

Printable Live Sound EQ Frequency Chart

Quick cut/boost starting points for live mixing. Use as a reference, then adjust by ear for the room.

Vocals (Vocal EQ Live)

Frequency (Hz)	Cut / Boost	Why
80–120	High Pass	Removes rumble, plosives, and stage bleed
150–250	Cut -2 to -4 dB	Reduces muddiness
300–500	Cut -2 to -3 dB	Reduces boxiness
2k–4k	Boost +2 to +4 dB	Adds clarity and intelligibility
5k–6k	Boost +1 to +3 dB	Adds presence
6k–8k	Cut / De-ess	Tames sibilance and harshness
10k–15k	Boost +1 to +3 dB	Adds air / openness

Electric Guitar

Frequency (Hz)	Cut / Boost	Why
80–120	High Pass	Clears rumble; leaves room for bass/kick
250–400	Cut -2 to -5 dB	Reduces mud
2k–4k	Boost +2 to +4 dB	Adds bite/attack
6k–8k	Cut if fizzy	Reduces fizz/harshness

Acoustic Guitar

Frequency (Hz)	Cut / Boost	Why
80–120	High Pass	Removes rumble/boom
150–250	Cut -2 to -4 dB	Reduces boominess
300–500	Cut -2 to -3 dB	Reduces boxiness
2k–5k	Boost +2 to +4 dB	Adds pick definition
7k–10k	Boost +1 to +3 dB	Adds sparkle

Bass Guitar (Bass Guitar EQ Frequency Chart)

Frequency (Hz)	Cut / Boost	Why
40–60	Boost +1 to +3 dB	Adds sub weight (if PA supports)
80–120	Boost +1 to +3 dB	Adds fullness
200–300	Cut -2 to -5 dB	Reduces mud / low-mid clutter
500–1k	Boost +1 to +3 dB	Adds note definition
2k–4k	Boost lightly	Adds attack (pick bass)

Kick Drum (Kick Drum EQ Live Sound)

Frequency (Hz)	Cut / Boost	Why
50–80	Boost +2 to +5 dB	Adds thump
200–400	Cut -3 to -6 dB	Reduces boxiness
2.5k–5k	Boost +2 to +5 dB	Adds beater click/definition

Snare Drum

Frequency (Hz)	Cut / Boost	Why
100–200	Boost +1 to +3 dB	Adds body
250–400	Cut -2 to -5 dB	Reduces mud
3k–5k	Boost +2 to +5 dB	Adds crack/attack
8k–10k	Boost +1 to +3 dB	Adds crispness

Toms (Tom 1 / Tom 2 / Floor Tom 1 / Floor Tom 2)

Frequency (Hz)	Cut / Boost	Why
Tom 1: 70–100	Boost +1 to +4 dB	Adds fundamental/body
Tom 1: 200–350	Cut -2 to -6 dB	Reduces boxiness
Tom 1: 4k–6k	Boost +2 to +4 dB	Adds stick attack
Tom 2: 60–90	Boost +1 to +4 dB	Adds depth/body
Tom 2: 200–350	Cut -2 to -6 dB	Reduces boxiness
Tom 2: 4k–6k	Boost +2 to +4 dB	Adds attack
Floor 1: 50–80	Boost +2 to +5 dB	Adds deep fundamental
Floor 1: 200–350	Cut -3 to -6 dB	Reduces boxiness
Floor 1: 3k–5k	Boost +2 to +4 dB	Adds definition
Floor 2: 45–70	Boost +2 to +5 dB	Adds lowest depth (watch build-up)
Floor 2: 200–350	Cut -3 to -6 dB	Reduces low-mid clutter
Floor 2: 3k–5k	Boost +2 to +4 dB	Adds attack