

# Western

Filename	Description	BitDepth	SampleRate	Channels	Duration
001 - AirReleaseQuickAir.wav	Air Release; Quick Air Blast With Small Metal Creak. Close-up.	16	44100	2	00:06
002 - AirReleaseQuickSho.wav	Air Release; Quick, Short Air Blast, Hiss Of Brakes With Small Creak. Close-up.	16	44100	2	00:06
003 - AnvilHitSingleMeta.wav	Anvil Hit; Single Metal Hit With Small Echo. Medium.	16	44100	2	00:07
004 - AnvilHitsSteadyMet.wav	Anvil Hits; Steady Metal Hits With Slight Echo - Heavy To Light Hits. Close-up To Medium.	16	44100	2	00:11
005 - AxChoppingWoodHeav.wav	Ax Chopping Wood; Heavy Hits Of Axe Into Wood With Light Splintering And Slight Echo. Some Wood Chips Falling Onto Ground. Medium, Exterior.	16	44100	2	00:37
006 - AxWoodSingleChopFa.wav	Ax Into Wood, Single Chop; Fast Single Axe Swing, Whoosh Through Air Heavy Impact In Wood, Debris Fall, Slight Echo.	16	44100	2	00:06
007 - AxWoodSingleChopSi.wav	Ax Into Wood, Single Chop; Single Axe Swing, Whoosh, Light Thud Hit On Wood. Medium.	16	44100	2	00:06
008 - BeerBottleBreakGla.wav	Beer Bottle Break; Glass Impact Only. Full Bottle, No Shatter.	16	44100	2	00:06
009 - BeerBottleBreakSin.wav	Beer Bottle Break; Single Glass Bottle Hits And Breaks, Smashing With Small Pieces Falling.	16	44100	2	00:06
010 - BeerBottleBreakSin.wav	Beer Bottle Break; Single, Heavy Glass Bottle Breaks On Impact With Light Splinters Falling.	16	44100	2	00:06
011 - BeerBottleBreakSin.wav	Beer Bottle Break; Single Small Glass Bottle Breaks, Smashes, With Small Pieces Falling.	16	44100	2	00:07
012 - BeerBottleBreakSin.wav	Beer Bottle Break; Single Small Glass Bottle Hits And Breaks, With Light Glass Splinters Falling.	16	44100	2	00:06
013 - BeerBottleSlideSin.wav	Beer Bottle Slide; Single Glass Bottle Slide And Roll Across Long Surface. Close-up To Away.	16	44100	2	00:06
014 - BeerMugSlideGlass.wav	Beer Mug Slide; Glass Mug Scraping And Sliding Over Surface With Small Ringing Out. Several Mug Put-downs And Pushes.	16	44100	2	00:31
015 - BellBellRingingSlo.wav	Bell; Bell Ringing Slower, Multiple Rings Sustain. Echo.	16	44100	2	00:44
016 - BellHandBellBeingR.wav	Bell; Hand Bell Being Rung, Clanky Metallic Rings, Close And Away. Reverberant.	16	44100	2	00:32
017 - BellowsHighPitched.wav	Bellows; Higher Pitched Air In / Out As Above, Faster Blows And Hissing Air. Close-up.	16	44100	2	00:17
020 - BugleChargeSingleB.wav	Bugle Charge; Single Bugle Plays.	16	44100	2	00:07
021 - BugleChargeSingleB.wav	Bugle Charge; Single Bugle Plays.	16	44100	2	00:07
018 - BellowsSmallRubber.wav	Bellows; Small Rubber Deflate And Inflate With Air Hiss In / Out steady. Close-up.	16	44100	2	00:21
019 - BellSmallBellBeing.wav	Bell; Small Bell Being Struck Various Times And Ringing Out.	16	44100	2	00:22
022 - BuglePlaysAssembly.wav	Bugle Plays 'assembly'; Single Bugle Plays.	16	44100	2	00:08
023 - BuglePlaysFirstCal.wav	Bugle Plays 'first Call'; Single Bugle Plays.	16	44100	2	00:09
024 - BuglePlaysMessCall.wav	Bugle Plays 'mess Call'; Single Bugle Plays.	16	44100	2	00:11
025 - BuglePlaysReveille.wav	Bugle Plays 'reveille'; Single Bugle Plays.	16	44100	2	00:23
026 - BuglePlaysTaps.wav	Bugle Plays 'taps'; Single Bugle Plays.	16	44100	2	00:29
027 - BuglePlaysTattoo.wav	Bugle Plays 'tattoo'; Single Bugle Plays.	16	44100	2	00:16
028 - BuglePlaysTheUnkn.wav	Bugle Plays 'the Unknown'; Single Bugle Plays.	16	44100	2	00:07
029 - BuglePlaysToColor.wav	Bugle Plays 'to The Color'; Single Bugle Plays.	16	44100	2	00:15
030 - BullwhipSwirlCrack.wav	Bullwhip Swirl And Crack, Multiple; Circular Swishes Around In Air With Sharp Crack Followed By Echo - Birds In Background. Medium, Exterior.	16	44100	2	00:10
033 - CanoePaddlingSlowS.wav	Canoe Paddling; Slow, Steady Paddle Moving Through Water With Heavy Splashes. Close-up.	16	44100	2	01:49
