



ADC Theatre Sound Effects Collection – Track Listings

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Disc: Spectacular SFX Vol. 1 (EMI) (ADC #1)

Vinyl 1981, CD version 1990

THE SEASIDE (1967)

- 1-1 Waves Breaking With Seagulls 1.00
- 1-2 Heavy Sea & Wind 1.00
- 1-3 Light Waves Breaking On Pebbles, Shingle Effect 0.45
- 1-4 Water Splashing Round Pier, Rocks etc 0.34

WEATHER (1961)

- 1-5 Thunderstorm - Overhead 0.31
- 1-6 Rain - Heavy 1.00
- 1-7 Gale Force Wind 0.43

BELLS

- 1-8 Single Bell 1.00
- 1-9 Peal Of Bells 1.30

WEDDING / ORGAN PLAYING:

- 1-10 Here Comes The Bride 1.45
- 1-11 Voluntary 1.35
- 1-12 Wedding March 3.20
- 1-13 General Sounds Of Church Interior With Organ Extemporising 2.06

STREET NOISES (1968)

- 1-14 Traffic Noises From A Typical City Street 1.38

ROAD TRANSPORT (1968)

- 1-15 Bus - Stopping, Bell Ringing, Driving Off 0.32
- 1-16 Taxi - London Taxi Drawing up & Leaving 0.34
- EMERGENCY (1968)
- 1-17 Two Tone Siren (Suitable For Fire/Police/Ambulance) 0.31

CROWDS

- 1-18 Crowd Murmur In A Large Hall (1968) 0.42
- 1-19 Crowd Murmur In A Small Hall (1968) 0.37
- 1-20 Crowd Cheering - With Church Bells In Background (1968) 1.14
- 1-21 Crowd Cheering (1961) 1.00

GATHERINGS

- 1-22 Lively Pub With Piano 1.08
- 1-23 Country Pub - General Sound In The Bar (cash register with bell) 0.45
- 1-24 Drunken Revellers (that same cash register) 1.02
- 1-25 Cocktail Party 0.45
- 1-26 Busy Restaurant 0.45

ANIMALS

DOGS (1967)

- 1-27 Large Dogs Barking 0.15
- 1-28 Farm Dogs Barking 0.30

CAT (1967)

- 1-29 Cat Miaowing 0.17

HORSES (1961)

- 1-30 Group Of Horses Trotting On Gravel 0.25
- 1-31 Single Horse Walking On Gravel 0.35
- 1-32 Single Horse Cantering On Gravel 0.16
- 1-33 Single Horse Galloping On Gravel 0.15

JUNGLE & SAFARI PARK ANIMALS (1961)

- 1-34 General Animal Sounds, Including Monkeys & Birds 1.50

AIR RAID EFFECTS (1961)

- 1-35 Warning Siren, Plane Approaches, Ack Ack Gunfire, Bombs Falling, Fire Engines (With Bell), Gun Fire, Shell Bursts, All Clear Siren. 4.55
- 1-36 Falling Bombs 0.20
- 1-37 Ack Ack Fire & Plane 1.10
- 1-38 Falling Bombs & Ack Ack Fire 0.25
- 1-39 Heavy Ack Ack Fire, Air Raid Wardens, Feet & Explosion 2.10

CLOCKS (1967)

- 1-40 Big Ben Striking Twelve 1.20
- 1-41 Church Tower Clock Strikes Twelve 0.40
- 1-42 Mantlepiece Clock - Strikes Twelve 0.18
- 1-43 Mantlepiece Clock Westminster Chimes (Strikes Twelve) 0.51
- 1-44 Cuckoo Clock - 12 O-Clock 0.20
- 1-45 Alarm Clock Ticking & Goes 0.47
- 1-46 Small Clock Or Pocket Watch Ticking 0.30

DOORS, GATES, STAIRS, SQUEAKS & CREAKS (1968)

- 1-47 Opening Castle Door 0.34
- 1-48 Door-Latch Open, Squeak & Close 0.15
- 1-49 Garden Gate Open Squeak & Close 0.09
- 1-50 Wrought Iron Gate Squeak & Close 0.05
- 1-51 Creaking Door 0.13
- 1-52 Room Door Open & Shut - With Echo 0.03
- 1-53 Toilet Door - Shut & Cistern Flush 0.10
- 1-54 Shop Door With Bell - Open & Close 0.07
- 1-55 Cottage Door With Latch - Open & Close 0.05
- 1-56 Squeak One 0.13
- 1-57 Squeak Two 0.10
- 1-58 Squeak Three 0.11
- 1-59 Stairs Creaking 0.55
- 1-60 Squeaking Metal Sign 0.40

GHOSTS (1961)EIGHT VARIOUS EFFECTS

- 1-61 1 0.15
- 1-62 2 0.33
- 1-63 3 0.45
- 1-64 4 0.10
- 1-65 5 0.08
- 1-66 6 0.06
- 1-67 7 0.06
- 1-68 8 0.08

TREE FELLING (1961)

- 1-69 Axe Chopping Sound Then Tree Collapses 0.32

SPORTS (1968)

- 1-70 Football - Football Match/Cup Final 2.05
- 1-71 Motor Racing - Cars Warming Up & Start Off 2.16

FOOTSTEPS (1961)

- 1-72 Running In Street 0.18
- 1-73 Walking - Light & Heavy In Street With Traffic Noises 1.35
- 1-74 Troop Marching in Close Perspective 1.00

FARMYARD EFFECTS

- 1-75 Cows, Calves & Heifers 1.50
- 1-76 Cock-Crow, Hens, Guiiinea Fowl & Bantams 2.00

Disc: Spectacular SFX Vol. 2 (EMI) (ADC #2)

Vinyl 1981, CD version 1990

SPACE SHIPS*

- 2-1 Take Off* 0.40

2-2 Rising & Falling 0.40
2-3 Continuous Vibration 0.40
2-4 Low Hum With Tick 0.35
2-5 Low Hum With Burst Of Air 0.30

STEAM TRAINS

2-6 Steam Express Passing At Speed Sounding Whistle** 0.24
2-7 Steam Train Arriving At Country Station, Doors Slam, Guard's Whistle, Train Leaves 1.13
2-8 Goods Train Passing Slowly** 1.00
2-9 Narrow Gauge Railway - Journey From Carriage** 1.00
2-10 Narrow Gauge Train Arriving At Platform** 0.54
2-11 Express Passing* 0.35
2-12 Express Train Crash* 1.00

DIESEL TRAINS**

2-13 Diesel Train Passing At Speed, Sounding Horn 0.21
2-14 Diesel Train Leaving Main Line Station 0.55
2-15 Diesel Train Entering Main Line Station 1.20
2-16 Two-Car Diesel Train Arrives In Country Station, Ticks Over & Departs, Sounds Horn 1.37
2-17 Inside Carriage, Steady Wheel Rhythm 1.40

UNDERGROUND TRAIN**

2-18 Tube Arriving At Station, Doors Opening & Shutting,
Then Departing 1.16

ELECTRIC TRAIN**

2-19 Arrival & Departure Of Electric Train With Compressor 1.20
2-20 Electric Train Journey From Compartment 1.24

GUN & PISTOL SHOTS*

2-21 15 Various Effects (Single & Dual) Lasting Approx 2 Seconds Each 0.30
2-22 Gun Battle 0.50
2-23 Gun Salute (Six Shots) 0.28

COUNTRY SOUNDS**

2-24 A Country Montage, Birds, Bees etc 1.30
2-25 Village Scene With Animals, Children Playing In The Distance, Church Bells 2.00

DEMOLITION*

Effects Of Falling Debris, Demolition, Explosion
(Note, track numbers corrected at this point)
2-26 1 0.16
2-27 2 0.18
2-28 3 0.20
2-29 With Fire Or Water 0.50

HAMMERING*

2-30 Workmen Hammering 0.41

GLASS*

2-31 Glass Crashing 0.02
2-32 Glass Crashing 0.07

TELEPHONE BELL *

2-33 Telephone Ringing 0.33
2-34 Dialling 0.14

CHILDREN & BABY

2-35 Young Child At Play** 0.55
2-36 Children Playing Out Of Doors** 1.00
2-37 Children In Playground** 0.45
2-38 Children In Swimming Pool** 0.45
2-49 Baby Crying* 0.55

APPLAUSE

- 2-40 Excited Applause - Outdoors* 0.15
- 2-41 Girls Screaming & Applauding*** 0.40
- 2-42 Theatre Applause With Curtain Coming Down (As Heard From Auditorium)*** 0.29
- 2-43 Concert Hall Audience Applauding With Shouts of Encore*** 0.45

LAUGHTER***

- 2-44 Continuous Laughter With A Medium-sized Audience Ending In Applause 1.00
- 2-45 Large Audience Laughing, Ending By Applauding 0.50

MURMER***

- 2-46 Murmur Of Theatre Audience 0.27

BIRDS

- 2-47 Dawn Chorus* 2.00
- 2-48 Nightingale* 0.45
- 2-49 Owls (Barn & Screech)* 0;48
- 2-50 Skylark Hovering** 0.47
- 2-51 Wood Pigeon** 0.28
- 2-52 Song Thrush** 0.49
- 2-53 Blackbird** 0.50
- 2-54 Robin** 0.45
- 2-55 Swallows (With Cuckoo In Background)** 0.48
- 2-56 Swifts - Screaming In Flight** 0.45
- 2-57 Budgerigar (In Aviary)** 0.45
- 2-58 Seagulls** 1.00

CARS

- 2-59 Approach & Skid* 0.22
- 2-60 Car Crash* 0.20
- 2-61 Trying To Put The Car In Gear** 0.20
- 2-62 Doors Slam, Engine Starts, Car Departs** 0.30
- 2-63 Car Driving Past** 0.21
- 2-64 Car Horn** 0.06
- 2-65 Car Journey From Interior (Doors Open, Slams, Engine Starts, Then Departs)** 1.36
- 2-66 Car Passing Sounding Horn With Doppler Effect** 0.09

SHIPPING**

- 2-67 Ship's Siren 0.08
- 2-68 Passengers Embarking (Dockside Noises In Background) 0.46

AIRCRAFT

- 2-69 Aeroplane Passing Overhead (Propeller Plane)* 0.45
- 2-70 Nose Dive, Crash And Fire* 1.00
- 2-71 Jet Taxying, Rev Up, Take Off And Passing** 1.30
- 2-72 Jet Passing Overhead 0.27
- 2-73 Jet Landing** 0.28 .
- 2-74 Jet Taxying To Or From Apron, Engine Run Down** 1.30
- 2-75 Jet Interior During Flight** 0.40
- 2-76 Airport Terminal (General Sounds And Activity)** 1.00
- 2-77 Turbo Prop Take Off* 0.52
- 2-78 Piston Engine Plane Passing Overhead** 0.45

FANFARES FOR SHAKESPEARIAN AND OTHER PLAYS

- 2-79 Flourish 0.11
- 2-80 Sennet 0.25
- 2-81 Alarm 0.15
- 2-82 Royal Flourish 0.32
- 2-83 March 0.56
- 2-84 Retreat 0.09
- 2-85 Parley 0.11

* 1961

** 1967

*** 1968

Disc: 101 Sound Effects (San Juan EFX002) (ADC #3)

Warning - track numbers are very approximate on this disc!
The track number changes part-way though some effects,
and is up to two tracks out in places.

- 3-1 American children With Pony And Cart 0.24
- 3-2 Two Children Laughing 0.25
- 3-3 Children Playing Outdoors With Scooters And Wagons 0.26
- 3-4 Kindergarten Class 0.30
- 3-5 Children In Wading Pool 0.25
- 3-6 Baby Crying 0.16
- 3-7 Baby Laughing 0.16
- 3-8 Childrens Party (Noisy) 0.24
- 3-9 Men Chatting (Small Group) 0.15
- 3-10 Restaurant Background 0.22
- 3-11 Men Cheering 0.6
- 3-12 Mixed Crowd Talking Busily 0.22
- 3-13 Angry Crowd 0.12
- 3-14 Applause (Large Audience) 0.25
- 3-15 Applause (Concert Hall) 0.10
- 3-16 Convention Crowd 0.20
- 3-17 Football Crowd 0.33
- 3-18 Cheering Crowd 0.20
- 3-19 Laughing Audience 0.18
- 3-20 Carnival Midway 0.19
- 3-21 Rollercoaster 0.24
- 3-22 Midway Shooting Game 0.18
- 3-23 Fireworks With Crowd Background 0.23
- 3-24 Firecrackers 0.15
- 3-25 Sparrows & Blackbirds 0.16
- 3-26 Gulls 0.15
- 3-27 Gulls With Ocean Waves 1:00
- 3-28 Forest Birds With Brook Background 1:07
- 3-29 Cricket Background 0.45
- 3-30 Birds In The Park 0.55
- 3-31 Geese 0.11
- 3-32 Horse Whinnies 0.13
- 3-33 Cat 0.13
- 3-34 Cats & Kittens 0.17
- 3-35 Baby Chicks With Brooder Background 0.16
- 3-36 Kitten Crying 0.12
- 3-37 Kittens Crying 0.13
- 3-38 Fox Hounds 0.13
- 3-39 Two Horses Trotting On Pavement 0.16
- 3-40 One Horse Galloping 0.16
- 3-41 Chickens 0.16
- 3-42 Knock On Door / Steps To Door / Door Opens (comedy creak) 0.17
- 3-43 Door Buzzer / Steps To Door / Door Opens / Closes / Steps Away 0.17
- 3-44 Person Walking In Clogs 0.15
- 3-45 Jet Fighter Takeoff 0.17
- 3-46 Prop Plane Flying By 0.22
- 3-47 707 Jet Landing 0.32
- 3-48 Jet Fighter Passing 0.29
- 3-49 Jet Fighter Land And Switch Off Engines 1:21
- 3-50 World War 1 Tank Starts Up And Manoeuvres 1:30
- 3-51 IBM Selectric Typewriter 0.18
- 3-52 Olympia Electric Typewriter 0.15
- 3-53 Hand Stapler (Staping Paper) 0.11
- 3-54 Gun Stapler 0.15
- 3-55 Hand Saw 0.15
- 3-56 Hacksaw Sawing Metal 0.11
- 3-57 Hammering 0.25
- 3-58 Electric Saw 0.29
- 3-59 Electric Grinder 0.30

