

Detunized DTG063 Bob Skeleton (96k BWAV stereo)

FileName	Description	Duration	SR / Bits
2MenBob_Spot_01_01_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:52.906	96 /24
2MenBob_Spot_01_02_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:40.788	96 /24
2MenBob_Spot_01_03_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:45.189	96 /24
2MenBob_Spot_01_04_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:37.804	96 /24
2MenBob_Spot_01_05_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:38.684	96 /24
2MenBob_Spot_01_06_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:36.519	96 /24
2MenBob_Spot_01_07_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:01:03.997	96 /24
2MenBob_Spot_01_08_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:00:37.251	96 /24
2MenBob_Spot_01_09_Start.wav	Bob Point 01 - Preparation, Start, brooms cleaning ice	00:01:09.077	96 /24
2MenBob_Spot_02_01.wav	Bob Point 02 - jump in, handhold retracts	00:00:23.120	96 /24
2MenBob_Spot_02_02.wav	Bob Point 02 - jump in, handhold retracts	00:00:17.130	96 /24
2MenBob_Spot_03_01.wav	Bob Point 03 - slow bob pass close, lots of rattle, short tails	00:00:07.038	96 /24
2MenBob_Spot_03_02.wav	Bob Point 03 - slow bob pass close, distinct rattle, long tails	00:00:16.313	96 /24
2MenBob_Spot_03_03.wav	Bob Point 03 - slow bob pass close, little rattle, long tails	00:00:14.695	96 /24
2MenBob_Spot_04_01.wav	Bob Point 04 - 270 degree loop, short tail	00:00:09.506	96 /24
2MenBob_Spot_04_02.wav	Bob Point 04 - 270 degree loop, long tail	00:00:13.357	96 /24
2MenBob_Spot_04_03.wav	Bob Point 04 - 270 degree loop, long tail	00:00:12.586	96 /24
2MenBob_Spot_04_04.wav	Bob Point 04 - 270 degree loop, long tail	00:00:10.361	96 /24
2MenBob_Spot_04_05.wav	Bob Point 04 - 270 degree loop, long tail	00:00:14.081	96 /24
2MenBob_Spot_05_01.wav	Bob Point 05 - Bob passing 360 loop, lot of rattle, short tail	00:00:08.775	96 /24
2MenBob_Spot_05_02.wav	Bob Point 05 - Bob passing 360 loop	00:00:12.418	96 /24
2MenBob_Spot_05_03.wav	Bob Point 05 - Bob passing 360 loop	00:00:18.279	96 /24
2MenBob_Spot_05_04.wav	Bob Point 05 - Bob tipping over upon entering 360 loop	00:00:25.512	96 /24
2MenBob_Spot_06_01.wav	Bob Point 06 - fast pass by	00:00:11.641	96 /24
2MenBob_Spot_06_02.wav	Bob Point 06 - fast pass by with bang	00:00:19.825	96 /24
2MenBob_Spot_06_03.wav	Bob Point 06 - fast pass by with double bang	00:00:11.641	96 /24
2MenBob_Spot_06_04.wav	Bob Point 06 - fast pass by with rattle and bang	00:00:13.163	96 /24

