | 08 - 27 - 01 |
| <i>Steam Train</i>     | passing by                       | :30  | 08 - 28 - 01 |
| <i>Stirring</i>        | in a cup                         | :05  | 09 - 90 - 01 |
| <i>Stopwatch</i>       | ticking                          | 1:00 | 06 - 95 - 01 |
| <i>Store</i>           | supermarket - shopping           | 1:00 | 07 - 98 - 01 |
| <i>Storm</i>           | thunder and rain                 | 1:00 | 07 - 07 - 01 |
| <i>Storm</i>           | with thunder and heavy down-pour | 1:00 | 07 - 08 - 01 |
| <i>Storm</i>           | thunder-wind and rain            | 1:00 | 07 - 09 - 01 |
| <i>Storm</i>           | wind swept rain                  | 1:00 | 07 - 10 - 01 |
| <i>Storm</i>           | thunder and rain in the city     | 1:00 | 07 - 01 - 01 |
| <i>Stream</i>          | babbling                         | 1:00 | 10 - 85 - 01 |
| <i>Stream</i>          | babbling stream                  | 1:00 | 10 - 94 - 01 |
| <i>Stunt</i>           | car stunt with applause          | :17  | 05 - 26 - 01 |
| <i>Submarine</i>       | sonar                            | :35  | 05 - 93 - 01 |
| <i>Subway - Train</i>  | departs from station             | :30  | 08 - 20 - 01 |
| <i>Subway - Train</i>  | arrives at station               | :30  | 08 - 21 - 01 |
| <i>Subway - Train</i>  | departs - on board perspective   | 1:02 | 08 - 22 - 01 |
| <i>Subway Station</i>  | general atmosphere               | 1:00 | 08 - 23 - 01 |
| <i>Suitcase</i>        | opened                           | :02  | 03 - 67 - 01 |
| <i>Suitcase</i>        | closed                           | :02  | 03 - 68 - 01 |
| <i>Sun Roof</i>        | car - opened                     | :04  | 05 - 01 - 01 |
| <i>Sun Roof</i>        | Car - closed                     | :04  | 05 - 02 - 01 |
| <i>Supermarket</i>     | check-out area                   | 1:00 | 07 - 99 - 01 |
| <i>Supermarket</i>     | shopping                         | 1:00 | 07 - 98 - 01 |
| <i>Surf</i>            | general atmosphere               | 1:00 | 10 - 73 - 01 |
| <i>Surprise</i>        | party crowd                      | :04  | 07 - 88 - 01 |
| <i>Sweeping</i>        | floor - general atmosphere       | :30  | 03 - 06 - 01 |
| <i>Swimming</i>        | child                            | :30  | 06 - 64 - 01 |
| <i>Swimming</i>        | in pool                          | 1:00 | 07 - 17 - 01 |
| <i>Swish</i>           | cane through air                 | :01  | 03 - 66 - 01 |
| <i>Swish</i>           | fast up (whoosh)                 | :01  | 01 - 98 - 01 |
| <i>Swish</i>           | fast down (whoosh)               | :01  | 01 - 99 - 01 |
| <i>Switch - Light</i>  | click                            | :01  | 10 - 48 - 01 |
| <i>Sword Fight</i>     | fencing - general atmosphere     | 1:00 | 06 - 30 - 01 |
| <i>Table Tennis</i>    | missed serve                     | :06  | 06 - 32 - 01 |
| <i>Table Tennis</i>    | continious volley                | 1:00 | 06 - 31 - 01 |
| <i>Tambourine</i>      | shake                            | :03  | 04 - 72 - 01 |
| <i>Tambourine</i>      | accent                           | :02  | 04 - 73 - 01 |
| <i>Tarzan</i>          | jungle cry                       | :05  | 07 - 25 - 01 |
| <i>Tearing</i>         | paper torn - short               | :03  | 10 - 52 - 01 |



# ALPHABETICAL INDEX

| Sound Effect            | Description                      | Time | CD - TK - IN |
|-------------------------|----------------------------------|------|--------------|