032 - CannonBlastBigLowE.wav	Cannon Blast, Big, Low End; Low End Cannon Blast With Long, Big Echo. Medium.	16	44100	2	00:08
031 - CampfireMediumFire.wav	Campfire; Medium Fire With Sizzles, Pops And Crackling, Some Light Birds In Distance. Exterior. Fire Burn.. Fire Burn.	16	44100	2	00:52
034 - CashRegister.wav	Cash Register; Cash Register. Button Depressed With Bell Ring, Quicker Drawer-slide Open With Coin Movement, Slide Drawer Closed.	16	44100	2	00:09
035 - CashRegisterAntiqu.wav	Cash Register; Antique Cash Register. Key Depressed With Bell Ring And Drawer Open, Pushed Close With Coin Rattle.	16	44100	2	00:13
036 - CashRegisterAntiqu.wav	Cash Register; Antique Cash Register. Zkey Pushed Down And Small Bell Ring Out. Drawer Slides Open And Is Pushed Closed.	16	44100	2	00:11
037 - CellDoorCloseCelID.wav	Cell Door, close; Cell Door Heavy Metal Clank And Bounce With Scrape. Interior With Echo.	16	44100	2	00:06
038 - CellDoorCloseMetal.wav	Cell Door, close; Metal Cell Door, Squeaks And Clanks With Loud Close. Interior, With Echo.	16	44100	2	00:08
039 - CellDoorCloseMetal.wav	Cell Door, close; Metal Cell Door—single Loud Siam Close And Impact. Interior, With Echo.	16	44100	2	00:06
040 - CellDoorCloseMetal.wav	Cell Door, close; Metal Cell Door Creaks And Clanks With Rolling Metal Movement To Close With Latch Catch. Interior, With Echo.	16	44100	2	00:08
043 - CoffeePotHeatOnOpe.wav	Coffee Pot Heat On Open; Light Metal Taps Of Pot Onto Fire With Small Sizzle And Fire Crackles. Close-up.	16	44100	2	00:40
042 - CoalFireBoxScoopin.wav	Coal Into Fire Box; Scooping Coal Up And Droppin With Steam And Air Release And Hiss. Metal Scrapes, Clanks As Coal Is Scooped, Debris Falling To Floor. Close-up.	16	44100	2	00:22
041 - CellDoorOpenMetal.wav	Cell Door, Open; Metal Cell Door Open With High Metal Creak. Interior, With Echo.	16	44100	2	00:06
044 - CoffeePourLiquidSl.wav	Coffee Pour; Liquid Sloshing In Pot, Liquid Hits Cup And Pours Into It—reverberant. Close-up.	16	44100	2	00:09
047 - CoinsCountSeveralC.wav	Coins, Count; Several Coins In Stack Being Lifted And Small Drop Back Into Place. Metal Jingles. Coins Being Dropped Into Hand Falling Against Each Other.	16	44100	2	00:24
046 - CoinsCountingSever.wav	Coins, Counting; Several Coins Being Counted. Quick Slide Over Table And Clank With Other Coins. Slide And Jingle.	16	44100	2	00:20
048 - CoinsDropCoinMovem.wav	Coins, Drop; Coin Movement. Several Coins Drop To Surface With Single Coin Spinning, More Coin Drops, Clanks, Single Coins Falling Out, Hitting Other Coins. Metallic Ringing.	16	44100	2	00:18
045 - CoinMovementSevera.wav	Coin, Movement; Several Heavy Coins Clinking, Stacked Together, Small Jingle And Picked Up From Table. Coins Pushed Across Table And Grabbed.	16	44100	2	00:11
049 - CoinsDropManyCoins.wav	Coins, Drop; Many Coins Dropping Onto Wood, Hollow Sounding Surface. Fast Drop Onto Table. Fewer, Slower Coin Drop. Couple Coins Drop Onto Wood Surface. Coins Drop And Hit Other Coins.	16	44100	2	00:23
050 - CoinSpin.wav	Coin, Spin; Coin Spin With Small Flick And Small Metal Ring Out As It Spins.	16	44100	2	00:08
051 - CoinSpinHeavy.wav	Coin, Spin; Heavy Coin Spin On Counter Or Table. Slow To Fast Spin.	16	44100	2	00:07

052 - DieselDrillMechani.wav	Diesel Drill; Mechanical Slow Start-up With Metallic Rolls And Clanks. Small Backfiring And Cycling Of Drill With Chain Spins And Clanks—starts-up, Runs Slow, And Whines Down. Close-up.	16	44100	2	01:00
053 - DieselWheatGrinder.wav	Diesel Wheat Grinder; Metal Clanks / Chain Movement, Small Backfires And Spits. Slow Start Up, Run And Idle, Medium-fast Run And Slows With Quicker Backfires—and Slow Down To Stop. Close-up.	16	44100	2	01:09
054 - EggsOnGriddleEggCr.wav	Eggs On Griddle; Egg Crack And Open Onto Griddle With Medium Sizzle, Spits And Bubbles. Flip Egg Over With Light Metal Spatula Movement Scrapping Up Egg And Sliding It Onto Plate—ight Metallic Taps. Close-up.	16	44100	2	00:58
