Bowling HD

Track List

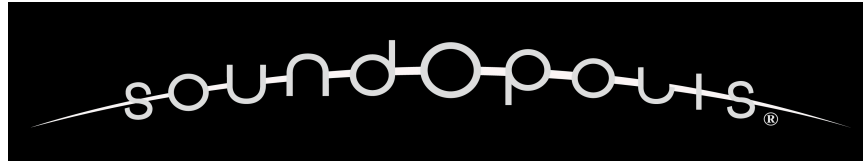12/6/2021

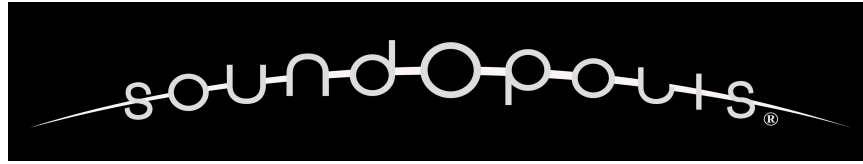| File Name	Description
SPRTIndor_Bowling_Machinery_Ball Return_Fienup_001.wav	bowling, alley, ball, machinery, mechanical, ball return, thump, impact, clunk, whir, hum, Soundopolis
SPRTIndor_Bowling_Machinery_Ball Return_Fienup_002.wav	bowling, alley, ball, machinery, mechanical, ball return, thump, impact, clunk, whir, hum, Soundopolis
SPRTIndor_Bowling_Machinery_Ball Return_Fienup_003.wav	bowling, alley, ball, machinery, mechanical, ball return, thump, impact, clunk, whir, hum, Soundopolis
SPRTIndor_Bowling_Machinery_Ball Return_Fienup_004.wav	bowling, alley, ball, machinery, mechanical, ball return, thump, impact, clunk, whir, hum, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Behind Lane_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Behind Lane_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Behind Lane_Fienup_003.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Side Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Side Perspective_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Side Perspective_Fienup_003.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, Soundopolis
SPRTIndor_Bowling_Machinery_Mechanical_Whine_Behind Lane_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, whine, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Behind Lane_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Bowler Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Close Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, whine, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Close Perspective_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, ball return, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Close Perspective_Fienup_003.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, whine, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Reset Button_Close Perspective_Fienup_001.	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Reset Button_Close Perspective_Fienup_002.	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Reset Button_Close Perspective_Fienup_003.	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, ball return, roll, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Reset Button_Close Perspective_Fienup_004.	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Reset Button_Side Perspective_Fienup_001.w	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, whine, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Reset Button_Side Perspective_Fienup_002.w	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Side Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, ball return, roll, whine, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Side Perspective_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, ball return, roll, whine, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Side Perspective_Fienup_003.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, ball return, roll, Soundopolis
SPRTIndor_Bowling_Machinery_Pins Resetting_Side Perspective_Fienup_004.wav	bowling, alley, machinery, mechanical, whir, hum, clunk, thump, impact, pins, reset, resetting, button press, ball return, roll, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Gutter Ball_Behind Lane_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, gutter ball, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Gutter Ball_Side Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, gutter ball, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Strike_Multiple Pins_Behind Lane_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Strike_Multiple Pins_Behind Lane_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Strike_Multiple Pins_Behind Lane_Fienup_003.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Strike_Multiple Pins_Side Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Strike_Multiple Pins_Side Perspective_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Machinery_Roll_Strike_Multiple Pins_Side Perspective_Fienup_003.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Gutter Ball_Bowler Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, gutter ball, Soundopolis
SPRTIndor_Bowling_Roll_Gutter Ball_Close Perspective_Fienup_001.wav	bowling, alley, roll, ball, gutter, impact, thump, clunk, Soundopolis

Bowling HD

Track List

12/6/2021

Total Tracks: 77
96k/24bit WAVE
Stereo
~723 MB unzipped
Metadata: SoundMiner

File	Keywords
SPRTIndor_Bowling_Roll_Gutter Ball_Close Perspective_Fienup_002.wav	bowling, alley, roll, ball, gutter, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Roll_Miss_Bowlers Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Bowler Perspective_Fienup_001.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Bowler Perspective_Fienup_002.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Close Perspective_Fienup_001.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Close Perspective_Fienup_002.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Close Perspective_Fienup_003.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Close Perspective_Fienup_004.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Close Perspective_Fienup_005.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Close Perspective_Fienup_006.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Side Perspective_Fienup_001.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Side Perspective_Fienup_002.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Side Perspective_Fienup_003.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Side Perspective_Fienup_004.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, ball return, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Side Perspective_Fienup_005.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, ball return, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Multiple Pins_Side Perspective_Fienup_006.wav	bowling, alley, machinery, mechanical, whir, hum, ambience, room tone, clunk, thump, impact, pins, ball return, reset, resetting, ball, roll, strike, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Single Pin_Close Perspective_Fienup_001.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Roll_Strike_Single Pin_Side Perspective_Fienup_001.wav	bowling, alley, roll, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_001.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_002.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_003.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_004.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_005.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_006.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Multiple Pins_Fienup_007.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Single Pin_Fienup_001.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Clean_Single Pin_Fienup_002.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, no mechanics, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_001.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_002.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_003.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_004.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_005.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_006.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_007.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_008.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_009.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_010.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_011.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis

SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_012.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_013.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis
SPRTIndor_Bowling_Strike_Multiple Pins_Fienup_014.wav	bowling, alley, strike, pins, ball, impact, thump, clunk, Soundopolis