| <i>Tearing</i>          | paper torn - long                | :04  | 10 - 53 - 01 |
| <i>Tearing</i>          | material torn - short            | :01  | 10 - 54 - 01 |
| <i>Tearing</i>          | material torn - long             | :02  | 10 - 55 - 01 |
| <i>Telegraph</i>        | morse code - message             | 1:00 | 02 - 96 - 01 |
| <i>Telephone</i>        | pick up                          | :01  | 08 - 01 - 01 |
| <i>Telephone</i>        | 3 rings and pick up              | :14  | 08 - 02 - 01 |
| <i>Telephone</i>        | 1 ring and pick up               | :03  | 08 - 03 - 01 |
| <i>Telephone</i>        | hanging up version 1             | :01  | 08 - 04 - 01 |
| <i>Telephone</i>        | hanging up version 2             | :01  | 08 - 04 - 02 |
| <i>Telephone</i>        | slammed down                     | :01  | 08 - 05 - 01 |
| <i>Telephone</i>        | rotary dialing                   | :12  | 08 - 06 - 01 |
| <i>Telephone</i>        | pick-up - dial tone              | :05  | 08 - 07 - 01 |
| <i>Telephone</i>        | pick-up & dial touchtone-1 ring  | :18  | 08 - 08 - 01 |
| <i>Telephone</i>        | pick-up & dial touchtone-5 rings | :30  | 08 - 09 - 01 |
| <i>Telephone</i>        | dialing & busy signal            | :10  | 08 - 10 - 01 |
| <i>Telephone</i>        | off the hook                     | :14  | 08 - 11 - 01 |
| <i>Teletypes</i>        | in newsroom                      | 1:00 | 10 - 74 - 01 |
| <i>Televisions</i>      | in a hi-fi store                 | 1:00 | 10 - 92 - 01 |
| <i>Tennis</i>           | continuous volley                | 1:00 | 06 - 33 - 01 |
| <i>Tennis</i>           | practice court atmosphere        | 1:00 | 06 - 34 - 01 |
| <i>Tennis</i>           | one serve                        | :01  | 06 - 35 - 01 |
| <i>Thunder</i>          | continious claps and rumbles     | 1:00 | 07 - 06 - 01 |
| <i>Thunder Clap</i>     | version 1                        | :06  | 07 - 03 - 01 |
| <i>Thunder Clap</i>     | version 2                        | :12  | 07 - 04 - 01 |
| <i>Thunder Clap</i>     | version 3                        | :07  | 07 - 05 - 01 |
| <i>Thunder and Rain</i> | in the city                      | 1:00 | 07 - 01 - 01 |
| <i>Tickertapes</i>      | teletypes in a newsroom          | 1:00 | 10 - 74 - 01 |
| <i>Ticket Counter</i>   | at airport                       | 1:00 | 09 - 26 - 01 |
| <i>Till</i>             | cash register - ring up          | :04  | 08 - 18 - 01 |
| <i>Timpani</i>          | boing up                         | :06  | 02 - 36 - 01 |
| <i>Timpani</i>          | boing down                       | :05  | 02 - 37 - 01 |
| <i>Timpani</i>          | slow boing up                    | :05  | 02 - 38 - 01 |
| <i>Timpani</i>          | slow boing down                  | :03  | 02 - 39 - 01 |
| <i>Timpani</i>          | wobble boing up                  | :05  | 02 - 40 - 01 |
| <i>Timpani</i>          | wobble boing down                | :04  | 02 - 41 - 01 |
| <i>Timpani</i>          | boing up - down                  | :05  | 02 - 42 - 01 |
| <i>Timpani</i>          | boing down - up                  | :05  | 02 - 43 - 01 |
| <i>Timpani</i>          | roll in C                        | :15  | 02 - 44 - 01 |
| <i>Timpani</i>          | roll in G                        | :15  | 02 - 45 - 01 |
| <i>Timpani</i>          | roll in A                        | :17  | 02 - 46 - 01 |
| <i>Timpani</i>          | roll in B flat                   | :17  | 02 - 47 - 01 |