055 - FlintSteelStrikeMe.wav	Flint And Steel Strike; Metallic Clicks In A Row, Light With Flick At End—cracking Almost. Medium-close.	16	44100	2	00:43
056 - FoodSizzleHeavylmp.wav	Food Sizzle, Heavy; Impact Onto Griddle—sizzles. Fast, Close-up.	16	44100	2	00:09
057 - GasLampLightGasWho.wav	Gas Lamp, Light; Gas Whoosh Low Tone With Hiss And Bursts To Steady Burning. Close-up.	16	44100	2	01:01
058 - GeneralStoreDoorBe.wav	General Store, Door Bells; Jangling Bells Clanking With Abrupt Clank To Stop.	16	44100	2	00:06
059 - GeneralStoreDoorBe.wav	General Store, Door Bells; Clanky Small Bells Jangling. Medium.	16	44100	2	00:08
060 - GlassBreakSingleGl.wav	Glass Break; Single Glass Or Mirror Break, Crash. Close-up.	16	44100	2	00:06
061 - GlassBreakSingleGl.wav	Glass Break; Single Glass Break, Crash. Close-up.	16	44100	2	00:06
062 - GlassBreakSingleLg.wav	Glass Break; Single Large Glass Breaking. Close-up.	16	44100	2	00:06
063 - GuitarPlaysRedRiv.wav	Guitar Plays "red River Valley"; Single, Acoustic Guitar Medium Tempo "red River Valley." Close-up.	16	44100	2	00:58
064 - GuitarTuningSingle.wav	Guitar Tuning; Single Acoustic Guitar Twangy Version Of "home On The Range." Close-up.	16	44100	2	01:02
065 - GuitarTuningSingle.wav	Guitar Tuning; Single Acoustic Guitar Being Tuned, With Strum And Tuning Peg Dropping Pitch Of Strings. Various Chords Into Tune With Fret Movement. Low E-note Twangs. Close-up.	16	44100	2	00:47
066 - HammerDropSingleSm.wav	Hammer Drop; Single Small Metallic Hammer Drop Onto Metal Surface. Close-up.	16	44100	2	00:06
067 - HammerOnMetalMetal.wav	Hammer On Metal; Metal Clanks And Hits With Some Rattle And Movement—slight Echo. Close-up.	16	44100	2	00:13
068 - HandoperatedMachin.wav	Hand-operated Machine; Metal Rolling / Clanks With Creaks And Squeaks. Medium.	16	44100	2	00:31
069 - HandoperatedMachin.wav	Hand-operated Machine; Squeaks And Metallic Rolling, Repetitive, Back And Forth With High-pitched Squeaks. Steady, Fast, Slow And Stops. Close-up.	16	44100	2	00:51
070 - HandSawCuttingWood.wav	Hand Saw Cutting Wood; Very Reverberant Hand Sawing With Some Light Metallic Squeaks—medium, Steady Pace. Close-up.	16	44100	2	00:39
073 - HorsesSteadyHorses.wav	Horses Steady; Horses Trotting Steady On Dirt With Busy Bridle And Saddle Movement Throughout. Close-up.	16	44100	2	01:50
072 - HorsesSlowSteadyHo.wav	Horses Slow Steady; Horses Walking On Dirt / Rocks With Saddle / Leather Creak And Bridle Movement. Steady Walk With Slight Misstep At End. Medium Perspective.	16	44100	2	00:36
075 - HorseThroughMedium.wav	Horse Through Medium Water; Steady, Light Water In Stream With Horse Walking On Wet Rocks And Into Water And Away. Medium.	16	44100	2	00:26
076 - HorseThroughShallo.wav	Horse Through Shallow Water; Light Hoof Hits On Rocks Into Shallow Water, Quicker Walk By And Away With Steady Stream In Background. Medium.	16	44100	2	00:23
077 - IronCoolWaterStead.wav	Iron Cool In Water; Steady Single Impacts Of Hot Iron Into Water With Loud Sizzle And Steam With Light Water Drips Some Reverberant Deep Water Basin Taps. Close-up.	16	44100	2	00:19
078 - JailCellBarRattleB.wav	Jail Cell Bar Rattle With Baton; Wood Baton Dragged Across Cell Bars. Quick, With Echo.	16	44100	2	00:06
079 - KeysJingleMetalKey.wav	Keys Jingle; Metal Key Movement, Clanks And Low Jangling. Heavy.	16	44100	2	00:41
074 - HorseThroughDeepWa.wav	Horse Through Deep Water; Single Horse On Wet Rocks And Into Deep Water Sloshing In And By From Right To Left And Away. Medium.	16	44100	2	00:22
071 - HorsesGroupGallops.wav	Horses, Group Gallops By; Several Horses Gallop In And By With Light Bridal Movement, Light Horse Panting. Medium.	16	44100	2	00:12