2MenBob_Spot_07_01.wav	Bob Point 07 - close pass by with Whoosh	00:00:15.451	96 /24
2MenBob_Spot_07_02.wav	Bob Point 07 - close pass by with Whoosh, 360 loop, Bang, brake noise	00:00:21.294	96 /24
2MenBob_Spot_07_03.wav	Bob Point 07 - close pass by with Whoosh, entering 360 loop	00:00:15.667	96 /24
2MenBob_Spot_08_01.wav	Bob Point 08 - ambience, whoosh, going through 360 loop	00:00:14.197	96 /24
2MenBob_Spot_08_02.wav	Bob Point 08 - rattle, going through 360 loop	00:00:09.621	96 /24
2MenBob_Spot_08_03.wav	Bob Point 08 - bang, going through 360 loop, bang	00:00:14.779	96 /24
2MenBob_Spot_08_04.wav	Bob Point 08 - going through 360 loop	00:00:10.680	96 /24
2MenBob_Spot_08_05.wav	Bob Point 08 - bangs, going through 360 loop, bang	00:00:10.271	96 /24
2MenBob_Spot_08_06.wav	Bob Point 08 - whoosch, going through 360 loop	00:00:09.648	96 /24
2MenBob_Spot_08_07.wav	Bob Point 08 - long ambience, going through 360 loop, bang	00:00:20.679	96 /24
2MenBob_Spot_08_08.wav	Bob Point 08 - long ambience, going through 360 loop, bang	00:00:24.928	96 /24
2MenBob_Spot_08_09.wav	Bob Point 08 - going through 360 loop, braking	00:00:34.621	96 /24
2MenBob_Spot_08_10.wav	Bob Point 08 - going through 360 loop, bangs	00:00:19.611	96 /24
2MenBob_Spot_08_11.wav	Bob Point 08 - going through 360 loop	00:00:14.858	96 /24
2MenBob_Spot_09_01_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:11.151	96 /24
2MenBob_Spot_09_02_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:12.686	96 /24
2MenBob_Spot_09_03_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:11.957	96 /24
2MenBob_Spot_09_04_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:14.516	96 /24
2MenBob_Spot_09_05_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:13.891	96 /24
2MenBob_Spot_09_06_Finish.wav	Bob Point 09 - bang, crossing finishing line, breaking	00:00:14.991	96 /24
2MenBob_Spot_09_07_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:10.095	96 /24
2MenBob_Spot_09_08_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:12.441	96 /24
2MenBob_Spot_09_09_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:15.363	96 /24
2MenBob_Spot_09_10_Finish.wav	Bob Point 09 - crossing finishing line, breaking	00:00:10.570	96 /24
Skeleton_Spot_05_01.wav	Skeleton Point 05 - passing 360 loop, mic follow	00:00:13.488	96 /24
Skeleton_Spot_05_02.wav	Skeleton Point 05 - passing 360 loop, scratching	00:00:11.957	96 /24
Skeleton_Spot_05_03.wav	Skeleton Point 05 - passing 360 loop	00:00:08.005	96 /24
Skeleton_Spot_05_04.wav	Skeleton Point 05 - long tail, passing 360 loop	00:00:18.802	96 /24
Skeleton_Spot_05_05.wav	Skeleton Point 05 - passing 360 loop, bang	00:00:09.994	96 /24
Skeleton_Spot_05_06.wav	Skeleton Point 05 - passing 360 loop	00:00:09.640	96 /24

Skeleton_Spot_05_07.wav	Skeleton Point 05 - passing 360 loop, scratching	00:00:12.147	96 /24
Skeleton_Spot_07_01.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:16.006	96 /24
Skeleton_Spot_07_02.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:13.957	96 /24
Skeleton_Spot_07_03.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:13.922	96 /24
Skeleton_Spot_07_04.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:12.259	96 /24
Skeleton_Spot_07_05.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:15.592	96 /24
Skeleton_Spot_07_06.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:14.044	96 /24
Skeleton_Spot_07_07.wav	Skeleton Point 07 - close pass by, Whoosh, entering 360 loop	00:00:13.955	96 /24
Skeleton_Spot_08_01.wav	Skeleton Point 08 - pass by in 360 loop	00:00:09.116	96 /24
Skeleton_Spot_08_02.wav	Skeleton Point 08 - pass by in 360 loop	00:00:10.306	96 /24
Skeleton_Spot_08_03.wav	Skeleton Point 08 - pass by in 360 loop	00:00:11.504	96 /24
Skeleton_Spot_08_04.wav	Skeleton Point 08 - pass by in 360 loop	00:00:08.427	96 /24
Skeleton_Spot_08_05.wav	Skeleton Point 08 - pass by in 360 loop	00:00:09.151	96 /24
Skeleton_Spot_08_06.wav	Skeleton Point 08 - pass by in 360 loop	00:00:14.194	96 /24
Skeleton_Spot_08_07.wav	Skeleton Point 08 - pass by in 360 loop, bang	00:00:12.230	96 /24
Skeleton_Spot_08_08.wav	Skeleton Point 08 - pass by in 360 loop, long tail	00:00:14.442	96 /24
Skeleton_Spot_08_09.wav	Skeleton Point 08 - pass by in 360 loop, long tail	00:00:14.399	96 /24
Skeleton_Spot_08_10.wav	Skeleton Point 08 - pass by in 360 loop, long tail	00:00:17.492	96 /24
Skeleton_Spot_08_11.wav	Skeleton Point 08 - pass by in 360 loop	00:00:10.805	96 /24
Skeleton_Spot_08_12.wav	Skeleton Point 08 - pass by in 360 loop, reverse mic	00:00:10.336	96 /24
Skeleton_Spot_08_13.wav	Skeleton Point 08 - pass by in 360 loop, long tail, reverse mic	00:00:13.717	96 /24
Skeleton_Spot_08_14.wav	Skeleton Point 08 - pass by in 360 loop, bang	00:00:11.396	96 /24
Skeleton_Spot_08_15.wav	Skeleton Point 08 - pass by in 360 loop, bang	00:00:10.753	96 /24
Skeleton_Spot_08_16.wav	Skeleton Point 08 - pass by in 360 loop, bang	00:00:11.613	96 /24
Skeleton_Spot_08_17.wav	Skeleton Point 08 - pass by in 360 loop, long tail	00:00:11.918	96 /24