| <i>Timpani</i>          | roll in F (high)                 | :14  | 02 - 48 - 01 |
| <i>Timpani</i>          | roll in E flat                   | :14  | 02 - 49 - 01 |
| <i>Timpani</i>          | roll in D                        | :15  | 02 - 50 - 01 |
| <i>Timpani</i>          | roll in E                        | :14  | 02 - 51 - 01 |
| <i>Timpani</i>          | roll in D flat                   | :15  | 02 - 52 - 01 |
| <i>Timpani</i>          | roll in G flat                   | :16  | 02 - 53 - 01 |
| <i>Timpani</i>          | roll in A flat                   | :15  | 02 - 54 - 01 |
| <i>Timpani</i>          | roll in B                        | :18  | 02 - 55 - 01 |
| <i>Timpani</i>          | accent in F                      | :07  | 02 - 56 - 01 |

# ALPHABETICAL INDEX

| Sound Effect           | Description                      | Time | CD - TK - IN |
|------------------------|----------------------------------|------|--------------|
| <i>Timpani</i>         | accent in F sharp                | :07  | 02 - 57 - 01 |
| <i>Timpani</i>         | accent in G                      | :06  | 02 - 58 - 01 |
| <i>Timpani</i>         | accent in G sharp                | :07  | 02 - 59 - 01 |
| <i>Timpani</i>         | accent in A                      | :07  | 02 - 60 - 01 |
| <i>Timpani</i>         | accent in B flat                 | :09  | 02 - 61 - 01 |
| <i>Timpani</i>         | accent in B                      | :07  | 02 - 62 - 01 |
| <i>Timpani</i>         | accent in C                      | :07  | 02 - 63 - 01 |
| <i>Timpani</i>         | accent in C sharp                | :07  | 02 - 64 - 01 |
| <i>Timpani</i>         | accent in D                      | :07  | 02 - 65 - 01 |
| <i>Timpani</i>         | accent in E flat                 | :06  | 02 - 66 - 01 |
| <i>Timpani</i>         | accent in E                      | :05  | 02 - 67 - 01 |
| <i>Timpani</i>         | accent in F (high)               | :04  | 02 - 68 - 01 |
| <i>Timpani</i>         | drum beat (root-fifth)           | 1:00 | 02 - 69 - 01 |
| <i>Timpani</i>         | accent with swelling roll        | :17  | 02 - 70 - 01 |
| <i>Timpani</i>         | ghostly rolls                    | 1:00 | 02 - 71 - 01 |
| <i>Timpani</i>         | thunder roll                     | :22  | 02 - 72 - 01 |
| <i>Timpani</i>         | jungle drums                     | :30  | 02 - 73 - 01 |
| <i>Tire Squeal</i>     | car skid                         | :03  | 05 - 28 - 01 |
| <i>Toast</i>           | being buttered                   | :10  | 09 - 97 - 01 |
| <i>Toaster</i>         | pushed down                      | :02  | 09 - 95 - 01 |
| <i>Toaster</i>         | popping up                       | :01  | 09 - 96 - 01 |
| <i>Toilet</i>          | flushing                         | :17  | 03 - 65 - 01 |
| <i>Tone</i>            | revolving                        | :30  | 01 - 73 - 01 |
| <i>Tone</i>            | slowly pulsating                 | :30  | 01 - 76 - 01 |
| <i>Tone</i>            | pulsating - medium fast          | :30  | 01 - 77 - 01 |
| <i>Tone</i>            | pulsating - medium pitched       | :30  | 01 - 78 - 01 |
| <i>Tone</i>            | pulsating power                  | :30  | 01 - 80 - 01 |
| <i>Tone</i>            | warning - pulsating & revolving  | :30  | 01 - 74 - 01 |
| <i>Toy Store</i>       | with moving toys                 | 1:00 | 10 - 91 - 01 |
| <i>Tractor</i>         | driving by                       | :30  | 05 - 99 - 01 |
| <i>Tractor</i>         | start idle & stop                | 1:00 | 05 - 96 - 01 |