3-60 Compressor 0.38
3-61 Electric Sander 0.40
3-62 Pneumatic Hammer 0.57
3-63 Clock Ticking 0.21
3-64 Alarm On Electric Clock 0.15
3-65 Alarm On Wind-Up Clock 0.15
3-66 City Traffic 0.29
3-67 Cuckoo Clock with chime 0.15
3-68 Cannon Shots 0.06
3-69 War Scene - Guns, Shells, Bombs, Planes 1:10
3-70 M-14 Rifles Shooting 0.25
3-71 Passenger Train (Interior) 0.25
3-72 Highway Traffic 0.25
3-73 Car Crash 0.11
3-74 Screeching Tyres 0.07
3-75 Telephone Pick Up And Hang Up 0.05
3-76 Telephone Pick Up, Dial And Hang Up 0.26
3-77 Touchtone Dialling 0.15
3-78 Soda Opened & Poured 0.16
3-79 Champagne Cork Pops 0.04
3-80 Puppy 0.13
3-81 Dog Growling 0.21
3-82 Lion 0.14
3-83 Stagecoach 0.14
3-84 Rodeo 0.25
3-85 Cattle Drive 0.21
3-86 Indian War Whoops 0.20
3-87 Western Gunfight 0.22
3-88 Blender 0.37
3-89 Vacuum Cleaner 1:00
3-90 Garbage Disposal 0.29
3-91 Electric Can Opener 0.18
3-92 Tea Kettle 0.24
3-93 Refrigerator Doors 0.10
3-94 Pouring 0.24
3-95 Fizzing 0.41
3-96 Cloth Tearing 0.10
3-97 Boings 0.19
3-98 Traffic Jam (horns) 0.25
3-99 Electric Shaver 0.49
3-100 Glass Crashing 0.09
3-101 Store Door (With Bell) Opens/Closes Twice 0.11

Disc: Workshop of Sound (San Juan EFX004) (ADC #4)

4-1 Horse Whinnies 0.13
4-2 Cats Meowing 0.26
4-3 Cats & Kittens 0.28
4-4 Baby Chicks, Sound Of Brooder In Background 0.35
4-5 Kitten Crying 0.25
4-6 Kittens Crying 0.20
4-7 Foxhounds Praying 0.30
4-8 Two Horses Trotting On Pavement 0.46
4-9 Many Horses Galloping 0.12
4-10 Old Tractor (Runs/Stops/Starts) 1:40
4-11 Knock On Door / Foosteps / Door Opens 0.16
4-12 Blacksmiths Shop (Western) 1.19
4-13 Dinner Triangle 0.12
4-14 Farmyard Pump 0.16
4-15 Horse Crossing Wooden Bridge 0.15
4-16 Chicken Coop 0.42
4-17 Geese&Ducks 0.35
4-18 Cow Barn 0.37
4-19 Sheep/Goats/Kids 0.28
4-20 Pigs 0.30

4-21 Barnyard Animals 0.50
 4-22 Running Footsteps To Door / Door Opens/Closes 0.08
 4-23 Something Crashes Through Glass And Falls To Earth (Comic) 0.10
 4-24 Door Buzzer/Steps To Door / Door Opens / Caller Enters / Steps Away From Door 0.23
 4-25 Person Walking In Clogs / Walk Down Hall / Return 0.25
 4-26 Walking Down Hall 0.20
 4-27 Walking Upstairs, Door/Open/Closes 0.18
 4-28 Walking Down Stairs/Door Opens/Closes 0.18
 4-29 Keys In Door/Open Door/Steps Inside/Down Hall 0.21
 4-30 Large Building Lobby (Museum, Gallery Etc) 0.30
 4-31 Large Building Lobby (Different) 0.18
 4-32 Roller Skating Rink (Indoor) 0.30
 4-33 Ibm Selectric 11 (Electric Typewriter - Turner On / Put In Paper / Type / Remove Paper) 1:40
 4-34 Hunt & Peck Typist 0.28
 4-35 Olympia Electric Typewriter 1:50
 4-36 Cannon NP 50 Copier(Turned On/Off) 0.09
 4-37 Cannon NP 50 Copier(Turned On/Operation) 1:04
 4-38 Open/Close File Cabinet Drawers/Shuffle Through Papers 0.45
 4-39 Open/Close Metal Desk Drawers 0.27
 4-40 Mail Scale 0.18
 4-41 Hand Stapler 0.22
 4-42 Gun Stapler 0.23
 4-43 Hand Saw Sawing Wood 0.25
 4-44 Hand Saw Sawing Metal 0.22
 4-45 Hammering 1:12
 4-46 Hand Construction/Hammer Saw 0.22
 4-47 Electric Drill 0.20
 4-48 Electric Saw 0.25
 4-49 Electric Grinder 0.30
 4-50 Electric Sander 0.32
 4-51 Pneumatic Drill 0.39
 4-52 Theatre Applause Into Theatre Lobby 0.40
 4-53 Department Store 1:08
 4-54 General Office Sounds 0.31
 4-55 Cards - Shuffle & Deal 0.34
 4-56 Dice Throwing 0.25
 4-57 Dice Throwing With Voices Of Betters 0.35
 4-58 Carnival Game With Crowd Background 0.34
 4-59 Pinball Machine 0.53
 4-60 Roulette With Crowd Background 1:10
 4-61 Crap Tables (Overall Perspective) 1:55
 4-62 Slot Machines With Payoffs 1:26
 4-63 Horse Race - Start Gate With Crowd 0.17
 4-64 Sword Fight On Horseback 1:01
 4-65 Single Horse With Swordplay 0.35
 4-66 Horses Walking Over Rough Ground 1:50
 4-67 Western Scenes 1:45
 4-68 Florida Glades Background (Cranes, Kites, Herons Etc.) 2:07
 4-69 Western Scene (Buffalo Herd Stampeded By Hunters) 1:15
 4-70 Luncheon Party, Hilton Hotel 3:12
 4-71 Laughter: (A) Young Man Laughing 0.19, (B) Female Laughing 0.35, (C) Crowd Cheering & Laughing 0.20,
 (D) 2 Females Laughing 0.45, (E) Male Laughing Boisterously 0.36, (F) 2 Males Laughing Hysterically 0.44
 4-72 Household: (A) Nutmeg Grater & Shaker 0.28, (B) Stoking A Wood Stove 0.21, (C) Screwing A Lid On/Off A
 Jar 0.22
 4-73 Household: (A) Washing Dishes 0.56, (B) Stirring Eggs & Frying Them 1:28
 4-74 Baseball Game - Cheers & Boos 2:15
 4-75 Basketball Game 1:04
 4-76 Tugboat Whistle 0.09, 76(A) Tugboat Underway 1:10
 4-77 Submarine, Diesel Engine Submerges 0.3

Disc: Essential Comedy SFX, Vol. 1 BBC CD 843 1984/1991 (ADC #5)

See Disc ADC #21

Disc: Frights of the Night (San Juan EFX001) (ADC #6)

6-1 Midnight Gongs 0.40
6-2 Ghostly Sounds 0.32
6-3 Creaking Door Opens: 18
6-4 Demonic Laughter 0.32
6-5 Creaking Door Closes: 10
6-6 Footsteps 0.38
6-7 Knocking On Door 0.34
6-8 Unlock Door 0.05
6-9 Ghostly Music 0.56
6-10 Wolves Baying 0.23
6-11 Lion Growls 0.55
6-12 Solitary Gong 0.20
6-13 Chains 0.52
6-14 Creaking Door, Cat Howl, Demons Laugh, Door Closes 0.25
6-15 More Chains 0.25
6-16 Grave Digger 0.30
6-17 More Demonic Laughter 0.25
6-18 Mad Crazy Ape 1:30
6-19 Snarling Wolves 0.36
6-20 Ghosts W/Creaks 0.35
6-21 Midnight In The Graveyard With Clock Chiming 1:48
6-22 Eerie Music & Women Sobbing 0.40
6-23 Women Screaming 0.08
6-24 Two Women Screaming 0.12
6-25 More Sobbing 0.06
6-26 Alternative Mad Laughter With Scary Music 1:20
6-27 Solitary Gong 0.17
6-28 Ghostly Sounds 0.38
6-29 Rain In Woods 0.22
6-30 Raining 0.39
6-31 Wind & Rain 1:55
6-32 Thunder & Rain 0.45
6-33 Thunderstorm & Rain 1:05
6-34 Continuous Thunder 0.39
6-35 Storm With Damage 0.33
6-36 Chopping Tree 0.55
6-37 Chopping Log 0.45
6-38 Door Opens & Closes 0.04
6-39 More Creaking Doors Opening 0.20
6-40 More Creaking Doors Closing: 13
6-41 Jail Door Opens & Closes 0.05
6-42 Door Slams 0.05
6-43 Footsteps Up Steps, Key In Lock, Door Opens 0.11
6-44 Key In Lock 0.06
6-45 A Squeaky Door Open/Shuts: 15
6-46 Door Knocks Heavy 0.05
6-47 Foghorn 0.39
6-48 Screams Of Demonic Laughter 0.32
6-49 Ghost Sounds 1:00
6-50 Ghost In Space 0.40

Disc: BBC Essential Sound Effects (ADC #7)

7-1 Water: Seawash on shore
7-2 Water: Stream
7-3. Water: Seagulls over cliff
7-4. Water: Outdoor swimming pool
7-5. Water: Indoor swimming pool
7-6. Exteriors: Garden in Springtime
7-7. Exteriors: Park atmosphere (city-traffic and children)
7-8. Exteriors: Childrens playground
7-9. Horses: Pony Whinnies
7-10. Horses: Horse moves off, walks, stops

- 7-11. Horses: Pony snorts
- 7-12. Horses: Horse canters on turf
- 7-13. Horses: The hunt (at the gallop)
- 7-14. Horses: Horse race (with jump)
- 7-15. Farmyard: Large dog barking
- 7-16. Farmyard: Terrier snarling
- 7-17. Farmyard: Terrier barking and growling
- 7-18. Farmyard: Cows in field
- 7-19. Farmyard: Geese
- 7-20. Farmyard: Sheep and lambs
- 7-21. Farmyard: Cat miaowing
- 7-22. Sports: Football, whistle, match begins, goal, cheers
- 7-23. Sports: Village cricket, "howzat", applause
- 7-24. Sports: Tennis-game with umpire call
- 7-25. Space: Space ship takes off
- 7-26. Space: Space ship lands
- 7-27. Space: Space ship interior
- 7-28. Space: Outer space background
- 7-29. Zoo: Parrot house
- 7-30. Zoo: Elephant trumpeting
- 7-31. Zoo: Lion
- 7-32. Zoo: Tiger
- 7-33. Zoo: Sealion pond
- 7-34. Zoo: Chimpanzees
- 7-35. Zoo: Jungle at night
- 7-36. Air Travel: Jet airliner takes off
- 7-37. Air Travel: Jet airliner lands
- 7-38. Air Travel: Jet airliner interior in flight
- 7-39. Air Travel: Jet airliner taxis - engines shut down
- 7-40. Air Travel: Airport Terminal
- 7-41. Trains: High speed train passing (125)
- 7-42. Trains: Electric train arrives and departs from station
- 7-43. Trains: Passenger steam train passes
- 7-44. Trains: Large station terminal
- 7-45. Motor Traffic: London traffic (general)
- 7-46. Motor Traffic: Car, starts, ticks over and departs
- 7-47. Motor Traffic: Car passes at speed
- 7-48. Motor Traffic: Car approaches and stops
- 7-49. Motor Traffic: Motorbike starts and departs
- 7-50. Motor Traffic: London bus (interior) on route
- 7-51. Boats: Motor boat, start, reverse, manoeuvre
- 7-52. Boats: Rowing boat

Disc: Essential People SFX BBC CD 863 1993 (ADC #8)

FOOTSTEPS –

Pavement (Walking)

- 8-1 1 MAN STARTS AND STOPS 1.00
- 8-2 1 MAN APPROACHES AND STOPS 0.12
- 8-3 1 MAN DEPARTS 0.13
- 8-4 2 MEN START AND STOP 0.59
- 8-5 2 MEN APPROACH AND STOP 0.12
- 8-6 2 MEN DEPART 0.14
- 8-7 1 WOMAN STARTS AND STOPS 0.59
- 8-8 1 WOMAN APPROACHES AND STOPS 0.12
- 8-9 1 WOMAN DEPARTS 0.13
- 8-10 1 MAN AND 1 WOMAN START AND STOP 1.04
- 8-11 1 MAN AND 1 WOMAN APPROACH AND STOP 0.13
- 8-12 1 MAN AND 1 WOMAN DEPART 0.15

Pavement (Running)

- 8-13 1 MAN STARTS AND STOPS 1.02
- 8-14 2 MEN START AND STOP 1.02

- Wooden Floor - Dead Acoustic (Walking)

- 8-15 1 MAN STARTS AND STOPS 1.03
- 8-16 1 WOMAN STARTS AND STOPS 1.02
- 8-17 2 MEN START AND STOP 1.04
- 8-18 2 WOMEN START AND STOP 1.03
- 8-19 1 MAN AND 1 WOMAN START AND STOP 0.59

- Country Road (Walking)

- 8-20 1 MAN STARTS AND STOPS 1.04
- 8-21 1 WOMAN STARTS AND STOPS 1.04
- 8-22 2 MEN START AND STOP 1.04
- 8-23 2 WOMEN START AND STOP 1.12
- 8-24 1 MAN AND 1 WOMAN START AND STOP 1.08