080 - MatchStrikeMatchBo.wav	Match Strike; Match Box Open, Take Out, Box Close And Match Strike, With Quick Gas Ignite On Stove. Close-up.	16	44100	2	00:10
081 - MatchStrikeQuickMa.wav	Match Strike; Quick Match Strike Only. Close-up.	16	44100	2	00:07
082 - MatchStrikeSmallMa.wav	Match Strike; Small Match Strike With Other Matches Igniting After. Close-up	16	44100	2	00:15
085 - MeatSizzleSizzling.wav	Meat Sizzle; Sizzling And Crackling With Meat Moving Around In Pan. Close-up.	16	44100	2	00:30
084 - MeatSizzleSizzleSt.wav	Meat Sizzle; Sizzle, Steady With Small Pour And Louder Sizzle And Bubbles. Close-up.	16	44100	2	00:28
083 - MatchStrikeSmallRa.wav	Match Strike; Small Rattle Of Box With Single Hard Match Strike Burn And Fall To Floor. Close-up.	16	44100	2	00:08
086 - MeatSizzleStartSiz.wav	Meat Sizzle; Start Of Sizzle And Crackles. Close-up.	16	44100	2	00:08
087 - MeatSizzleSzzleCra.wav	Meat Sizzle; Szzle And Crackles With Small Fire And Light Cooking Movement—stirring. Close-up.	16	44100	2	01:02
088 - MetalFileScrapingM.wav	Metal File Scraping; Metal Scraping Against Metal, Sawing Motion With High Creaks, Squeaks. Close-up.	16	44100	2	00:18
089 - OrganChurchSingle.wav	Organ, Church; Single Small Pipe Organ With Peddle Taps, Pumping Whooshes In Background. Medium.	16	44100	2	00:23
090 - PanningForGoldWate.wav	Panning For Gold; Water Trickling With Sand And Pebbles Moving And Then Swirling In Metal Pan - Slight Echo. Close-up.	16	44100	2	00:43
091 - PianoPlaysBicycleB.wav	Piano Plays Bicycle Built For Two; Upright Piano In Saloon Ambience, Sloppy Playing With Some Mistakes. Medium.	16	44100	2	00:43
092 - PianoPlaysClementi.wav	Piano Plays Clementine; Saloon Piano Playing Tune. Cheery, Bouncy Feel With Mistakes. Close-up.	16	44100	2	00:45
095 - PianoPlaysWorkinOn.wav	Piano Plays Workin On The Railroad; Saloon Piano Playing Tune Very Badly, Obvious Mistakes, Very Dramatic, Strident Style. Medium.	16	44100	2	01:00
094 - PianoPlaysShellBeC.wav	Piano Plays She'll Be Comin Around The Mountain; Saloon Piano Playing Very Cheery With Mistakes. Close-up.	16	44100	2	00:49
093 - PianoPlaysOhSuzann.wav	Piano Plays Oh Suzanna; Saloon Piano Playing Very Cheery With Mistakes. Close-up.	16	44100	2	00:49
096 - PickAxHitdragSingl.wav	Pick Ax Hit / Drag; Single Hit With Light Debris And Scrape—high Pitch Hit, Slight Reverberant Quality. Close-up.	16	44100	2	00:06
097 - PickAxImpactsMetal.wav	Pick Ax Impacts; Metal Hits Into Dirt / Rock Surface With Light Metal Slide On Dirt And Debris. Slight Reverberant Quality. Medium.	16	44100	2	00:17
098 - PistolFire3xSmallG.wav	Pistol Fire 3x; Small Gun Firing With Slight Echo, Light Debris Falling And Distant Birds. Medium, Exterior.	16	44100	2	00:17
099 - PistolFireRicochet.wav	Pistol Fire With Ricochet; Single Pistol Firing With Ricochet Whine. Medium.	16	44100	2	00:06
100 - PistolFireRicochet.wav	Pistol Fire With Ricochet; Single Pistol Firing Bang, Bullet Whiz By, With Ricochet, Light Debris Falling. Close-up, Exterior.	16	44100	2	00:06
101 - PistolFireRicochet.wav	Pistol Fire With Ricochet; Single Pistol Fire With Ricochet, Echo. Birds In Background. Medium, Exterior.	16	44100	2	00:06
102 - PistolFireRicochet.wav	Pistol Fire With Ricochet; Single Pistol Firing With Ricochet Whining And Small Crackles. Close-up.	16	44100	2	00:06
103 - PlayingCards.wav	Playing Cards; Card Deck. Flips Through, Taps On Table, Shuffles Cards, Taps, Dealing Cards. Single Card Deal, Card Pull From Deck, Several Cards Together Tapped On Table.	16	44100	2	00:32
104 - RailroadCarsCoupli.wav	Railroad Cars Coupling; Low Echoey Rumble, Metal Scraps And Clanks Of Freight Cars Coupling With Impact, Small Steam Release. Close-up.	16	44100	2	00:34
107 - RailroadCrossingBe.wav	Railroad Crossing Bell; Smaller Bell Rings, Quick, High-pitched, Constant To End, Ringing Out.	16	44100	2	00:19
