

## SOUND REPORT

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Project Title \_\_\_\_\_ Location \_\_\_\_\_ Date \_\_\_\_\_

Dir. \_\_\_\_\_ Recordist \_\_\_\_\_ Boom Op. \_\_\_\_\_

Bits \_\_\_\_\_ Sample Freq. \_\_\_\_\_ Format \_\_\_\_\_ Recorder \_\_\_\_\_ Fr. Rate \_\_\_\_\_

**SOUND ROLL:** \_\_\_\_\_ **Head Tone:** \_\_\_\_\_

[illegible]

Abbreviations: GD = Good; NG = No Good; GT = Guide Track; RT = Room Tone; AMB = Ambience; WSFX = Wild Sound Effect; WD = Wild Dialogue

**NOTES:**