MEDICAL

- Hospitals

- 8-25 OPERATING THEATRE - Surgery (close perspective) 2.06
- 8-26 OPERATING THEATRE - Surgery (general perspective) 1.27
- 8-27 VENTILATOR 2.10
- 8-28 PULSE MONITOR - Normal 2.00
- 8-29 PULSE MONITOR - Erratic, slows down, continuous tone 1.30
- 8-30 HEARTBEAT - 58 beats per minute (average for fit young person) 2.00
- 8-31 MATERNITY WARD - Atmosphere with crying of new baby 2.03

- Dentist

- 8-32 DENTIST - Polishing 0.14
- 8-33 DENTIST - High-speed drilling 0.19
- 8-34 DENTIST - Low-speed drilling 0.16
- 8-35 DENTIST - Filling 0.19
- 8-36 DENTIST - Suction tube 0.15
- 8-37 DENTIST - Mouthwash 0.10

ACTIVITIES

Golf

- 8-38 3 CHIP SHOTS 0.08
- 8-20 1 MAN STARTS AND STOPS 1.04
- 8-21 1 WOMAN STARTS AND STOPS 1.04
- 8-22 2 MEN START AND STOP 1.04
- 8-23 2 WOMEN START AND STOP 1.12
- 8-24 1 MAN AND 1 WOMAN START AND STOP 1.08
- 8-39 7 IRON SHOTS 0.29
- 8-40 5 DRIVING SHOTS 0.23
- 8-41 3 BUNKER SHOTS 0.17
- 8-42 3 PUTTING SHOTS (1st with birdsong, 2nd & 3rd into the hole) 0.13

Darts

- 8-43 3 DARTS THROWN AT BOARD 0.07

Sub-Aqua

- 8-44 AS HEARD BY SCUBA DIVER 2.14

Skiing

- 8-45 DOWNHILL SKIING, SKIERS PERSPECTIVE 2.14
- 8-46 SKIERS PASSING ON SLOPE 0.51

Tools and Do-It-Yourself Activities

- 8-47 CHISELLING WOOD (splintering sound) 1.21
- 8-48 CHISEL HAMMERED AND WOOD LEVERED UP 0.15
- 8-49 NAIL HAMMERED 0.15
- 8-50 TACK HAMMERED 0.10
- 8-51 TENON SAW THROUGH WOOD (Steady rhythm) 0.17
- 8-52 TENON SAW THROUGH WOOD (Closer perspective) 0.17
- 8-53 HAND SAW THROUGH PLYWOOD (Saw jams on some strokes) 0.25

8-54 FILE ON METAL 0.33
8-55 SANDING WOOD 0.59
8-56 NAIL PULLED 0.02
8-57 ELECTRIC DRILL IN WOOD 0.11
8-58 ELECTRIC DRILL IN METAL 0.13
8-59 ELECTRIC JIG-SAW THROUGH PLYWOOD 1.14

Building

8-60 ANVIL, METAL HAMMERED HARD BY BLACKSMITH 1.42
8-61 PNEUMATIC DRILL USED ON TARMAAC 2.14
8-62 BUILDING SITE - General atmosphere 2.00
8-63 BUILDING SITE - Hammering steel girders 1.40

SPLASHES

8-64 PERSON FALLS INTO WATER 0.10
8-65 PERSON FALLS INTO WATER 0.10
8-66 PERSON FALLS INTO WATER 0.10
8-67 PERSON SPASHES IN WATER 1.46

Total running time 65.40

Disc: Essential Crowd SFX BBC CD 862 1993 (ADC #9)

MEDIUM-SIZED CROWDS (EXTERIOR ACOUSTIC)

9-1 GENERAL CHATTER OF EXPECTANT CROWD WITH CHILDREN 2.00
9-2 CROWD MILLING AROUND - Chatter and footsteps 1.32
9-3 STREET WITH PEDESTRIANS - General chatter, footsteps and distant traffic 2.00
9-4 MIXED GENERAL CHATTER - Close perspective 2.11
9-5 MIXED CHEERFUL CHATTER AND LAUGHTER 2.00
9-6 MIXED CHATTER AND FOOTSTEPS ON GRAVEL WITH SOME BACKGROUND BIRDSONG 2.00
9-7 MIXED GENERAL CHATTER WITH LAUGHTER (constant background) 1.54
9-8 SMALL CROWD AT GARDEN PARTY (American) 0.59
9-9 CROWD AT FESTIVAL (American) - with distant music in background 2.00
9-10 NARROW STREET WITH PASSING CROWDS, BICYCLES AND LIGHT TRAFFIC 2.00

CROWDS AT SPECIAL OCCASIONS

9-11 INDUSTRIAL DISPUTE: Jeers and calls 0.51
9-12 INDUSTRIAL DISPUTE: Chanting 1.25
9-13 INDUSTRIAL DISPUTE: Cheers, claps and boos 0.47
9-14 CRICKET MATCH WITH STROKES MADE AND APPLAUSE, GENERAL CHATTER, LAUGHTER AND CALLS FROM THE CROWD 3.06
9-15 STREET CROWD - Cheers and applause at Marathon 1.51
9-16 FOOTBALL CROWD - During match with chants and cheers 2.31
9-17 FOOTBALL CROWD - Near miss 0.20
9-18 FOOTBALL CROWD - Goal scored with chanting and celebration 1.20
9-19 EXPECTANT CROWD IN STREET AT ROYAL OCCASION 2.15
9-20 EXCITED CROWDS AT FINISH OF HORSE RACE WITH RESULTS ANNOUNCED ON PUBLIC ADDRESS 0.54
9-21 CROWD AT FAIRGROUND WITH INDISTINCT MUSIC IN BACKGROUND 2.00

INTERIORS

9-22 SWIMMING POOL - Noisy crowd of young people and children 2.00
9-23 SHOPPING CENTRE - Shoppers passing by with indistinct music in background 2.00
9-24 SUPERMARKET ATMOSPHERE - Shoppers with trolleys and baskets 2.00
9-25 COFFEE SHOP OF BIG HOTEL - Hubbub of diners with noise from cutlery and crockery 2.00
9-26 BUSY HOTEL FOYER - General chatter 2.00
9-27 HOSPITAL WARD - Men 2.00
9-28 HOSPITAL WARD - Women 2.00
9-29 PUB - Lunchtime crowd 2.06
9-30 ANIMATED CHAT AT PARTY 2.00

APPLAUSE AND AUDIENCE REACTIONS (LIGHT ENTERTAINMENT AUDIENCE)

9-31 CONTINUOUS CHEERS AND APPLAUSE 0.17
9-32 LAUGH INTO APPLAUSE 0.08

9-33 CHEER INTO APPLAUSE 0.14
9-34 CONTINUOUS APPLAUSE 0.25
9-35 BOOS AND HISSES 0.16

THEATRE AND CONCERT AUDIENCE

9-36 LAUGHTER, APPLAUSE INTO INTERVAL WITH GENTLE HUBBUB 1.30
9-37 APPLAUSE AND CHEERS AFTER CONCERT 1.31
9-38 APPLAUSE 0.09
9-39 LAUGHTER AND APPLAUSE 0.08
9-40 LAUGHTER AND APPLAUSE 0.11
9-41 FINAL LONG APPLAUSE, AUDIENCE LEAVES THEATRE 1.54

Total running time 65.45

Disc: Essential Sounds of the Countryside BBC CD 861 1993 (ADC #10)

COUNTRY ATMOSPHERES

10-1 FARM - dawn in late Spring (with bird song distant animals and cock crows) 2.30
10-2 VILLAGE - evening in late Spring (with birdsong, distant dog, crows and woodpigeons) 2.15
10-3 FARM - dawn in Summer (with birdsong, pigeons, distant peacock and sheep) 2.35
10-4 MIXED WOODLAND - morning in Spring (with distant crows) 2.00
10-5 WOODLAND - {mixed deciduous} on a windy day 1.40
10-6 LAKE - early morning in Spring (with water fowl and mallards rising from water) 2.16
10-7 MARSHY PASTURE - windy early morning in Winter (with lapping water and distant curlews) 2.08
10-8 BLEAK ISLAND MOORLAND (with curlews, skuas and divers) 1.13
10-9 SMALL BROOK BABBLING (close perspective) 2.01
10-10 HILLSIDE WITH WIND IN TREES 2.04
10-11 TREE CREAKING IN STRONG WIND 2.10

COUNTRY LIFE

10-12 CHURCH BELLS SEQUENCE
(a) single tolling bell (about 1 per second)
(b) single tolling bell (irregular)
(c) pealing bells 2.05
10-13 CRICKET MATCH - village green 2.40
10-14 FOX HUNTING (Hounds and Huntsmans Horn) 1.03
10-15 POINT - TO-POINT - racing sequence with Public Address announcements
(a) start of race
(b) horses pass mid-way
(c) finish of race 1.15
10-16 VILLAGE PUB AT LUNCHTIME - (pints pulled) 1.57
10-17 VILLAGE PUB - busy evening crowd 1.07
10-18 VILLAGE STORE - audible dialogue from shoppers 1.15

HORSES

10-19 BLACKSMITH PREPARING HORSESHOES 0.50
10-20 HORSE LED OUT OF STABLE 0.19
10-21 STABLE DOOR OPENED AND HORSES LED OUT 0.27
10-22 HORSES ON TREK 0.57
10-23 HORSE AND CART 1.47
10-24 HORSE TROTGING 0.24
10-25 HORSE WALKING 0.20
10-26 HORSE AT GALLOP 0.15
10-27 RESTLESS HORSE ON ROUGH TRACK 0.28

FARM ANIMALS

10-28 FLOCK OF SHEEP IN FIELD 1.10
10-29 LAMB BLEATING IN BARN 1.33
10-30 FLOCK OF SHEEP IN FIELD - some close bleating 0.51
10-31 SHEEP UNLOADED AT MARKET 0.55
10-32 CHICKENS (Free Range) - scratching in grass 1.44
10-33 COWS MOOING IN YARD 1.32

10-34 COWS AND CALVES IN FIELD 0.41
10-35 COWS IN MUDDY LANE 0.38
10-36 CATTLE MARKET AUCTION 2.02
10-37 SHEEP AUCTION 1.46
10-38 GEESE CACKLING 0.38

FARMING

10-39 TRACTOR USING HEDGE CUTTER AROUND EDGE OF FIELD 2.14
10-40 TRACTOR 0.39
10-41 TRACTOR IN YARD 0.20
10-42 GRAIN BLOWER 0.47
10-43 CHOPPING TREE - tree falls 1.00
Total running time 64.38

Disc: Essential Sounds of the City BBC CD 860 1993 (ADC #11)

CITY ATMOSPHERES

11-1 CITY TRAFFIC AND PEDESTRIANS 2.35
11-2 CITY SKYLINE - wide perspective 2.30
11-3 AIRPORT - exterior atmosphere 2.28
11-4 MAIN LINE RAILWAY STATION - including train arriving and passengers alighting 3.28
11-5 CITY STREET - pedestrians and traffic 2.00
11-6 PEDESTRIAN PRECINCT 1.58
11-7 EARLY MORNING - city street 1.52
11-8 TRAFFIC ON MAIN ROAD 2.02
11-9 STREET WITH VOICES AND TRAFFIC 2.15
11-10 VERY BUSY TOWN STREET WITH PASSING MOTORCYCLES AND TRAFFIC 2.32
11-11 MOTORWAY - traffic passing 2.20

CITY ATMOSPHERES (INTERIOR)

11-12 SHOPPING CENTRE - interior atmosphere 2.15
11-13 SUPERMARKET - customers and checkouts 2.00
11-14 LOBBY OF BIG INTERNATIONAL HOTEL 2.00
11-15 ELECTRONIC OFFICE - city dealing room 1.52
11-16 ELECTRONIC TYPEWRITER - single 1.22
11-17 WHOLESALE MARKET 1.40

PAY PHONE SOUND EFFECTS

11-18 BT VISCOUNT MODEL - 12 rings and pickup 0.39
11-19 BT PAYPHONE - (pushbutton) call dialled (9 digits) 0.21
11-20 MONEY INSERTED 0.04
11-21 RECEIVER REPLACED 0.03
11-22 RECEIVER REPLACED MORE FORCEFULLY 0.04
11-23 PHONE RINGING IN CALLBOX 0.27
11-24 MONEY INSERTED AND CALL DIALLED - (9 digits) 0.14
11-25 RECEIVER REPLACED AND COINS RETURNED 0.07
11-26 PHONE RINGING IN CALLBOX 0.24

PUBLIC PLACES

11-27 BUSY PUB ON SATURDAY NIGHT 1.22
11-28 BUSY AMERICAN BAR 2.10
11-29 LIBRARY - quiet interior 2.11
11-30 PEOPLE MILLING ABOUT CHATTING ANIMATEDLY AT A RECEPTION 1.46
11-31 ART GALLERY - quiet interior with footsteps 2.05
11-32 CAFETERIA RESTAURANT (Self-service) 1:10

DEMOLITION

11-33 DEMOLITION OF MASONRY WITH SLEDGEHAMMER 0.4:1
11-34 DEMOLITION OF CHIMNEY BY EXPLOSION 0.12

ELECTRONIC NOISES AND ALARMS

11-35 AMUSEMENT ARCADE WITH ELECTRONIC GAMES 2.07
11-36 CAR ALARM 0.45
11-37 ELECTRONIC ALARM 1 0.17

11-38 ELECTRONIC ALARM 2 0.14
11-39 BURGLAR ALARM BELL 0.:14

HEAVY INDUSTRY

11-40 FURNACE 1.45
11-41 STEEL MILL 1.55
11-42 TEXTILE MILL 1.:10
11-43 REFUSE TRANSFER PLANT WITH CRUSHER 1.:15
Total running time 66.48