106 - RailroadCrossingBe.wav	Railroad Crossing Bell; Slower Steady Bell Rings, Varying In Speed And Pitch. Close-up.	16	44100	2	00:20
109 - RevolverBarrelSpin.wav	Revolver Barrel Spin, Fast; Small Metal Gun Barrel Spin—short. Close-up.	16	44100	2	00:06

108 - RevolverBarrelSpin.wav	Revolver Barrel Spins And Clicks; Gun Barrel Spins With Slight Echo. Multiple.	16	44100	2	00:07
105 - RailroadCrossingBe.wav	Railroad Crossing Bell; Crossing Bell Steady With Slight Slowing To Stop, With Last Bell Ringing Out To End. Close-up.	16	44100	2	00:27
110 - RevolverCockDryFir.wav	Revolver Cock And Dry Fire; Gun Cock, Metal Clicks, And Quick Dry Fire—small Echo.	16	44100	2	00:06
113 - RevolverDrawCockDr.wav	Revolver Draw, Cock, Dry Fire And Replace; Gun Pulled From Holster, Cock And Dry Fire And Replace Back Into Holster. Close-up.	16	44100	2	00:06
112 - RevolverDrawCockDr.wav	Revolver Draw, Cock And Dry Fire; Gun Pulled From Holster With Multiple Rapid, Dry Fires. Close-up.	16	44100	2	00:06
111 - RevolverCockDryFir.wav	Revolver Cock And Dry Fire; Small Gun Cock, Metal Clicks, Dry Fire.	16	44100	2	00:06
114 - RevolverDrawCockDr.wav	Revolver Draw, Cock And Dry Fire; Gun Pulled From Holster, Whoosh, Fast And Two Dry Fires. Close-up.	16	44100	2	00:06
115 - RevolverDrawCockUn.wav	Revolver Draw, Cock, Uncock, Replace; Gun Pulled From Holster With Cock And Two Dry Fires, Fast Replace. Close-up.	16	44100	2	00:07
116 - RevolverDrawCockUn.wav	Revolver Draw, Cock, Uncock, Replace; Gun Pulled Fast From Holster With Cock And Dry Fire, Replace. Close-up.	16	44100	2	00:06
117 - RevolverDrawDryFir.wav	Revolver Draw, Dry Fire, Replace; Gun Pulled From Holster Fast With Dry Fire And Replace.	16	44100	2	00:06
118 - RevolverQuickDrawD.wav	Revolver Quick Draw, Dry Fire; Gun Pulled From Holster—lower Tone Pull And Replace. Close-up.	16	44100	2	00:09
119 - RevolverQuickDrawD.wav	Revolver Quick Draw, Dry Fire; Gun Pulled From Holster Fast And One Dry Fire.	16	44100	2	00:06
120 - RifleCockDryFire3x.wav	Rifle Cock And Dry Fire 3x; Rifle Pump, Pulling Back Barrel, Slow Fire, Pump And Fire. Close-up.	16	44100	2	00:10
121 - RifleCockDryFireSh.wav	Rifle Cock, Dry Fire, And Shell Thud To Floor; Rifle Cocks, Slow With Dry Fire And Shell Thud To Floor. Close-up.	16	44100	2	00:15
122 - RifleCockEmptyBull.wav	Rifle Cock And Empty Bullets; Rifle Metal Movement With Shells Dropping To Wooden Floor With Last Shell Roll On Floor. Close-up.	16	44100	2	00:08
125 - SaloonDoorOpenClos.wav	Saloon Door Open, Close; Wooden Saloon Doors With Big Hinge Creak, Thud Push And Open, Swinging. Medium.	16	44100	2	00:11
124 - RifleCockSingleSin.wav	Rifle Cock, Single; Single Rifle Cock, Clicks, Metallic Quality. Close-up.	16	44100	2	00:06
127 - ShovelDigDirFastD.wav	Shovel Dig Dirt; Fast Digging Of Dirt With Light Metal Ring And Small Fly Buzz By. Close-up.	16	44100	2	00:28
126 - SaloonDoorOpenClos.wav	Saloon Door Open, Close; Wooden Saloon Doors Swinging Back And Forth With Squeaks, Creaks And Squeak. Medium.	16	44100	2	00:12
129 - ShovelDigDirSlowD.wav	Shovel Dig Dirt; Slow Digs Of Shovel Into Dirt—slower Toned, Bigger Digs And Slower Debris Fall Drop Into Metal Container—some Metal Ring, Loud Crunching On Impact. Close-up.	16	44100	2	01:04
128 - ShovelDigDirShove.wav	Shovel Dig Dirt; Shovel Into Dirt With Scraping Sound And Debris. Small Metal Ring Of Shovel Flinging Away Debris And Dropping Debris Onto Ground.	16	44100	2	00:26
123 - RifleCockRapidDryF.wav	Rifle Cock And Rapid Dry Fire; Rifle Pump, Dry Fire, Repeats Into Rapid Pump And Dry Fires. Close-up.	16	44100	2	00:10
130 - ShovelDigGravelDig.wav	Shovel Dig Gravel; Digs With Shovel Into Dirt / Rocks - Fling Away With Some Metal Ring And Debris Falling. Medium.	16	44100	2	00:19