| <i>Tractor</i>         | starts & drives off              | 1:00 | 05 - 97 - 01 |
| <i>Tractor</i>         | approaches and stops             | :30  | 05 - 98 - 01 |
| <i>Traffic</i>         | light                            | 1:00 | 05 - 79 - 01 |
| <i>Traffic</i>         | medium                           | 1:00 | 05 - 80 - 01 |
| <i>Traffic</i>         | heavy                            | 1:00 | 05 - 81 - 01 |
| <i>Traffic Jam</i>     | car horns sounding               | :23  | 05 - 17 - 01 |
| <i>Train</i>           | level crossing bell              | :30  | 08 - 29 - 01 |
| <i>Train Station</i>   | general atmosphere               | 1:00 | 08 - 30 - 01 |
| <i>Train-Diesel</i>    | passing by with horn             | 1:45 | 08 - 24 - 01 |
| <i>Train-Diesel</i>    | passing by w/level crossing bell | 1:53 | 08 - 25 - 01 |
| <i>Train-Steam</i>     | departs station                  | :30  | 08 - 26 - 01 |
| <i>Train-Steam</i>     | arriving station                 | 1:00 | 08 - 27 - 01 |
| <i>Train-Steam</i>     | passing by                       | :30  | 08 - 28 - 01 |
| <i>Train-Subway</i>    | departs from station             | :30  | 08 - 20 - 01 |
| <i>Train-Subway</i>    | arrives at station               | :30  | 08 - 21 - 01 |
| <i>Train-Subway</i>    | departs - on board perspective   | 1:02 | 08 - 22 - 01 |
| <i>Train-Subway</i>    | general atmosphere of station    | 1:00 | 08 - 23 - 01 |
| <i>Trampoline</i>      | small - gen. perspective         | 1:00 | 06 - 61 - 01 |
| <i>Trash Compactor</i> | in operation                     | :25  | 03 - 49 - 01 |

# ALPHABETICAL INDEX

| Sound Effect               | Description                     | Time | CD - TK - IN |
|----------------------------|---------------------------------|------|--------------|
| <i>Triangle (large)</i>    | accent                          | :08  | 04 - 69 - 01 |
| <i>Triangle (small)</i>    | accent                          | :06  | 04 - 70 - 01 |
| <i>Truck</i>               | approach and stop               | :12  | 05 - 74 - 01 |
| <i>Truck</i>               | starting and departing          | :25  | 05 - 75 - 01 |
| <i>Truck</i>               | idle                            | 1:00 | 05 - 76 - 01 |
| <i>Truck</i>               | horn - 1 blast                  | :03  | 05 - 77 - 01 |
| <i>Truck</i>               | horn - 2 blasts                 | :03  | 05 - 77 - 02 |
| <i>Truck</i>               | passing with horn               | :08  | 05 - 78 - 01 |
| <i>Truck - Garbage</i>     | unloading                       | :30  | 05 - 95 - 01 |
| <i>Truck - Garbage</i>     | loading                         | 1:00 | 05 - 94 - 01 |
| <i>Trumpet</i>             | winnie version 1                | :02  | 02 - 30 - 01 |
| <i>Trumpet</i>             | winnie version 2                | :02  | 02 - 30 - 02 |
| <i>Trumpet</i>             | laughing                        | :02  | 02 - 31 - 01 |
| <i>Trumpet</i>             | growling                        | :02  | 02 - 32 - 01 |
| <i>Try-Timp</i>            | glissando up                    | :02  | 04 - 38 - 01 |
| <i>Try-Timp</i>            | glissando down                  | :02  | 04 - 39 - 01 |
| <i>Tuning</i>              | orchestra                       | 1:00 | 04 - 01 - 01 |
| <i>Twig</i>                | snapping                        | :01  | 10 - 02 - 01 |
| <i>Typing</i>              | a letter                        | 1:00 | 09 - 57 - 01 |