Disc: Essential Foreign SFX BBC CD 870 1993 (ADC #12)

NATURAL ENVIRONMENTS

Indian Subcontinent

12-1 JUNGLE - AT NIGHT - Insects and distant animal calls 1.45
12-2 DRY DECIDUOUS WOODLAND - DAWN - with bird calls (doves, mynahs, warblers and parakeets) 1.45
12-3 INDIAN ELEPHANT - Trumpeting 0.35
12-4 TIGER SNARLING AND GROWLING 0.57

Africa

12-5 BUSH GAME PARK - Atmosphere after Sunset with insects 1.46
12-6 TROPICAL RAINFOREST - EVENING - Tree frogs and crickets 1.45
12-7 LAKESIDE - EARLY MORNING - Lively dawn chorus of birdsong, insects and frogs 1.46
12-8 LION - Roaring with atmosphere of bush insects 0.44
12-9 ELEPHANT- Trumpeting 0.11
12-10 CHIMPANZEES - Calls 0.18
12-11 BABOON - 0.10

South America

12-12 JUNGLE - LATE EVENING - Frogs and insects 1.26
12-13 SWAMP - EVENING - With bird calls (ibis, kiskadee, toucan and parakeet) 1.50

Europe

Switzerland

12-14 ALPINE COWBELLS - Large 0.45
12-15 ALPINE COWBELLS - Small 0.45

Greece

12-16 GOATS WITH BELLS ON HILLSIDE PASTURE WITH INSECTS AND BIRDSONG 1.29
12-17 CHAFFINCHES WITH CRICKETS, BEES AND OTHER INSECTS ON HILLSIDE - MIDDAY 1.31

URBAN ENVIRONMENTS

North America

12-18 TRAFFIC - Rush hour in big city 1.32
12-19 BUSY BAR WITH LOUD CHAT FROM CUSTOMERS AND STAFF 1.35
12-20 FREIGHT TRAIN WITH SIREN PASSES 1.27
12-21 DELICATESSEN RESTAURANT - Diners chat at lunchtime 1.30

South America

12-22 SMALL CAFE - Paraguay, with distinct speech and radio playing 1.32
12-23 MARKET- Brazil, with speech and music from traditional musicians (berimbau and pandeiro instruments) 1.30

India

12-24 BUSY CITY STREET - Calcutta, with traffic, footsteps, bells and speech 1.30
12-25 TEMPLE CROWD - Benares, with chanting, handclaps, bells and speech 1.31

China and Hong Kong

12-26 BUSY STREET WITH ANIMATED CROWD AND MANY PASSING BICYCLES 1.31
12-27 STREET MARKET - Hong Kong, with crowds and traffic 1.30

Morocco

12-28 SOUK (Market) - Marrakesh, with music from traditional instruments and drums, distant traffic 2.08

Central African Republic

12-29 MARKET WITH PASSING CROWD, DISTINCT SPEECH AND DISTANT TRAFFIC 1.31

European Cities

12-30 MAASTRICHT - Netherlands. Busy market square with carillon 1.28

12-31 MADRID - Spain. Bar with chat and noise from glasses and crockery with electronic game played 1.31

12-32 PUERTO St. MARIA - Spain. Busy dining-room in hotel 1.26

12-33 PUERTO St. MARIA- Spain. General atmosphere in town square with chatter, children and traffic 1.20

12-34 VENICE - Italy. Besides a busy canal with passing boat traffic, footsteps and speech.

Water-Bus arrives and passengers disembark 2.12

12-35 HERAKLION - Greece. Small Cafe with animated chat and coffee machine 1.30

12-36 AGHIOS NICOLAUS - Crete, Greece. Busy market with stallholders - shouts, chatter, bustle and distant traffic 1.48

12-37 MOSCOW- Russia. Central market (interior) lively atmosphere with speech 1.31

12-38 MOSCOW - Russia. Red Square outside Lenin Mausoleum-some speech including foreign tourists, bells and footsteps 1.41

12-39 PARIS - France. Open Air Cafe in Tuileries Gardens with speech, passing pedestrians, birds and distant traffic 1.30

12-40 PARIS - France. Atmosphere in Precinct of St. Gervais Church- bells toll for Sunday Mass 1.31

12-41 PARIS- France. Atmosphere in busy cafe at lunchtime - general chatter, orders and greetings called by waiter 1.33

12-42 VIENNA - Austria. Beer Garden - relaxed chat, birdsong and distant traffic 1.37

12-43 VIENNA - Austria. Coffee house with chat, rustles of newspapers and noise from kitchen 1.07

12-44 WARSAW - Poland. Animated atmosphere in market with speech 1.30

12-45 WARSAW - Poland. Church bells tolling and town band playing with passing pedestrians 1.13

Total running time 68.03

Disc: Essential Weather SFX BBC CD 868 1993 (ADC #13)

RAIN

13-1 LIGHT RAIN FALLING ON TREES AND UNDERGROWTH 2.30

13-2 HEAVY RAIN IN YARD (drains into gully) 2.30

13-3 DRIVING RAIN ON WINDOW (interior acoustic) 2.30

13-4 HEAVY RAIN 2.30

HAIL

13-5 HAIL ON UMBRELLA 2.00

13-6 HAIL ON WINDOW (interior acoustic) 2.00

SNOWSTORMS / FIERCE WIND

13-7 BLIZZARD 2.30

13-8 ANTARTIC WHITE-OUT 2.30

THUNDER

13-9 THUNDER CLAP 0.14

13-10 THUNDER CLAP 0.09

13-11 THUNDERCLAP 0.07

13-12 THUNDERCLAP 0.12

13-13 THUNDERCLAP 0.11

13-14 THUNDERCLAP 0.10

13-15 THUNDER ROLL WITH RAIN 0.23

13-16 THUNDER STORM (light rain) 3.32

13-17 "FRANKENSTEIN'S CASTLE" - melodramatic/cartoon atmosphere - with rain and thunder 2.00

LIGHTNING

13-18 LIGHTNING STRIKE (right to left) 0.03

13-19 LIGHTNING STRIKE (left to right) 0.03

13-20 LIGHTNING STRIKE WITH THUNDER CRASH 0.11

13-21 LIGHTNING STRIKE WITH THUNDER CRASH 0.06

FOG

- 13-22 FOG HORN - Whitby Lighthouse (close) 0.22
- 13-23 FOG HORN - Whitby Lighthouse (distant) 0.27
- 13-24 FOG HORN - Flamborough Head Lighthouse (close) 0.10
- 13-25 FOG HORN - Flamborough Head Lighthouse (distant) 0.12

AVALANCHE

- 13-26 AVALANCHE OF ICE (close) 1.33
- 13-27 AVALANCHE OF ICE (distant) 2.21

WIND

- 13-28 STEADY BREEZE 2.00
- 13-29 STRONG WIND IN TREES 2.00
- 13-30 GALE HEARD FROM INSIDE HOUSE RATTLING WINDOWS 2.05
- 13-31 BLUSTERY WIND 2.05
- 13-32 GUSTY WIND THROUGH WIRES 2.00
- 13-33 LOW-PITCHED WIND 2.05
- 13-34 POLAR WIND 2.00
- 13-35 HIGH-PITCHED WIND 2.00
- 13-36 HOWLING WIND 2.00
- 13-37 TORNADO/WHIRLWIND (melodramatic) 2.05

WATER

- 13-38 HEAVY SURF AND WAVES ON SEASHORE 2.30
 - 13-39 GENTLE SEAWASH ON SHORE 2.30
 - 13-40 SEAWASH - sailing ship in choppy water with blustery wind 2.30
 - 13-41 WEIR IN FLOOD 2.00
- Total running time 65.36

Disc: Essential Seasonal Birdsong BBC CD 846 (ADC #14)

WOODLAND AND GARDEN BIRDS

JANUARY

- 14-1 SONG THRUSH 0.52 (*Turdus philomelos*) (Oct-July Inverness 1959, Simms)
- 14-2 MISTLE THRUSH 0.30 1957 Simms (*Turdus viscivorus*) (Nov-May Kent, 1954, Simms)
- 14-3 ROBIN 0.23 (*Erithacus rebecula*) (Aug-July but distinct spring song: Worcs. 1951. Simms)
- 14-4 GREAT TIT 0.23 (*Parus maior*) (mainly Jan-June Sussex. 1960. Simms)
- 14-5 BLUE TIT 0.27 (*Parus caeruleus*) (mainly Jan-June Sussex. 1960. Simms)
- 14-6 COAL TIT 0.30 (*Parus ater*) (mainly Jan-June Kent, 1954. Simms)
- 14-7 STARLING SONG 0.35 (*Sturnus vulgaris*) Song (Mainly Aug-May, New Forest, 1960, Perry)
- 14-8 STARLING IMITATING GOLDEN ORIOLE 0.23 (*Sturnus vulgaris*) (Holland, 1963. Burton)
- 14-9 WREN 0.47 (*Troglodytes troglodytes*) (Mainly Feb-Autumn Hants, 1957 Simms)

FEBRUARY

- 14-10 BLACKBIRD 1.11 (*Turdus merula*)(Feb-July Midd'x, 1961, Simms)
- 14-11 WOODPIGEON 0.27 (*Columba palumbus*) (mainly Feb-Sept: BBC)
- 14-12 WOODLAND CHORUS 0.47 (Kent, 1954, Simms)
- 14-13 STOCK DOVE 0.34 (*Columba oenas*) (mainly Feb-Sept: Surrey, 1937, Koch)
- 14-14 CHAFFINCH 0.31 (*Fringilla coelebs*) (mainly Feb-July: New Forest, 1960, Perry)
- 14-15 MARSH TIT 0.31 (*Parus palustris*) (Late Jan-April: RFEP 216)
- 14-16 TREECREEPER 0.30 (*Certhia familiaris*) (mainly Feb-May: RFEP 213)
- 14-17 NUTHATCH 0.38 (*Sitta europaea*) (Winter-June RFEP 21)
- 14-18 LONG EARED OWL 0.29 (*Asio otus*) (mainly Feb-April Wilts, 1959, Perry)

MARCH

- 14-19 WOODLAND CHORUS 0.44 (Herts, 1952, Simms)
- 14-20 CARRION CROW CALL 0.19 (*Covus corone*) (Surrey, 1937 Koch)
- 14-21 CARRION CROW MOTORHORN NOTE 0.24 (*Covus corone*) (surrey, 1937, Koch)
- 14-22 ROOK 0.40 (*Corvus frugilegus*) (Rookery, sussex, 1960, simms)
- 14-23 GREAT SPOTTED WOODPECKER 0.25 (*Dendrocopus major*) Drumming: (March-May Berwick, 1950, BBC)
- 14-24 HERON 0.42 (*Ardea cinerea*)Colony (Kent.1963, Burton)
- 14-25 WOODCOCK 0.37 (*Scolopax rusticola*) Roding (RFEP 215)

- 14-26 BULLFINCH 0.28 (*pyrrhula pyrrhula*) Sub-song (RFEP216)
 14-27 GREEN FINCH 0.38 (*Carduelis chloris*) (mainly Mar-early Aug: Inverness, 1959, Simms)
 14-28 REDPOLL 0.36 (*Acanthis flammea*) (mainly Mar-Sept: suffolk, 1953, Simms)
 14-29 HAWFINCH 0.39 (*Coccothraustes coccothraustes*) (Mar-May: RFEP 231)
 14-30 CHIFFCHAFF 0.39 (*Phylloscopus collybitis*) (Mar-July and Autumn: Suffolk, 1960, Perry)
 14-31 REDWING 0.43 (*Turdus musicus*) (Kent, 1954, simms)

APRIL

- 14-32 CARRION CROW 0.37 Roost departing (Northants, 1967, Simms)
 14-33 DAWN CHORUS 0.47 Early April, (Northants, 1967, Simms)
 14-34 WILLOW WARBLER 0.33 (*Phylloscopus trochilus*) (April-July: Inverness, 1957, Simms)
 14-35 BLACKCAP 0.42 (*Sylvia atricapilla*) (April-July Kent, 1951, Simms)
 14-36 GARDEN WARBLER 0.43 (*Sylvia borin*) (late April-July New Forest, 1964, Simms)
 14-37 WHITETHROAT 0.40 (*Sylvia communis*) (April-July Belgium, 1938, Koch)
 14-38 NIGHTINGALE 0.43 (*Luscinia megarhynchos*) (April-June Stirling, 1952, BBC)
 14-39 REDSTART 0.44 (*Phoenicurus phoenicurus*) (April-early July: Inverness, 1959, Perry)
 14-40 TREE PIPIT 0.45 (*Anthus trivialis*) (April-July: Koch)
 14-41 CUCKOO 0.43 (*Curculus canorus*) (Kent, 1951, Simms)
 14-42 WOODLAND CHORUS 0.36 (Kent, 1951, Simms)

MAY

- 14-43 WOODLAND CHORUS 1.08 (Suffolk, 1952, Simms)
 14-44 SONG THRUSH AND ROOK 0.39 (Northumberland, 1961, Simms)
 14-45 HERONRY ATMOSPHERE 0.33 (Kent, 1963, Kendall)
 14-46 WOOD WARBLER 0.55 (*Phylloscopus sibilatrix*) (May-July New Forest, 1964, Simms)
 14-47 TURTLE DOVE 0.40 (*Streptopelia turtur*) (late April-Aug: Suffolk, 1969, Perry)
 14-48 PIED FLYCATCHER 0.55 (*Muscicapa hypoleuca*) (late April-July: Yorks, 1961, Simms)
 14-49 LONG TAILED TIT 0.25 (*Aegithalos caudatus*) (Mayo, 1961, Perry)
 14-50 GREAT TIT AND SPARROWHAWK 0.38 Adult hiss (Oxon, 1962, Simms) (*Accipiter nisus*) (Devon, 1950, Koch)
 14-51 KESTREL 0.26 (*Falco tinnunculus*) (Devon, 1950, Koch)
 14-52 LONG EARED OWLS AND NESTLINGS 0.24 (Wilts, 1959, Perry)
 14-53 SERIN 0.39 (*Serinus canarius*) (Castle, 1956, Simms)