131 - ShovelDigGravelMet.wav	Shovel Dig Gravel; Metal Digs Into Gravel / Dirt—small Rock, Debris Falling. Shovel Scoops With Metal Ringing As It Is Slung Away. Medium.	16	44100	2	00:27
132 - ShovelCoalMetal.wav	Shoveling Coal; Metal Scrapes As Coal Is Scooped And Dropped—echo. Distant Steady Steam Hiss. Close-up.	16	44100	2	00:36
133 - ShovelCoalScoop.wav	Shoveling Coal; Scoop Coal Up With Metal Scrapes. Echoey Clanks In Background With Pounding And Constant Steam Hiss. Breaking Up Coal Impacts, More Scooping And Drops With Metal Clanks And Impacts.	16	44100	2	01:02
134 - ShovelScrapesMetal.wav	Shovel Scrapes; Metallic Rattle, Heavy Clanks, Drag Across Hard Gravel Surface, Slight Metal Ringing With Sweeping Motion. Close-up.	16	44100	2	00:10
135 - ShovelThrowDirSin.wav	Shovel Throw Dirt; Single Shovel Dig And Toss Out Dirt / Debris With Metal Ring At End. Close-up.	16	44100	2	00:06
136 - SingleSnareDrumPla.wav	Single Snare Drum Plays; Night, Light Crickets, Birds In Distance With Reverberant Quality. Medium, Exterior.	16	44100	2	00:38
137 - SingleSnareDrumPla.wav	Single Snare Drum Plays; Reverberant Single Light Snare—light Birds In Distance. Medium, Exterior.	16	44100	2	00:46
138 - SingleSnareDrumRol.wav	Single Snare Drum Roll; Single Drum Slow Steady Roll. Close-up.	16	44100	2	00:10
139 - SledgeHammerHitRoc.wav	Sledge Hammer Hit Rock; Steady Single Hits, Low Thud With High Metal Ring Out—light Debris Falling With Slight Reverberant Quality. Medium.	16	44100	2	00:11
140 - SledgeHammerShatte.wav	Sledge Hammer Shatter; Light Hits With Dirt / Rock Debris Breaking Apart On Impact. Higher Pitch Impacts. Medium.	16	44100	2	00:08
141 - SpitSpittoonSpitMe.wav	Spit In Spittoon; Spit With Metal Ring On Impact. Close-up, Fast.	16	44100	2	00:06
142 - SpitSpittoonSpitSp.wav	Spit In Spittoon; Spit Into Spittoon. Close-up, Quick.	16	44100	2	00:06
143 - SpitSpittoonSpitSp.wav	Spit In Spittoon; Spit Into Spittoon With Hollow Ring Out. Close-up, Slow.	16	44100	2	00:06
144 - SpursPaceMediumOnD.wav	Spurs Pace Medium On Dirt; Boots On Dirts With Metal Movement Walking Steady With Spur Jingles On Impact Walk, Stop, Walk, Turn And Away. Close-up.	16	44100	2	00:30
147 - StagecoachAwayWood.wav	Stagecoach Away; Wood And Metal Creaks Wheels Turning Moving In And Away. Close-up.	16	44100	2	00:15
148 - StagecoachByWoodMe.wav	Stagecoach By; Wood And Metal Rattles Of Coach In By And Away. Distant To Close-up.	16	44100	2	00:31
149 - StagecoachCreaksSt.wav	Stagecoach Creaks; Steady, Slow Moving, Wood Creaks Light Chain Rattle, Leather Creaks. Close-up.	16	44100	2	00:15
146 - SpursWalkByFastOnD.wav	Spurs Walk By Fast On Dirt; Boots Walk Fast On Dirt With Metal / Spur Jingle.	16	44100	2	00:16
145 - SpursPaceSlowOnDir.wav	Spurs Pace Slow On Dirt; Slow Impact Of Boots On Dirt With Metal / Spur Jingle. Heavier Steps With Low Insect Buzz By, Walk, Stop Turn, Walk.	16	44100	2	00:58
150 - StagecoachInterior.wav	Stagecoach Interior, Slow; Heavier Rattles And Heavy Chain Movement / Hits; Some Hoof Movement On Dirt / Leather And Wood Creaks. Close-up.	16	44100	2	01:01
151 - StagecoachInterior.wav	Stagecoach Interior, Slow; Stagecoach Chain Dragging, Rattling And Wood / Leather Creaks - Steady Rattles And Hits. Close-up, Interior.	16	44100	2	01:24
152 - StagecoachInterior.wav	Stagecoach Interior; Fast Wood Rattles And Light Chain Movement. Constant. Medium, Interior.	16	44100	2	00:53
153 - StagecoachInterior.wav	Stagecoach Interior; Steady Creaks, Squeaks, And Rattles Of Wood And Metal Bouncing Chain Movement. Quick, Steady With Intermittent Bangs On Wood. Close-up, Interior.	16	44100	2	00:49
154 - StagecoachInterior.wav	Stagecoach Interior, Fast; Fast Rattles Of Chain With Wood And Metal Creaks - Constant. Close-up.	16	44100	2	00:42
155 - StagecoachInterior.wav	Stagecoach Interior, Slow; Wood Creaks And Rattles With Light Sparse Chain Rattles - Slower And Steady. Close Up Perspective, Interior.	16	44100	2	01:00