| <i>Umbrella</i>            | opening                         | :02  | 10 - 28 - 01 |
| <i>Umbrella</i>            | closing                         | :01  | 10 - 29 - 01 |
| <i>Urgh!</i>               | small group disgusted           | :02  | 07 - 80 - 01 |
| <i>Vacuum Cleaner</i>      | in operation                    | 1:00 | 03 - 52 - 01 |
| <i>Vault Door</i>          | closed with reverberation       | :01  | 03 - 35 - 01 |
| <i>Velcro</i>              | ripping                         | :01  | 03 - 75 - 01 |
| <i>Vending Machine</i>     | snacks                          | :10  | 10 - 43 - 01 |
| <i>Vending Machine</i>     | cold drinks                     | :12  | 10 - 44 - 01 |
| <i>Vibra - Slap</i>        | accent                          | :03  | 04 - 49 - 01 |
| <i>Video Arcade</i>        | general atmosphere              | 1:00 | 06 - 08 - 01 |
| <i>Video Game</i>          | general atmosphere              | 1:00 | 06 - 07 - 01 |
| <i>Walking</i>             | through brush                   | :30  | 07 - 68 - 01 |
| <i>Walking</i>             | footsteps approaching on wood   | :07  | 07 - 30 - 01 |
| <i>Walking</i>             | footsteps departing on wood     | :07  | 07 - 31 - 01 |
| <i>Walking</i>             | footsteps passing on wood       | :06  | 07 - 32 - 01 |
| <i>Walking</i>             | footsteps moving around on wood | :15  | 07 - 33 - 01 |
| <i>Walking</i>             | on wood - walker's perspective  | 1:00 | 07 - 34 - 01 |
| <i>Walking</i>             | footsteps through leaves        | :22  | 07 - 66 - 01 |
| <i>Walking</i>             | footsteps passing through grass | :09  | 07 - 67 - 01 |
| <i>War</i>                 | see guns and explosions         |      |              |
| <i>Washing Dishes</i>      | general atmosphere              | 1:00 | 03 - 95 - 01 |
| <i>Washing Hands</i>       | in sink                         | :10  | 03 - 62 - 01 |
| <i>Washing Machine</i>     | in operation                    | 1:00 | 03 - 99 - 01 |
| <i>Washing Machines</i>    | in a laundromat                 | 1:00 | 10 - 79 - 01 |
| <i>Waste Disposal Unit</i> | in operation                    | :10  | 09 - 73 - 01 |
| <i>Water</i>               | dripping                        | :30  | 03 - 38 - 01 |
| <i>Water</i>               | dripping with reverberation     | :30  | 03 - 39 - 01 |
| <i>Water</i>               | filling sink                    | :30  | 03 - 40 - 01 |
| <i>Water</i>               | draining from sink              | :04  | 03 - 41 - 01 |
| <i>Water</i>               | pouring into glass              | :04  | 03 - 43 - 01 |
| <i>Water</i>               | splash - version 1              | :03  | 07 - 15 - 01 |

# ALPHABETICAL INDEX

| Sound Effect             | Description                   | Time | CD - TK - IN |
|--------------------------|-------------------------------|------|--------------|
| <i>Water</i>             | splash version 2              | :03  | 07 - 16 - 01 |
| <i>Water Cooler</i>      | draining and getting drink    | :30  | 03 - 42 - 01 |
| <i>Waterfall</i>         | general atmosphere            | 1:00 | 10 - 81 - 01 |
| <i>Watering</i>          | w/hose                        | 1:00 | 10 - 26 - 01 |
| <i>Waves</i>             | surf sound general atmosphere | 1:00 | 10 - 73 - 01 |
| <i>Weight Lifting</i>    | exercising with weights       | :30  | 06 - 63 - 01 |
| <i>Welding</i>           | with gas                      | 1:00 | 03 - 91 - 01 |
| <i>Wharf</i>             | dockside general atmosphere   | 1:00 | 10 - 78 - 01 |
