

| ID | Titel | Interpret | Hauptinterpret | Interpret | Urheber | Funktion | Industrie-Nummer | NUMMER | NAME | JAHR | Interpretet Unique ID |
|-----------|----------------|--------------------|----------------|-----------|---------|----------|-------------------------------------|--------|----------------|------------|-----------------------|
| 3.972.870 | Long Gone Long | Hale, Jack | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 143.880 |
| 3.972.871 | Long Gone Long | Jackson, Wayne | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 170.940 |
| 3.972.869 | Long Gone Long | Love, Andrew | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 9.231 |
| 3.972.872 | Long Gone Long | Manning, Terry | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 225.936 |
| 3.972.873 | Long Gone Long | Memphis Horns, The | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 239.628 |
| 3.972.874 | Long Gone Long | Phillips, Steve | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 280.972 |
| 3.972.875 | Long Gone Long | Rainmakers, The | true | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 292.266 |
| 3.972.876 | Long Gone Long | Ruth, Rich | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 310.947 |
| 3.972.877 | Long Gone Long | Tomek, Pat | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 361.763 |
| 3.972.878 | Long Gone Long | Tooper, Gary | false | true | false | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 362.136 |
| 3.972.879 | Long Gone Long | Walkenhorst, Bob | false | true | true | | PolyGram 830 214 (NL 1986, Mercury) | 6 | Long Gone Long | 1986/03-04 | 377.637 |