156 - StagecoachThroughW.wav	Stagecoach Through Water; Chain Rattles, Horses Into Water With Light Splashes, Wheels Rolling, Wood Creaks And Rattles—in And Away. Exterior.	16	44100	2	00:29
157 - SteamBlowDownBigLo.wav	Steam Blow Down; Big Long Air Blasts With Some Echo And Steam Hiss.	16	44100	2	00:20
158 - SteamBlowDownInter.wav	Steam Blow Down; Interior, Low Roar Of Air Release With Constant Hiss. Echo.	16	44100	2	00:25
159 - SteamBlowDownLongS.wav	Steam Blow Down; Long Steady Steam Whoosh / Air Blast To Cut Off. Close-up.	16	44100	2	00:16
160 - SteamBlowDownMulti.wav	Steam Blow Down; Multiple, Double Air Blasts In Echoey Atmosphere With Steam Hiss And Rumble. Close-up.	16	44100	2	00:25
161 - SteamBlowDownSever.wav	Steam Blow Down; Several Large Air Blasts And Steam Hiss Constant. Close-up.	16	44100	2	00:24
164 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Box Car, Empty, Airy Quality With Creaks And Squeak Of Car. Low Rumble On Tracks. Close-up, Interior.	16	44100	2	00:47
163 - SteamTrainAwayHeav.wav	Steam Train, Away With Heavy Steam Blow And Whistle Toot; Train Whistle Blows, Steam Release, Hiss And Blasts, Train Moving Slow. Echoey And Away. Close To Distant Fade Out With Distant Chugging.	16	44100	2	00:50

162 - SteamTrainAwayBell.wav	Steam Train, Away With Bell Ring; Steam Train, Away With Low Steam Blasts, Bell Rings, And Chugging Increasing In Speed. Train Slow Moving As Boxcars Pass, Wheels Clanking On Track, Crossing Bell Gets Faster And Away.	16	44100	2	00:53
165 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Train Creaks And Metal Clanks While Moving Over Tracks—steady Wood Creaks And Bumps, Noisy Squeaks, Growing In Volume. Close-up, Exterior.	16	44100	2	01:00
166 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Between Train Cars On Fast Moving Train, Steady With Distant Horn Blows And Loud Rail Noise. Various Clanks And Impacts On Track. Exterior.	16	44100	2	01:57
167 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Steady, Slow Moving Train With Squeaks And Creaks, Rail Noise. Various Clanks And Chain Rattle. Close-up.	16	44100	2	01:10
168 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Box Car, Low Track Rumble. Light Movement In Car With Creaks And Distant Voices. Close-up, Interior.	16	44100	2	01:37
169 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Box Car, Steady, Very Low, Muffled Rumble, Moving Over Tracks With Light Clicks And Creak Movement. Exterior Sound Muffled By Window On Train. Close-up, Interior.	16	44100	2	02:13
170 - SteamTrainBoxcarSt.wav	Steam Train Boxcar, Steady; Box Car Moving With Distant Horn Blast. Various Creaks, Squeaks, Chain Rattle. Echoey Atmosphere With Fast, Low Rumble On Tracks. Close-up, Interior.	16	44100	2	01:16
171 - SteamTrainBy.wav	Steam Train, By; Steam Train By, Low Rumble, Long Whistle Blasts, Doppler, Bell Clangs, Rail Noise In And Away.	16	44100	2	00:33
172 - SteamTrainByBellRi.wav	Steam Train, By; Bell Rings And Low Rumble Of Steam Train In, By And Away. Steam Whistle Blasts, Clanking And Steady Creaks Of Wheels On Tracks. Birds In Background. Distant To Close-up.	16	44100	2	01:07
173 - SteamTrainByBigSte.wav	Steam Train, By; Big Steam Hiss, Low End, Smooth Rail Clanks, As Train Passes From Left To Right. Close-up.	16	44100	2	00:27
174 - SteamTrainByTrain.wav	Steam Train, By; Train In And Away With Steam Hiss, Rail Clicks, Doppler Bell. Boxcars Pass With Rail Click. Single Echoey Whistle Blast.	16	44100	2	00:36
175 - SteamTrainDepartur.wav	Steam Train Departure Bell With Steam Hiss; Multiple Bell Rings With Double Clanking, Steam Hiss Constant. Close-up.	16	44100	2	00:13
176 - SteamTrainDepartur.wav	Steam Train Departure Bell, Close-up With Steam Hiss; Multiple Train Bell Rings, Constant Steam In Background, Echoey Rings. Close-up.	16	44100	2	00:25