JUNE

- 14-54 YELLOWHAMMER 0.42 (*Emberiza citrinella*) (mainly Feb-Sept, Aberdeenshire, 1951, BBC)
 14-55 DAWN CHORUS AND HERONS 0.35 (Lancs, 1951, BBC)
 14-56 ICTERINE WARBLER 0.43 (*Hippoloais icterina*) (May-early July Germany, 1934, Koch)
 14-57 MELODIOUS WARBLER 0.20 (*Hippolais polyglotta*) (Camargue, 1954, Simms)
 14-58 REDBACKED SHRIKE 0.44 (*Lanius callurio*) (May-July RFEP 208)
 14-59 BUZZARD 0.32 (*Buteo buteo*) (Devon, 1950, Koch)
 14-60 HONEY BUZZARD 0.25 (*Pernis apivorus*) (RFEP 232)
 14-61 YOUNG KESTRELS 0.25 (New Forest, 1960, Perry)
 14-62 YOUNG STARLINGS 0.19 (New Forest, 1960, Perry)
 14-63 YOUNG JAYS 0.16 (Somerset, 1959, Perry)
 14-64 YOUNG GREAT SPOTTED WOODPECKERS 0.22 (Holland, 1963, Burton)
 14-65 NIGHTJAR 0.36 (*Caprimulgus europaeus*) (May-Aug, RFEP 213)

JULY

- 14-66 JULY CHORUS WITH WREN 0.50 (Hants 1957, Simms)
 14-67 GREENFINCH ALARM 0.33 (Inverness, 1959, Simms)
 14-68 HOBBY 0.40 (*Falco subbuteo*) Hen. (Hants, 1957, Simms)
 14-69 ADULTS AND YOUNG JACKDAW 0.23 (Inverness, 1959, Simms)
 14-70 SINGLE YOUNG JACKDAW 0.22 (Hants, 1957, Simms)
 14-71 YOUNG BLACKCAP 0.30 (Norfolk, 1955, Simms)
 14-72 YOUNG TAWNY OWLS 0.35 (*Strix aluco*) (Surrey, 1959, Simms)
 14-73 YOUNG SPARROWHAWKS 0.35 (Devon, 1950, Koch)

LATE SUMMER AND EARLY AUTUMN

- 14-74 YELLOWHAMMER 0.36 (Ross and Cromarty, 1950. BBC)
 14-75 AUTUMN ROBIN SONG 0.42 (Norfolk. 1956, Simms)
 14-76 AUTUMN GREAT TIT SONG 0.46 (New Forest, 1967, Simms)
 14-77 LINNET 0.35 (*Acanthis cannabina*) (Jan-Oct, New Forest, 1960, Perry)
 14-78 MAGPIE 0.23 (*Pica pica*) (Oxon, 1961, Simms)
 14-79 STARLINGS IN ELDERS 0.34 (Oxon, 1961, Simms)

- 14-80 SMALL BIRDS MOBBING TAWNY OWL 0.35 (Essex, 1954, Simms)
- 14-81 TAWNY OWLS HOOTING 0.37 (Glos, 1966, Burton)
- 14-82 BARN OWL 0.25 (Tyto alba) (N Ireland, 1946, BBC)

THE END OF THE YEAR

- 14-83 STARLINGS ASSEMBLING 1.00 (Staffs 1952, Simms}
- 14-84 PHEASANT 0.27 (Phasianus colchicus) (Staffs, 1952, Simms)
- 14-85 BLACKBIRDS AT ROOST 0.25 (Staffs, 1952, Simms}
- 14-86 REDWINGS AT ROOST 0.45 (Staffs, 1951, Simms)
- 14-87 ROOKS AND JACKDAWS LEAVING ROOST 1.38 (Staffs, 1952, Simms}

Total time 53.51

Eric Simms, Roger Perry, Ludwig Koch et. al.

RFEP - Sveriges Radio archives.

Disc: Essential Home Video SFX BBC CD 853 1978/9, 1991 (ADC #15)

SPORT AND RECREATION

- 15-1 Firework Display (s) 1.07
- 15-2 Water Skiing (m) 1.00
- 15-3 Betting Shop (m) 1.03
- 15-4 Fish and Chip Shop (m) 1.02
- 15-5 Audience Laugh (s) 0.05
- 15-6 Audience Laugh and Applause (s) 0.08
- 15-7 Audience Laugh (s) 0.06
- 15-8 Audience Laugh (different acoustic) (s) 0.05
- 15-9 Rowing Boat (m) 0.42
- 15-10 Sailing Ship (m) 0.49
- 15-11 Public House (s) 0.46
- 15-12 Ice skating(m)0.43
- 15-13 Cricket (stroke, applause, crowd) (m) 0.17
- 15-14 Yachting (m) 0.34
- 15-15 Tenpin Bowling (m) 0.49
- 15-16 Skiing (m) 0.33
- 15-17 Pony Trekking (m) 0.53
- 15-18 Tennis (m) 0.52
- 15-19 Hot Rod Race (s) 1.02

FUNFAIR AND SEASIDE

- 15-20 Fruit Machine (m) 0.10
- 15-21 Talking Weighing Machine (12st lib) (m) 0.13
- 15-22 Talking Weighing Machine (8st Sib) (m) 0.12
- 15-23 Ball Bearing in Spiral Machine (m) 0.32
- 15-24 Shooting Cats Machine (m) 0.17
- 15-25 Pinball Machine (m) 0.43
- 15-26 Childrens' Roundabout (m) 1.03
- 15-27 Fairground Atmosphere (m) 1.03
- 15-28 Carnival Crowd (m) 1.02
- 15-29 Kids in Playground (s) 0.47
- 15-30 Seawash (s) 1.04

SEASIDE

- 15-31 Donkeys on the Beach (m) 0-37
- 15-32 Outdoor Swimming Pool (m) 1.01
- 15-33 Indoor Swimming Pool (s) 1.03
- 15-34 Diving off Springboard (m) 0.10
- 15-35 Beach Atmosphere (kids and seawash) (m) 1.02
- 15-36 Seagulls over Cliff (m) 1.04
- 15-37 Heavy Rain (s) 0.52
- 15-38 Thunder and Rain (s) 0.47

CROWDS AND PLACES

- 15-39 Large Cafe (Italian but suitable for any country) (s) 1.03

15-40 Large Church (m) 0.42
15-41 Park Atmosphere (city - traffic and children) (m) 0.47
15-42 Ethiopian Village (suitable for any native village) (m) 0.53
15-43 Arab Market (m) 0.49
15-44 Oriental Crowd (m) 1.03
15-45 Museum Atmosphere (s) 1.01
15-46 Provincial Atmosphere (suitable for any background) (s) 0.36
15-47 Large Indoor Crowd (s) 1.05
15-48 Large Station Terminal (s) 1.02
15-49 Airport Terminal (m) 1.06
15-50 Street Market (suitable for any country) (s) 1.03
15-51 African Village (with drums) (m) 0.54
15-52 Light suburban Traffic (s) 1.03

NORTH AFRICA

15-53 Vase drum, cup bells, tambourine and flute (s) 3.31

ARAB MARKET

15-54 Background effects (s) 1.36

CUP BELLS, VASE DRUM

15-55 Cup bells, vase drum (s) 1.56

THE AEGEAN

15-56 Epirian miralogia style - vase drums, guitar, accordion, clarinet (s) 3.15

THE SEA

15-57 Effects (s) 1.46

GREECE

15-58 Village music, Accordion, clarinet, piano, tambourine (s) 3.48

ITALY

15-59 Harpsichord, guitar, voice. Based on traditional song from Abruzzi about fountains. Vocal Sylvia Moore (s) 3.47

FOUNTAIN

15-60 Effects (s) 1.37

GIBRALTAR

15-61 Piano and percussion. Current Spanish influence 'pop' piano. Brian Wade (s) 2.30

SPAIN

15-62 Guitar and voice. A traditional love song and Sevillana rasqueado rhythms. Vocal Sylvia Moore. (s) 3.37

CICADAS

15-63 Effects (s) 1.05

FRANCE & BELGIUM

15-64 Accordion, clarinet, piano (s) 2.00

FRENCH CAFE

15-65 Effects (s) 1.41

HOLLAND

15-66 Melodica, harpsichord. Dutch folk song about a farmer with one shoe (s) 1-41

DUTCH CARNIVAL WITH CHAIR DANCE

15-67 Effects (s) 1.23

Total running time 76.54

(m) MONO

(s) STEREO

Disc: 30 Years at the Radiophonic Workshop 1963-1993 (ADC #16)

- 16-1 Original Theme
- 16-2 TARDIS exterior
- 16-3 TARDIS Take-off
- 16-4 Sensorites in Laboratory - The Sensorites
- 16-5 Slyther on the move - The Dalek Invasion of Earth
- 16-6 Death of a Mirebeast - The Chase
- 16-7 Mechanoid - The Chase
- 16-8 Dalek Space Ship Takes Off - The Chase
- 16-9 Dalek Space Ship Lands - The Chase
- 16-10 Chumblie constant run - Galaxy Four
- 16-11 Chumblie at rest - Galaxy Four
- 16-12 Chumblies dies - Galaxy Four
- 16-13 A Few Fish People - The Underwater Menace
- 16-14 Signature Tune: A New Beginning
- 16-15 Propaganda Sleep Machine - The Macra Terror
- 16-16 Macra Control and Macra - The Macra Terror
- 16-17 Destruction of the Daleks - The Evil of the Daleks
- 16-18 Cobweb Mutates - The Web of Fear
- 16-19 Yeti Growls roars and dies - The Web of Fear
- 16-20 Four Yetis Signalling - The Web of Fear
- 16-21 Cybermats attracted to Ship - The Wheel in Space
- 16-22 Start of the Cyber Invasion - The Wheel in Space
- 16-23 Birth of Cybermats - The Wheel in Space
- 16-24 Cybermat killed by Special Sound - The Wheel in Space
- 16-25 Quarks chuckle - The Dominators
- 16-26 Quark Kills - The Dominators
- 16-27 Quark goes beserk and explodes - The Dominators
- 16-28 Kroton Theme with Birth and Death of a Kroton - The Krotons
- 16-29 Original Sonic Screwdriver - The War Games
- 16-30 Time Zone - The War Games
- 16-31 Sidrat Control - The War Games
- 16-32 Factory with Mechanical and Physiological Autons and Auton Guns - Spearhead from Space
- 16-33 Signature Tune: 'The Delaware' version
- 16-34 TARDIS Lands
- 16-35 Threat to Sarah - The Sontaran Experiment
- 16-36 Sonic Screwdriver (multi-purpose mode)
- 16-37 Wirm in the Infrastructure - The Ark in Space
- 16-38 Void - Masque of Madragora
- 16-39 Shuttle Landing Sequence - The Invisible Enemy
- 16-40 Fendahl Shuffle and Slobber - Image of the Fendahl
- 16-41 Vardan materialises and shimmers - The Invasion of Time
- 16-42 K9 Probe and Gun - The Invasion of Time
- 16-43 TARDIS Doors - The Invasion of Time
- 16-44 White Guardian's Windbells - The Ribos Operation
- 16-45 An Ogrri About - Stones of Blood
- 16-46 Pouring Crystals - Stones of Blood
- 16-47 Attack on War Room - The Armageddon Factor
- 16-48 Doctor's repair to Tardis' Central Column Fails - The Horns of Nimon
- 16-49 Foamasi Voices - The Leisure Hive
- 16-50 Doors - Meglos
- 16-51 Reactivation and Laboratory Rises - Meglos
- 16-52 Dodecahedron Beams - Meglos
- 16-53 Marshmen emerge from the Mistfall - Full Circle
- 16-54 Timewinds - Warrior's Gate
- 16-55 Tardis Landing Bleep
- 16-56 Cloister Bell - Castrovalva
- 16-57 March of the Victims - Terminus
- 16-58 Search, Capture and Display Dolls - The Five Doctors
- 16-59 Scrolls Self-destruct - The Five Doctors
- 16-60 Borussa destroyed - The Five Doctors
- 16-61 Merkur passes - Warriors of the Deep
- 16-62 Sea-Devils Energising Chamber inside Silurian Rock - Warriors of the Deep
- 16-63 Exploding River of Mud - The Caves of Androzani

16-64 Timelash:Music Suite - Timelash
16-65 Tissue Compression Eliminator - Trial of a Time Lord
16-66 Limbo Atrophier - Trial of a Time Lord
16-67 Drinks Machine - Paradise Towers
16-68 Transformer Machine - Delta and the Bannermen
16-69 Sonic Cone switch on and Detonate - Delta and the Bannermen
16-70 Bees - Delta and the Bannermen
16-71 Singing trees with Dragon Shots and Two Nitro-9 Bombs - Dragonfire
16-72 Confuser Machine - Remembrance of the Daleks
16-73 Baseball Bat hits Daleks - Remembrance of the Daleks
16-74 Big Dalek Gun - Remembrance of the Daleks
16-75 Doctor in Time Tunnel - The Greatest Show in the Galaxy
16-76 Cybership lands, doors open - Silver Nemesis
16-77 Statue - Silver Nemesis
16-78 Execution Sequence - The Happiness Patrol
16-79 Letters burnt on Crypt Wall - The Curse of Fenric
16-80 Phial breaks, gas escapes - The Curse of Fenric
16-81 Energy bursts - Battlefield
16-82 Bessie drives off - Battlefield
16-83 Transmaterialisation - Survival
16-84 Light petrifies victims - Ghostlight
16-85 Bird Nightmare - Ghostlight
16-86 Sphere - Shada
16-87 Paradise of Death - Paradise of Death
16-88 Closing Theme