| <i>Whip</i>              | crack                         | :01  | 06 - 40 - 01 |
| <i>Whistle</i>           | referee type                  | :01  | 06 - 29 - 01 |
| <i>Whistle - Bird</i>    | orchestral                    | :06  | 04 - 99 - 01 |
| <i>Whistle - Boat</i>    | orchestral - 1 blast          | :06  | 04 - 54 - 01 |
| <i>Whistle - Boat</i>    | orchestral - 2 blasts         | :06  | 04 - 55 - 01 |
| <i>Whoosh</i>            | with a wobble                 | :02  | 01 - 64 - 01 |
| <i>Whoosh</i>            | passing fast & wobbled        | :02  | 01 - 65 - 01 |
| <i>Whoosh</i>            | up & down                     | :02  | 01 - 66 - 01 |
| <i>Whoosh</i>            | up & down slowly              | :03  | 01 - 67 - 01 |
| <i>Whoosh</i>            | up                            | :01  | 01 - 69 - 01 |
| <i>Whoosh</i>            | down                          | :05  | 01 - 70 - 01 |
| <i>Whoosh</i>            | passing by                    | :03  | 01 - 71 - 01 |
| <i>Whoosh</i>            | passing slowly by and wobbled | :03  | 01 - 72 - 01 |
| <i>Whoosh</i>            | wobbled up and down           | :03  | 01 - 68 - 01 |
| <i>Whooshes</i>          | revolving                     | :30  | 01 - 79 - 01 |
| <i>Wind</i>              | blowing through trees         | 1:00 | 07 - 11 - 01 |
| <i>Wind</i>              | howling heavily               | 1:00 | 07 - 12 - 01 |
| <i>Wind</i>              | howling lightly               | 1:00 | 07 - 13 - 01 |
| <i>Wind Chimes</i>       | tinkling                      | :30  | 03 - 53 - 01 |
| <i>Wind Chimes</i>       | orchestral                    | :19  | 04 - 87 - 01 |
| <i>Window</i>            | pane breaking                 | :02  | 10 - 30 - 01 |
| <i>Windows - Car</i>     | powered - opened              | :04  | 05 - 03 - 01 |
| <i>Windows - Car</i>     | powered - closed              | :04  | 05 - 04 - 01 |
| <i>Windows - Car</i>     | manual - opened               | :06  | 05 - 05 - 01 |
| <i>Windows - Car</i>     | manual - closed               | :03  | 05 - 06 - 01 |
| <i>Windshield Wipers</i> | external perspective          | :30  | 05 - 07 - 01 |
| <i>Windshield Wipers</i> | with driving sequence         | 1:00 | 05 - 45 - 01 |
| <i>Witch</i>             | evil laugh                    | :06  | 07 - 59 - 01 |
| <i>Wolf</i>              | howling - human simulation    | :05  | 08 - 96 - 01 |
| <i>Wood Block</i>        | accent                        | :01  | 04 - 71 - 01 |
| <i>Woodchimes</i>        | orchestral                    | :08  | 04 - 88 - 01 |
| <i>Woodwork</i>          | carpentry shop - construction | 1:00 | 03 - 05 - 01 |
| <i>Wrapping</i>          | parcel with paper             | :30  | 10 - 37 - 01 |
| <i>Writing</i>           | on paper with pencil          | :30  | 09 - 40 - 01 |
| <i>Writing</i>           | on blackboard                 | :30  | 09 - 61 - 01 |
| <i>Yeah!</i>             | small group - happy           | :01  | 07 - 77 - 01 |
| <i>Yodel</i>             | Swiss yodel call              | :06  | 07 - 26 - 01 |
| <i>Zap</i>               | electronic - version 1        | :03  | 01 - 19 - 01 |
| <i>Zap</i>               | electronic - version 2        | :02  | 01 - 20 - 01 |
| <i>Zipper</i>            | zipped up                     | :01  | 03 - 73 - 01 |
| <i>Zipper</i>            | zipped down                   | :01  | 03 - 74 - 01 |
| <i>Zoo</i>               | see specific animals          |      |              |