177 - SteamTrainInStop.wav	Steam Train, In And Stop; Train In, Slow With Steam Hiss And Release, Rail Clanks, Creaking, Very Close Perspective With Echo. Soft Air Brake Release Creaks To Stop. Close-up.	16	44100	2	00:36
178 - SteamTrainSteadyEn.wav	Steam Train, Steady With Engine Chugs; Steam Train Steady Motion With Steam Gusts / Chugging With Rail Noise. Some Squeaks And Clanks Of Box Cars Passing. Close-up.	16	44100	2	00:31
179 - SteamTrainSteadyEn.wav	Steam Train, Steady With Engine Chugs; Steady Chugging Steam Train Moving With Metal Clanks Of Wheels Over Track. Several Short Whistles Blasts.	16	44100	2	00:55
180 - SteamTrainWhistle.wav	Steam Train Whistle, Close-up, Long; Two Big, Short Blasts Rising In Pitch. Close-up.	16	44100	2	00:10
181 - SteamTrainWhistle.wav	Steam Train Whistle, Close-up, Long; Two Long Whistle Blasts Rise And Fall In Pitch With Whoosh. Close-up, Slight Echo.	16	44100	2	00:16
182 - SteamTrainWhistle.wav	Steam Train Whistle, Close-up, Short; Three Slow Whistle Blasts With Slight Steam Whoosh.	16	44100	2	00:06
183 - SteamTrainWhistle.wav	Steam Train Whistle, Close-up, Short; Two Quick Whistle Blasts With Steam In Background. Close-up.	16	44100	2	00:06
184 - SteamTrainWhistle.wav	Steam Train Whistle, Close-up, Long; Single Large, Long Whistle Blast Rising In Pitch And Quick Fall-off With Echo. Close-up.	16	44100	2	00:08
185 - SteamTrainWhistleD.wav	Steam Train Whistle, Distant; Single Distant Steam Whistle Blast.	16	44100	2	00:09
188 - TelegraphTapsSmall.wav	Telegraph Taps; Small Taps, Slight Hollow Thud Impacts With Clicks.	16	44100	2	00:16
187 - SteamTrainWhistleM.wav	Steam Train Whistle, Medium, Distant; Two Shorter Steam Whistle Blows.	16	44100	2	00:07
186 - SteamTrainWhistleM.wav	Steam Train Whistle, Medium Distant; Multiple Steam Whistle Blows Rise And Fall In Pitch. Medium.	16	44100	2	00:12
189 - TelephoneHangupOld.wav	Telephone, Hang-up; Old Style Phone Receiver Quick Lift Up, Place Down In Cradle, Small Metal Ring Out On Impacts.	16	44100	2	00:13
190 - TelephoneRingsOld.wav	Telephone Rings; Old Style Phone Rings With Rattle Of Bell, Ringing Out, Small Thuds Of Metal Hitting Bell.	16	44100	2	00:29
191 - TriangleHigherTone.wav	Triangle; Higher Toned Fast Hits On Triangle.	16	44100	2	00:08
192 - TriangleHitsOnTria.wav	Triangle; Hits On Triangle Bell With Metal Object—cycling Pattern. Slow.	16	44100	2	00:08
193 - TriangleRandomMult.wav	Triangle; Random Multiple Hits On Triangle With Metal Object—repetitive Pattern. Faster.	16	44100	2	00:08
194 - VictrolaClickOnRun.wav	Victrola; Click On And Run With Slow Whirling, More Switches Clicking. Needle Down And Very Distorted Song Playing With Female Voices, Warbly Speed Variation, Machine Clicks In Background, Stop Music And Turn Off.	16	44100	2	01:54
195 - VictrolaCueSingle.wav	Victrola Cue; Single Click With Small Ring Out, Needle Down, Hiss And Whirl, Loop.	16	44100	2	00:19
196 - VictrolaCuesSingle.wav	Victrola Cues; Single Click, Switch On. Quiet Hum, Whirl Of Victrola, Needle On Record - Hiss From Speaker, Various Record Hiss With Rotation Of Record. Switch On With Clanks, Crank Turning. Multiple Clicks, Switches.	16	44100	2	01:32
197 - VictrolaLoopVictro.wav	Victrola Loop; Victrola Hand Crank Turning, Switch On, Low Hum, Whirl, Needle On Record - Hiss - Scratchy Rotation, Loop And Slow Stop.	16	44100	2	01:16
198 - WaterLappingWaterL.wav	Water Lapping; Water Lapping / Movement Like A Steady Small Stream. Close-up To Medium.	16	44100	2	02:00
199 - WineBottlePopCork.wav	Wine Bottle Pop Cork; Pop Cork From Bottle Fast. Close Perspective.	16	44100	2	00:06
200 - WineBottleUncork.wav	Wine Bottle Uncork; Cork Twisted From Bottle. Various Bottles, Squeaks, Tones. Close-up.	16	44100	2	00:16