Disc: Essential Science Fiction SFX, Vol. 1 BBC CD 847 (ADC #17)

THE HITCH-HIKER'S GUIDE TO THE GALAXY

(Sound effects from the Radio dramatisation)

17-1 The Book's activating code 0.04
17-2 Slartibartfast's aircar-takeoff 0.18
17-3 Slartibartfast's aircar-constant run 0.38
17-4 Slartibartfast's aircar-lands 0.27
17-5 Magrathea alarm 0.22
17-6 Magrathea police guns 0.36
17-7 Space car park outside the restaurant at the end of the Universe 0.49
17-8 The end of the Universe 0.32
17-9 Black space ship oscillates 0.43
17-10 Bugblatter beast of Traal - eats 0.07
17-11 Bugblatter beast of Traal - walks 0.32
17-12 Bugblatter beast of Traal - roars 0.40
17-13 Penargilon kangaroo relocation drive engaged 0.09
17-14 Penargilon kangaroo relocation drive engaged 0.12
17-15 Golgafrincham Ark fleet, ship 'E' bridge background 1.07

DR WHO

(Sound effects from the 1980 series)

17-16 Earth shuttle arriving on Argolis 1.09
17-17 Planet exterior atmosphere on Argolis 1.39(from 'the leisure hive')
17-18 Flock of bats (from 'State of Decay') 1.04
17-19 Laboratory descends, Gaztak spaceship takes off 1.08
17-20 Dodecahedron energy beams (from 'Meglos') 0.25
17-21 Marshmen (from 'Full Circle') 0.24
17-22 Respirator room background in spaceship 0.46
17-23 Time winds (from 'Warriors' Gate') 0.37
17-24 Alarm 0.20
17-25 Electric storm (from 'The Keeper of Traken') 1.14
17-26 Cloister bell in the Tardis 0.24
17-27 The Master's Tardis lands 0.21
17-28 The Master's Tardis takes off 0.15
17-29 Tardis 'out of Time slip' 0.09
17-30 Tardis 'into time slip' (from 'Logopolis') 0.10

BLAKE'S 7

1981 series

- 17-31 Dawn of emptiness 1.55
- 17-32 Space bells of ceremonial room 1.22
- 17-33 Scorpio spaceship lands 0.35
- 17-34 Dematerialisation 0.09
- 17-35 Rematerialisation 0.06
- 17-36 Scorpio gun 0.07

Sound effects from the first three series

- 17-37 Orac switch on 0.02
- 17-38 Orac working 0.31
- 17-39 Orac switch off 0.04
- 17-40 Liberator computer malfunction 0.33
- 17-41 Liberator plasma bolt explosions 0.10
- 17-42 Liberator laser 0.25
- 17-43 Federation ship laser explosions 0.26
- 17-44 Liberator life capsule ready to be launched 0.39
- 17-45 Liberator ship background 1.35
- 17-46 Liberator guns x 3 0.13
- 17-47 Avon's communicator bracelet Transportation sounds 0.09
- 17-48 Disappearance 0.11
- 17-49 Reappearance 0.11
- 17-50 Mysterious being disappears in a flame 0.05
- 17-51 Alien gun 0.06
- 17-52 Appearance of the Ovoid (a stone surrounded in mystery and magic) 0.35
- 17-53 Heavy voltage force 0.09
- 17-54 Glow from a mysterious ghost who haunts the Liberator 0.25
- 17-55 The core, a huge evergrowing pulsating brain which rules from the centre of Ultraworld 0.32
- 17-56 Interior of Federation patrolship 1.14
- 17-57 Going through a Black Hole in the Liberator 1.19
- 17-58 Space centre medical unit hum 0.43
- 17-59 Machine monster with a black sense of humour! 0.37
(who chases our heroes around, winking)
- 17-60 Break down of machine monster 0.09
- 17-61 Extra terrestrial heavenly choir 1.24

EARTH SEARCH

(Sound effects from the 1980 dramatisation)

- 17-62 UFO landing 0.11
- 17-63 Computer touch panel bleeps 0.43
- 17-64 Warbles 0.25
- 17-65 Alarm 0.06
- 17-66 Meteorite alert station 0.32
- 17-67 Rumbling gurgle 0.35
- 17-68 Hand held ray guns 0.14
- 17-69 Space bombs 0.19
- 17-70 Space police 0.15
- 17-71 Outer air lock door open and close 0.11
- 17-72 Inner airlock door open and close 0.10
- 17-73 Plasma discharge weapons 0.09
- 17-74 Underworld animation chamber 0.39
- 17-75 Bleeps for suspended animation chamber 0.30
- 17-76 Electric warning gong 0.20
- 17-77 Three harmonic strings followed by explosion 0.07
- 17-78 Sharp hum with trail out 0.21
- 17-79 Rapid fire laser guns 0.25
- 17-80 Space hurricane 1.09
- 17-81 Spacecraft crash into sea 0.34

Total Time 44.21

Disc: Essential Science Fiction SFX, Vol. 2 BBC CD 855 (ADC #18)

OUTER SPACE

- 18-1 Sea of Mercury 1.09
- 18-2 Galactic travel 0.52
- 18-3 Tardis take off 0.57
- 18-4 Tardis land 0.25
- 18-5 Space rocket take-off 0.30
- 18-5 Space rocket land 0.30
- 18-7 Flying saucer land 0.20
- 18-8 Flying saucer take off 0.19
- 18-9 Flying saucer interior constant run 0.42
- 18-10 Space ship control room atmosphere 1.04
- 18-11 Space ship interior atmosphere 1.06
- 18-12 Electric door open 0.04
- 18-13 Electric door shut 0.05
- 18-14 Laser gun, five bursts 0.15
- 18-15 "Computer" 0.45
- 18-15 Gravity generator 0.37
- 18-17 Time warp start, run, stop 0.28
- 18-18 Venusian space lab 0.51
- 18-19 Andromedan war machine 1.15
- 18-20 Space-battle 0.45

MAGIC AND FANTASY

- 18-21 Dance of fire-flies 0.46
- 18-22 Dreaming 1.14
- 18-23 Crystal city 1.03
- 18-24 Enchanted forest 0.53
- 18-25 Goblins lair 0.48
- 18-25 Magic carpet take-off 0.17
- 18-27 Magic carpet flight 0.23
- 18-28 Magic carpet land 0.15
- 18-29 Magic flower grow, and buds 0.15
- 18-30 Magic beanstalk grows 0.11
- 18-31 Star Fairies 0.40
- 18-32 Midsummer elves 0.31
- 18-33 Fairy appears 0.09
- 18-34 Fairy disappears 0.08
- 18-35 Wizard flies off 0.11
- 18-36 Casting a spell 0.14
- 18-37 Magic mushroom 0.06
- 18-38 Magic bird song 0.31

SUSPENSE AND THE SUPERNATURAL

- 18-39 Phantoms of darkness 1.09
- 18-40 Uncanny expectation 0.50
- 18-41 Spectres in the wind 1.05
- 18-42 Evil rises up 1.08
- 18-43 Threatening shadow 0.29
- 18-44 Moments of terror 0.39
- 18-45 Passing shade 0.21
- 18-46 Psychic fears 0.51
- 18-47 Two terror twangs 0.08
- 18-48 Three terror bangs 0.17
- 18-49 Terror zing 0.11
- 18-50 Terror glissanda 0.09
- 18-51 "Thing" approaches 0.41
- 18-52 Roaring monster 0.16
- 18-53 Fire spitting monster 0.31
- 18-54 Nightmare forest 0.53
- 18-55 Fiendish shrieks 0.30

THE ELEMENTS

- 18-56 Heat Haze 0.54
- 18-57 Desert sands 1.26
- 18-58 Frozen waste 1.07
- 18-59 Icy peaks 0.42
- 18-60 Snow swirls 0.53
- 18-61 Passing clouds 1.03
- 18-62 Starry skies 0.48
- 18-63 Electric storm 0.48
- 18-64 Watery depths 1.09
- 18-65 Rising bubbles 0.29
- 18-66 Spring tide 0.46

Total Time 43.44

Disc: Essential Death and Horror SFX, Vol. 1 (ADC #19)

EXECUTION AND TORTURE

- 19-1 The Guillotine 0.06
- 19-2 Arm Chopped Off 0.02
- 19-3 Head Chopped Off 0.02
- 19-4 Sawing Head Off 0.06
- 19-5 Leg Chopped Off 0.02
- 19-6 Neck Twisted and Broken 0.03
- 19-7 Arm Broken 0.03
- 19-8 Stake Driven Through The Heart 0.03
- 19-9 Branding Iron on Flesh 0.09
- 19-10 Red Hot Poker Into Eye 0.07
- 19-11 Nails Hammered Into Flesh 0.19
- 19-12 The Scaffold (Trap opens, Body falls) 0.06
- 19-13 Sawing Leg Off 0.16
- 19-14 The Firing Squad (Commands and Volley) 0.25
- 19-15 Whipping 0.36
- 19-16 Gun Shots 0.07
- 19-17 Burning at The Stake 0.32
- 19-18 Dagger Thrown Into Wood 0.03
- 19-19 Arrows Fired Into Wood 0.06
- 19-20 The Pendulum 0.33

MONSTERS AND ANIMALS

- 19-21 The Mad Gorilla 1.06
- 19-22 Monsters Roaring 0.28
- 19-23 Wolf Howling 0.19
- 19-24 3 Werewolves Howling 0.20
- 19-25 Wolves Baying At The Moon 0.37
- 19-26 Wolves Howling and Snarling 0.41
- 19-27 The Hell Hound (Growling and Snarling) 0.36
- 19-28 The Hell Hound (Panting) 0.17
- 19-29 Bats Calling 0.34
- 19-30 Bats Squeaking and Flying 0.32
- 19-31 Dracula in Flight 0.51
- 19-32 Snake Hissing 0.44
- 19-33 Rattlesnake 0.15
- 19-34 A Cat Howl 0.06

CREAKING DOORS AND GRAVE DIGGING

- 19-35 Creaky Door Closes 0.14
- 19-36 Creaky Door Opens 0.10
- 19-37 Heavy Creaky Door Closes and Opens 0.08
- 19-38 Coffin Lid Closes 0.06
- 19-39 Nailing Coffin Lid Down 0.28
- 19-40 Coffin Lid Opening 0.12
- 19-41 Assorted Creepy Creaks 0.41
- 19-42 Crypt Door Closing 0.11

19-43 Grave Digging In Stoney Ground 0.47
19-44 Grave Digging In Wet Ground 0.45
19-45 Portcullis Closing 0.08

MUSICAL EFFECTS AND FOOTSTEPS

19-46 Phantom of the Opera (Organ Sounds) 1.03
19-47 Ghostly Piano Sounds (3 at Low Pitch) 0.55
19-48 Ghostly Piano Sounds (3 at High Pitch) 0.23
19-49 The Lost Chord 0.52
19-50 Gong Roll 0.16
19-51 Gong Struck Once 0.18
19-52 Ghostly Footsteps (With Chains) .0.51
19-53 Squelching Footsteps 0.39

ASSORTED MISADVENTURES

19-54 Death of The Fly (Hydraulic Press) 1.03
19-55 Vampire Feeding 1.24
19-56 Death By Harikiri 0.50
19-57 Sweeney Todd (The Demon Barber) 1.10
19-58 Wind Through Crack In Door 1.04
19-59 Wind In The Trees 1.01
19-60 Synthesised Wind (Electronic) 1.04
19-61 Sea Monster (From The Depths) 2.00
19-62 Sharpening The Knife 0.35
19-63 A Falling Scream 0.17
19-64 The Premature Burial 1.41
19-65 Wild Dogs 1.02
19-66 The Iron Maiden 0.20

INTENTIONAL DEATH

19-67 Staking A Vampire (3 Mallet Blows) 0.20
19-68 Two Throat Cuts (Or Two Throats Cut) 0.12
19-69 The Gas Chamber (The Cyanide tablets drop into the acid releasing the deadly fumes) 0.49
19-70 Wrists Cut (The blood drips into the bucket) 0.50
19-71 Assorted Stabbing 0.46
19-72 Drilling into the Head 0.26
19-73 Body Put Into The Acid Bath 0.49
19-74 Self Immolation 0.47
19-75 Silencer (Pistol) - Vocal/Synth/Mechanical 0.31
19-76 Electric Fire Thrown Into a Bath 0.27
19-77 Boiling Oil (poured off the castle wall) 0.34

FURTHER TORTURE

19-78 Tongue Pulled Out 0.08
19-79 Fingernails Pulled Out (Assorted) 1.10
19-80 Fingers Chopped Off (5) 0.11
19-81 Trial By Ordeal 0.24 (A practice from the Middle Ages where the accused would pick a ring out of a deep pot of boiling water-if the resulting scalds healed up quickly then the accused was pronounced innocent!)

19-82 Whipping 0.42
19-83 Torture Lab - AD 2500 2.06

ACCIDENTAL DEATH

19-84 Lift Falling (With passengers) 0.41
19-85 Female Falling From A Height 0.07
19-86 Male Falling From A Height 0.07
19-87 Involuntary Regurgitation 0.09

Total Playing Time 51.10

Disc: Essential Death and Horror SFX, Vol. 2 BBC CD 792 (ADC #20)

VOCAL EFFECTS AND HEARTBEATS

20-1 Strangulation (Male) 0.11

20-2 One Scream (Male) 0.04
20-3 Two Screams(Male) 0.11
20-4 Three Men Screaming 0.08
20-5 Heavy Breathing (Male) 0.32
20-6 Two Screams(Female) 0.11
20-7 Three Screams (Female) 0.12
20-8 One Long Scream (Female) 0.09
20-9 Two Women Screaming 0.12
20-10 One Woman Sobbing 0.35
20-11 Heavy Breathing (Female) 0.30
20-12 Lunatics Laughing 0.43
20-13 Human Heartbeats 0.37
20-14 Electronic Heartbeats 0.30
20-15 Frankenstein's Heartbeats 0.33
20-16 Three Thunderclaps 0.36
20-17 Thunderclaps and Rain 0.35
20-18 Approaching Thunder 0.25
20-19 Rain and DistantThunder 1.07
20-20 Heavy Rain 0.49
20-21 Eerie Wind 1.00
20-22 Weird Wind 0.52
20-23 Cathedral Bell Tolling 0.28
20-24 Church Bell Tolling 0.32
20-25 Church Bell Tolling In Wind 0.44
20-26 Wind Howling In Ship's Rigging 0.43
20-27 Jungle At Night 0.37
20-28 Tropical Atmosphere at Night 0.38
20-29 The Electronic Swamp 1.18
20-30 Dr Jekyll's Lab 0.35
20-31 Midnight In The Graveyard 2.04
20-32 Daytime In The Graveyard 1.02
20-33 The Chinese Water Torture 0.58
20-34 Boiling Oil 0.52

EXPERIENCES TO AVOID

20-35 Death In The Swamp 1.19
20-36 The Sewer Rats 1.40
20-37 The Poisoned Drink 0.39
20-38 The Rack 1.07
20-39 The Midnight Strangler 1.59
20-40 Assorted Gun Shots (Electronic) 1.28
20-41 A Visit To The Dentist (Fatal Fillings) 1.53
20-42 A Ticking Time Bomb 0.52
20-43 Death By Electrocution 0.55
20-44 Eyeballs Being Gouged 0.12
20-45 A Game of Russian Roulette 0.23
20-46 Death By Garrotting 0.22
20-47 Suicide By Gas 0.41

NASTY ANIMALS AND BIRDS

20-48 Werewolf (the transformation from human to beast) 0.49
20-49 Giant Killer Bees 1.35
20-50 Sleeping Dragon 1.10
20-51 Dragon (on the move through bushes) 2.03
20-52 Dragon Kill (The death of the monster) 0.09
20-53 Pterodactyl Flying (with squawks) 0.52
20-54 Vultures Feeding 2.12
20-55 Piranha Fish Feeding 1.28
20-56 The Snake Pit 1.31
20-57 The Birds 1.42
20-58 The Triffids (Sting) 0.07
20-59 The Triffids (Talking) 0.38
Total Playing Time 52.26

Disc: Essential Comedy SFX, Vol. 1 BBC CD 843 1984/1991 (ADC #21)

HUMAN

- 21-1 Belches and burps (4) 0.11
- 21-2 Raspberry (2) 0.12
- 21-3 Men snoring 0.31
- 21-4 Drunks snoring 0.55
- 21-5 Man drinking bath water 0.21
- 21-6 Wheezing and coughing 0.20

FIGHTS

- 21-7 Tum biff 0.05
- 21-8 Brawl 0.27
- 21-9 Pub bust up 0.34
- 21-10 Chinese swordfight (with rifle shots) 0.33
- 21-11 Mad Dwarf fight 0.19
- 21-12 Flights of arrows (one lands) 0.31

FOOTSTEPS

- 21-13 Squeaky feet, door opens and closes 0.21
- 21-14 Feet approach door, door open and close, depart 0.09
- 21-15 Feet approach, explosion 0.12
- 21-16 Footsteps to water, then splash 0.10
- 21-17 High speed run to distance and return 0.16
- 21-18 Run to distance 0.06
- 21-19 High speed reverse 0.09

CRASHES

- 21-20 Explosion and house collapse 0.15
- 21-21 Wowing crash 0.09
- 21-22 Desperate entry 0.16
- 21-23 Almighty prang 0.11
- 21-24 Trays dropped down lift shaft 0.08
- 21-25 Cars crashing with horns 0.31
- 21-26 U.F.O. colliding with church spire 0.26
- 21-27 Complete collapse 0.36

LAUGHTER & APPLAUSE

- 21-28 Laughter (weak), small group 0.13
- 21-29 Laughter small group 0.37
- 21-30 Applause small group 0.20
- 21-31 Maniacal laughter 0.19
- 21-32 Positive laughter 0.13
- 21-33 Applause and cheers 0.25

ANIMALS

- 21-34 Donkey 0.23
- 21-35 Horse 0.26
- 21-36 Human sheep 0.40
- 21-37 Sad dog 0.07
- 21-38 Silly moos 0.10
- 21-39 Munching crocodile 0.26
- 21-40 Flying rattlesnake landing 0.11
- 21-41 Cat with hiccoughs 0.10

BIZARRE

- 21-42 Batter pudding thrown 0.06
- 21-43 Horror toilet 0.14
- 21-44 Gas stove dropped 0.10
- 21-45 Tree sag and crash 0.15
- 21-46 Cork pop and guzzle 0.11
- 21-47 Radiophonic stomach 0.13
- 21-48 Orgy (with whips and screams) 0.31

21-49 3 handed BBC typist 0.40
21-50 Piano dragged along 0.46
21-51 Wild boars having tea 0.27
21-52 Comic old banger 0.52
21-53 Flying angel 0.35

BIRDS

21-54 Electric woodpecker 0.25
21-55 Daddy owl 0.10
21-56 Mummy owl 0.07
21-57 Gobbling goose 0.19
21-58 Irish nightingale 0.34
21-59 Smoked herring gull 0.08
21-60 More or less normal chicken 0.26
21-61 Indisposed chicken 0.11
21-62 Mating cry of the lesser spotted ooja 0.25
21-63 Neurotic duck 0.39

IMPACTS A

21-64 Door breaking down 0.40
21-65 Bursting beer bottle 0.06
21-66 2 glass crashes 0.09
21-67 Razz rhythm clang, 0.08
21-68 Whiz clong 0.05
21-69 Wallop clang twang 0.06
21-70 Razz razz bang and jangle 0.06
21-71 Jangle flong 0.07

IMPACTS B

21-72 Clong bong doyoing 0.06
21-73 Whoosh bing bang doying 0.06
21-74 Doying pop doying 0.07
21-75 Bong doying 0.10
21-76 Bubbly wubbly 0.15
21-77 Twang yang 0.05
21-78 Twangs 0.18

SPACE AGE

21-79 Rocket ship taking off 0.50
21-80 Rocket ship antics 0.23
21-81 Rocket ship landing 0.32
21-82 Martian computer 0.17
Total Time 28.39

Disc: Essential Comedy SFX, Vol. 2 BBC CD 854 1974/1991 (ADC #22)

22-1 SOUND

Bubbling - Musical 1.35
Canary - Whistle 0.39
Clock-Cod ticking with chime & 12 strike 1.14
Clock chime and 12 strike 0.37
Coughing- Cod coughing 0.19

22-2 CRASHES

Objects crashing 0.15
Metal and glass crash 0.12
Glass crash 0.12
Piano crash 0.12

22-3 CREAKS

Slow creak 0.11
3 quick creaks 0.06
Slow creak 0.11

4 Jerky creaks 0.06
High to low pitch creak 0.08
Laughing creak 0.13

22-4 CREAKS WITH RESONATOR

Slow creak. 0.08
Laughing creak 0.13
Donkey! creak 0.16
Plain creak 0.08
5 short creaks 0.08
Series of short creaks 0.20
Door creak with echo 0.10

22-5 DRINKING RUDELY!

Drinking Rudely! 0.21

22-6 DRUM BOINGS

3 Boings-Up 0.08
3 Boings-Down 0.08
3 Boings Up & Down 0.11

22-7 DOINGS

3 Doings (high pitch) 0.13
3 Warble doings (high pitch) 0:12
3 Doings (low pitch) 0.19
3 Warble doings (low pitch) 0.21

22-8 DUCK WHISTLES

Duck talk 0.54
Duck laughter 0.40
Horse! Neigh! 0.42
Donkey! 0.22

22-9 ELECTRONICS

Electronic whirl 0.09
Electronic slide 0.09
Electronic Meteorites 1.06
Electronic Marshland 2.05
Electronic grinder 2.16
Electronic loom 3.01

22-10 ENGINES

Big steam engine 2.12
Ye olde car engine 2.02
Erratic car engine with lorry backfire 1.45

22-11 EXPLOSION - MUSICAL

Explosion - musical 0.11

22-12 GUNFIRE - WITH RICOCHETS

Gunfire - with ricochets 1.30

22-13 HORSES (COCONUT SHELLS)

Galloping on stone 0.52
Galloping on stone to stop 0.40
Galloping on turf 0.52
Walking on stone to stop 0.51

22-14 PUMPING & POPS

3 Pumpings with pops 0.22
3 Quick single pops 0.05
3 Slow fluttered pops 0.13
3 Quick fluttered pops 0.14

22-15 SQUEAKS

Winding / wooden squeak 0.24
Winding / wooden squeaks (faster) 0.23
High pitched squeaks 0.31
Random squeaks 0.37
Jabbering mice! Squeaks 0.48

22-16 SWANEE WHISTLES

3 Warbling whistles-up 0.10
3 Warbling whistles-down 0.10
3 Warbling whistles up and down 0.12
3 Straight whistles-up 0.10
3 Straight whistles-down 0.13
3 Straight whistles up and down 0.17

22-17 TRIPLE SIREN

3 Short blasts 0.08
3 long blasts 0.10
3 Double blasts 0.08
3 Extended blasts 0.17

22-18 WATER

Threshing water 1.33
Close bubbling 0.37
Light bubbling 0.54
Heavy bubbling 0.42
Water running from bath 0.31

22-19 WHOOSHES

5 Separate whooshes 0.19

Total Time 43.43

Disc: Essential Combat & Disaster SFX BBC CD 839 (ADC #23)

(Vinyl 1977, CD 1990)

COMBAT

'MARTIAL ARTS' KARATE

23-1 Sparring Match 1.14
23-2 'Kata' formal pre-arranged exercises 0.57
23-3 Fight-2 people 1.03

WEAPONRY

23-4 Staff v Staff 0.53
23-5 Sword v Spear 1.06
23-6 Baton & Shield 0.53
23-7 Knife v Open Hand 0.44

KARATE KILLS

23-8 Fight & Kill 1.14
23-9 Strangle 0.17
23-10 Breaking technique 0.05

FINALE- THE ENTIRE COMPANY

23-11 'A disturbance in the Noodle shop' 1.14

COWBOYS

23-12 "I'm Looking For The Man That Shot My Paw" 1.42
Horse arrives, Rider dismounts
Footsteps with spurs
Gun Duel
Footsteps with spurs

SALOON

- 23-13 Revolver shots 0.11
- 23-14 Cry & body fall 0.07
- 23-15 Swing door 0.07
- 23-16 Footsteps on Saloon floor 0.14
- 23-17 Table overturned, Fist Fight 0.23
- 23-18 Footsteps on Saloon floor 0.18
- 23-19 Montage of 15-18 above with Crowd atmosphere 'A debt is settled in the Saloon' 1.45

HORSES

- 23-20 One horse trots up and stops 0.13
- 23-21 Trots up and stands 0.33
- 23-22 Gallops up, heavy breathing 0.36
- 23-23 Restless horse approach and depart 0.34
- 23-24 Snorts and walks away 0.10
- 23-25 Canters away 0.10
- 23-26 Trotting left to right 0.16
- 23-27 Trotting right to left □°.17

KNIGHTS IN ARMOUR - JOUSTING

- 23-28 Approach and pass with contact 0.21
- 23-29 Approach, one knight falls 0.23

SWORD & AXE FIGHTS

- 23-30 Sword fight, 2 people 1.11
- 23-31 Axe fight, 2 people 1.04
- 23-32 24 people fighting with swords & axes 0.58
- 23-33 2 Knights approach on horseback and fight noisily with swords 0.33
- 23-34 2 Knights approach on horseback and fight noisily with axes 0.46

CAMP & BATTLE

- 23-35 Camp atmosphere - sharpening swords etc. 1.08
- 23-36 Charge & fighting - Agincourt 1.34

DISASTERS

(Originally vinyl SFX no. 16, 1977)

FIRE & EARTH

- 23-37 Fire (hoses playing) 0.47
- 23-38 Raging Inferno (falling masonry) 0.51
- 23-39 Ignition and Fire 0.19
- 23-40 General purpose rumble/roar 0.38
- 23-41 Active Volcano (close perspective) 0.51
- 23-42 Erupting Volcano (mid-distant) 0.49
- 23-43 Erupting Volcano with lava whooshes 0.23
- 23-44 Rumble and Earth crack 0.26
- 23-4S Earth shift 0.10
- 23-46 Collapsing roof/wall 0.19
- 23-47 Crash of bricks 0.08
- 23-48 Wood crushed 0.13
- 23-49 Falling tree 0.12
- 23-50 Shattering glass (lots of bits) 0.14

AIR & WATER

- 23-51 Hurricane/Tornado 1.02
- 23-52 Ice melting into flood 0.50
- 23-53 Tropical storm 1.18
- 23-54 Thunderclap 0.25
- 23-55 Lightning strike 0.05
- 23-56 Torrential rain 0.48
- 23-57 Flood tide 0.52
- 23-58 Breached Dam 0.38
- 23-59 Flood water rising (interior) 0.43

INDUSTRIAL/DOMESTIC

23-60 Explosion (close) 0.07
23-61 Explosion(distant) 0.07
23-62 Explosion(liquid) 0.14
23-63 Explosion (metal) 0.18
23-64 Explosion (gas) 0.15
23-65 Collapsing mineshaft 0.31
23-66 Falling metalwork 0.19
23-67 Radioactive burn 0.30
23-66 Chemical leak 0.23
23-69 Escaping Gas 0.32
23-70 Boiling liquid 0.23
23-71 Electric shock 0.04

TRANSPORT

23-72 Storm at Sea atmosphere (drowning) 1.03
23-73 Ship going aground 0.39
23-74 Plane crash - Jet exterior 0.39
23-75 Plane crash - Jet interior 0.37
23-76 Plane crash - Piston engine 0.13
23-77 Train crash 0.37
23-78 Road accident - vehicle strikes pedestrian 0.29
23-79 Car approach, skid and crash 0.22
23-80 Car approach and crash 0.08
23-81 Brake/metal squeal 0.10
23-82 Shattered windscreen 0.05

ANIMAL

23-83 Swarming insects 0.47
23-64 Animal stampede (grass) 0.53
23-65 Animal stampede (broken surface) 0.55

HUMAN

23-86 Restless crowd - growing anger 0.48
23-87 Riot 1.24
23-88 Fighting (no weapons) 0.38
23-89 Stomach punch-vocal reaction 0.03
23-90 Stomach punch 0.03
23-91 Body fall 0.03
23-92 Furniture crash 0.05
23-93 Rifle shots 0.10
23-94 Machinegun fire - single burst 0.08
23-95 Machine gun fire - several bursts 0.28
23-96 Crowd panic 1.07
23-97 Massacre (machine guns and panic) 0.40
23-98 Reprisal air strike 1.58
Disc: (ADC #24) - missing at June 4 2001

Disc: Essential SFX of England BBC CD 867 (ADC #25)

BIG BEN - PALACE OF WESTMINSTER

25-1 Chiming and striking 12 o'clock 1.24
25-2 Chiming Quarter hour 0.21
25-3 Chiming Half hour 0.20
25-4 Chiming Three-quarter hour 0.24
25-5 Chiming and Striking 1 o'clock 0.37
25-6 Big Ben Clock mechanism ticking 1.02

BELLS OF ABBEY AND CATHEDRAL

25-7 Westminster Abbey Bells pealing 5.05
25-8 Pinknash Abbey Gloucestershire - round on 8 bells 5.09
25-9 St Paul's Cathedral Bells pealing 4.57

LONDON LANDMARKS

- 25-10 ST PAUL'S CATHEDRAL - Atmosphere in Whispering Gallery 1.29
- 25-11 WESTMINSTER ABBEY - General interior atmosphere 1.30
- 25-12 BRITISH MUSEUM - Elgin Marbles Hall 1.31
- 25-13 COVENT GARDEN PIAZZA - Interior - Busy market hall atmosphere with footsteps and voices 2.00
- 25-14 COVENT GARDEN PIAZZA - Exterior - Passers-by in Piazza 1.58
- 25-15 TRAFALGAR SQUARE - Crowd with children feeding pigeons 2.00
- 25-16 BUCKINGHAM PALACE - Crowd cheering with distant band playing National Anthem 1.53
- 25-17 LONDON ZOO - Crowds with children - Feeding time at the Sea-Lions 1.43
- 25-18 OXFORD CIRCUS - International Crowds passing with heavy background traffic 2.00
- 25-19 WESTMINSTER BRIDGE - Below Big Ben Tower - Heavy passing traffic and pedestrians with hoots from River Boat 2.11
- 25-20 WEST END Side street - Atmosphere with passing traffic and pedestrians 2.08
- 25-21 ST JAMES'S PARK - Spring afternoon - Lakeside with water fowl, footsteps and voices 2.15

LONDON BLACK TAXI

- 25-22 Arrives, door opens, door shuts, depart 0.42
- 25-23 Taxi engine ticks over while waiting 0.51

LONDON RED DOUBLE-DECKER BUS

- 25-24 Bus arrives at stop and departs 0.36
- 25-25 On a Bus journey - Bell is rung to signal starts from Bus Stop 2.20

AT THE PUB

- 25-26 Busy West End Pub at lunchtime 2.13
- 25-27 Country Pub at lunchtime 2.02

CHILDREN

- 25-28 Children singing Nursery Rhyme "London Bridge is Falling Down" 1.21

ENGLISH COUNTRY ATMOSPHERES

- 25-29 An English Summer's Day in the Garden - larks singing, bees buzzing 2.00
- 25-30 Nightingales singing - close perspective 1.04
- 25-31 An English Country Garden at Dawn - scores of birds, cock crows in background 2.03
- 25-32 An English Country Churchyard at night Clock strikes
- 25-12 midnight with cries from owls 1.35

STEAM TRAINS

- 25-33 Steam train arrives in country station and passengers disembark 2.18
- 25-34 Steam train departs from station with whistle 0.55
- 25-35 Steam train passes at high speed with whistle 0.55
- Total running time: 67.00

Disc: Essential Animal SFX BBC CD 869 (ADC #26)

DOGS

- 26-1 Collie dog barking 0.57
- 26-2 Beagle barking whining and jumping 0.59
- 26-3 Labrador and 2 Sheep dogs barking 0.42
- 26-4 Dog lapping water - close perspective 1.19
- 26-5 King Charles Spaniel growling - close perspective 0.30
- 26-6 Doberman barking, joined by Border Collies 0.51
- 26-7 Young Border Collies running around playing and barking 0.20
- 26-8 Springer Spaniel snarling, threatening to attack 0.41
- 26-9 Large Alsatian barking 0.53
- 26-10 Dog threatening to attack - attacking 0.41
- 26-11 Hunting Hounds whining and barking at kennels 1.38

CATS

- 26-12 Domestic cat miaowing 1.43
- 26-13 Persian cat miaowing 0.59
- 26-14 Domestic cat squealing and purring 1.30
- 26-15 Three cats eating and purring 1.00
- 26-16 Persian cat eating and purring 1.08

26-17 Domestic cat howling and spitting 1.06

FARM ANIMALS

26-18 Cattle moo restlessly 1.30

26-19 Sheep bleat restlessly 1.24

26-20 Three rams bleating in shed 0.46

26-21 Hen House 1.51

26-22 Single hen cackling 0.11

26-23 Cock crows three times 0.11

26-24 Several cocks crow on open farmland 1.01

26-25 Goat milked by hand - milk poured into churn at end 1.56

26-26 Goat (Anglo-Nubian) bleating - outdoor acoustic 0.56

26-27 Goat bleating in field - countryside atmosphere with crows and birdsong 0.52

26-28 Piglets in farrowing pens with sows 0.37

26-29 Pigs feeding, active, interior atmosphere 1.18

26-30 Pigs feeding, close perspective 1.15

26-31 Three pigs grunting and squealing in yard 1.15

26-32 Pigs in shed (with distant birdsong) 1.20

26-33 Pigs in field (with distant birdsong) 1.30

26-34 Cow walks into milking parlour and moos 0.15

26-35 Cow hand-milked with moos, bucket put down on floor at end 1.57

26-36 Cow milked by machine {machine on, milking, machine off} 1.02

26-37 Herd of cows approaches and passes on tarmac road 1.20

26-38 Small herd of cows passes on farm track 0.21

26-39 Cows mooing in yard 1.32

26-40 Flock of turkeys - interior 1.27

26-41 Flock of younger turkeys - interior 1.00

HORSES AND DONKEYS

26-42 Horse walks along in harness 1.16

26-43 Unshod horse passes at trot on track (countryside atmosphere) 0.16

26-44 Unshod horse passes at canter (countryside atmosphere) 0.22

26-45 Horse passes on country land (crows in background) 0.21

26-46 Horse approaches and stops on gravel 0.20

26-47 Horse walks on cobble stones 2.02

26-48 Horse walks on muddy track 1.04

26-49 Horse approaches snorting 4 times 0.09

26-50 Horse and cart pass at walk 1.02

26-51 Two horses out on ride (riders perspective) 3.41

26-52 Horses whickering in stables 1.20

26-53 Herd of donkeys (noise of hooves) 0.51

26-54 Donkey braying 0.11

Total running time: 63.27

Disc: Essential Transport SFX BBC CD 866 (ADC #28)

AIRCRAFT

CESSNA LIGHT AIRCRAFT C 150 Single Piston Engine

28-1 Interior - Start, run, taxi, revs up, take-off, climb and in flight 3.05

28-2 Interior - approaches and lands taxis to stand, switchoff 1.27

28-3 Exterior - Start up, run, switch off 1.02

28-4 Exterior - take off, pass and depart 0.50

28-5 Exterior - approach and land 0.28

CONCORDE Supersonic: jet airliner

28-6 Flight deck - take-off, climb 2.01

28-7 Passenger cabin, in flight at supersonic speed 2.00

28-8 Exterior - take-off and depart 0.50

28-9 Exterior - landing 1.19

LANCASTER BOMBER - World War II - Four Piston Engines

28-10 Navigator's position - engines startup 2.08

28-11 Mid-Gunner's position - in flight 2.02

28-12 Exterior - fly low overhead 0.40

DASH-7 PASSENGER AIRLINER Twin Turbo-Prop

28-13 Cabin - Engines start-up, taxi, take-off, in-flight 3.30

AIRPORT TERMINAL

28-14 Atmosphere in Arrivals/Departures Hall with footsteps-no Public Address Announcements 2.00

HARRIER JET

28-15 Exterior - Vertical take-off 0.40

BELL JET-RANGER HELICOPTER

28-16 Interior- Engines start, run-up, Take-off, in-flight 2.42

HUGHES 500 E HELICOPTER

28-17 Exterior - Approach, land, engines power down and switch off 2.22

SHIPS AND BOATS

28-30ft YACHT

28-18 Under sail at sea - exterior atmosphere (distant siren of ship) 2.13

28-19 Under sail at sea - interior atmosphere 1.30

SAILING DINGHY

28-20 Hauling up sail 0.19

28-21 Sail flapping in breeze 1.19

28-22 Under sail - exterior atmosphere 2.03

28-23 Seawash in lee of boat - close perspective of choppy water 2.00

CABIN CRUISER 50 HP Diesel Engine

28-24 Stern wash 2.20

SUBMARINE - World War II German U-Boat

28-25 Two torpedos fired 0.21

28-26 Electric motors - constant run submerged 1.53

28-27 Blowing ballast 0.11

28-28 Surfacing 0.39

TRAWLER

28-29 Trawler at sea - deck atmosphere 2.00

LIFEBOAT

28-30 Lifeboat at sea - deck atmosphere 1.34

28-31 Launch - (recorded on shore) 0.20

28-32 Launch - (recorded on board) 0.55

PADDLE STEAMER

28-33 Stern wash - paddles thrash in water 1.36

28-34 Engine room telegraph, engines start and run up 2.03

CANAL NARROW BOAT

28-35 Canal cruise (acoustic changes under bridge) 2.09

STEAM LAUNCH

28-36 Hooter - single blast 0.02

28-37 Hooter - two blasts 0.03

28-38 Hooter - three blasts 0.03

CAR FERRY

28-39 Siren blast at berth 0.12

28-40 On Bridge - with morse code, RT, intercoms and announcements 2.01

28-41 Engine Room - constant run of machinery 2.00

28-42 Watertight door opens and closes with warning bell 0.22

Total running time: 64.50

Disc: Essential SFX of Babies and Children BBC CD 864 (ADC #29)

17-DAY OLD BOY

- 29-1 Restless 2.20
- 29-2 Crying 2.06
- 29-3 Breastfeeding 1.32

7-WEEK-OLD GIRLS

- 29-4 Frantic crying 2.01
- 29-5 Hiccups 1.58

18-WEEK-OLD BOY

- 29-6 Happy sounds during nappy change 1.40
- 29-7 Wailing while being fed 1.51
- 29-8 Hysterical crying 0.57

6-MONTH OLD GIRL

- 29-9 Babbling nonsense 1.50
- 29-10 Blowing raspberries (twice) 0.09

7-MONTH-OLD GIRL

- 29-11 Feeling unwell (with coughing) 1.11
- 29-12 Words ("mumma") 0.10
- 29-13 Temper tantrum 1.47

11-MONTH-OLD BOY

- 29-14 Bathtime with water and toys 1.06
- 29-15 Playing with toys 2.13

1-YEAR-OLD BOY

- 29-16 Laughing 0.33
- 29-17 Words ("da-da") 0.06
- 29-18 Screaming temper 1.36
- 29-19 Eating (with plate noises) 2.03

16-MONTH-OLD BOY

- 29-20 Words ("daddy") 0.38
- 29-21 Words ("mummy") 0.13
- 29-22 Playing with toy (with vocal noises) 2.11
- 29-23 Screaming tantrum 1.22
- 29-24 Singing 1.24
- 29-25 Laughing 1.16

26-MONTH-OLD GIRL

- 29-26 Playing 2.39
- 29-27 Unhappy in cot 2.15

CHILDREN AND SCHOOLS

- 29-28 School playground with young children at play 1.45
- 29-29 Hysterical children in class - quietened at end 0.19
- 29-30 Noisy children in class (with banging) 1.19
- 29-31 Children cheering 0.07
- 29-32 Children booing and hissing 0.26
- 29-33 Children chattering quietly 1.35
- 29-34 Children quietly fidgeting 1.56
- 29-35 Exterior atmosphere - small crowd of children animated talk and play 2.08
- 29-36 Exterior atmosphere - large crowd of children 2.04
- 29-37 School Hall Atmosphere - lunch break; Infants to 11-year-olds (mixed) 1.30
- 29-38 Cloakroom - Noisy clattering and voices; Infants to 11-year-olds (mixed) 1.41
- 29-39 Playground Atmosphere - Junior School (mixed) 1.46
- 29-40 Classroom - noisy clatter and footsteps; 8-9 year-old girls 1.04
- 29-41 Classroom Atmosphere; 2-13 year-olds entering room and settling down 1.47
- 29-42 Classroom Atmosphere - 16 year-olds (mixed comprehensive) 1.45

29-43 Girls changing room - General Chatter 1.30
29-44 School corridor - mixed comprehensive 1.30
29-45 Gym Class - whistle at end (junior girls) 1.16
Total running time 67.56