

EQ SETTINGS QUICK GUIDE

Live sound starting points for each channel. Use small EQ moves first, then adjust by ear in the full band mix.

CH	Source	Low Cut / High Pass	Low EQ	Low-Mid EQ	Mid / High-Mid EQ	High EQ	Main Goal
CH 1	Kick Mic	Off or 30-40 Hz	Small boost around 60-80 Hz if needed	Cut mud around 200-400 Hz	Small boost around 2-4 kHz if more attack is needed	Usually little to none	Low-end thump and body
CH 2	Snare	80-120 Hz	Usually flat	Cut boxiness around 300-600 Hz	Boost crack around 2-5 kHz if needed	Small boost only if dull	Snap, crack, and backbeat
CH 3	Rack Tom	60-90 Hz	Small boost around 100-180 Hz if needed	Cut mud around 250-500 Hz	Small boost around 3-5 kHz for attack	Usually little to none	Punch and fill definition
CH 4	Floor Tom	40-70 Hz	Small boost around 60-120 Hz if needed	Cut mud around 200-400 Hz	Small boost around 2-4 kHz for attack	Usually little to none	Deep tom fullness
CH 5	Hi-Hat	200-400 Hz	Cut lows	Cut low-mid bleed if needed	Be careful around 2-5 kHz	Very small boost only if needed	Light clarity without harshness
CH 6	Bass	30-50 Hz	Small boost around 60-100 Hz if needed	Cut mud around 200-400 Hz	Add mids around 700 Hz-1.5 kHz if buried	Usually little to none	Full and even low end
CH 7	Rhythm Guitar	80-120 Hz	Usually flat or slight cut	Cut mud around 200-400 Hz	Add presence around 1-3 kHz if buried	Be careful with fizz above 5 kHz	Chord body and midrange support
CH 8	Lead Guitar	80-120 Hz	Usually flat or slight cut	Cut mud around 200-400 Hz	Add presence around 2-4 kHz if needed	Be careful with harshness/fizz	Solos and fills that cut through
CH 9	Keys Left / Mono	80-150 Hz	Reduce lows if muddy	Cut low-mids around 200-500 Hz if cloudy	Small clarity boost around 2-4 kHz if needed	Small high boost only if dull	Balanced support
CH 10	Keys Right	80-150 Hz	Reduce lows if muddy	Cut low-mids around 200-500 Hz if cloudy	Small clarity boost around 2-4 kHz if needed	Small high boost only if dull	Balanced support
CH 11	Male Lead Vocal	80-120 Hz	Usually cut/roll off lows	Cut mud around 200-400 Hz if boomy	Boost clarity around 2-5 kHz if needed	Very light air boost around 8-12 kHz if needed	Clear vocal presence

EQ SETTING MEANINGS

Setting	What It Does	Simple Rule
Low Cut / High Pass	Removes deep low rumble	Use on almost everything except kick and bass
Low EQ	Adds or removes weight	Too much low makes the mix boomy

Setting	What It Does	Simple Rule
Low-Mid EQ	Controls mud and boxiness	This is where many live mixes get cloudy
Mid / High-Mid EQ	Controls presence, attack, and clarity	Too much can sound harsh or piercing
High EQ	Adds brightness or air	Use carefully, especially with cymbals and vocals

SIMPLE EQ SETUP RULES

If This Happens	Change This
Mix sounds muddy	Cut low-mids around 200-500 Hz
Vocal sounds boomy	Use low cut and reduce 200-400 Hz
Vocal is buried	Add a small boost around 2-5 kHz
Kick has no weight	Add a small boost around 60-80 Hz
Kick sounds boxy	Cut around 200-400 Hz
Snare sounds boxy	Cut around 300-600 Hz
Snare has no crack	Add a small boost around 2-5 kHz
Guitar sounds muddy	Cut around 200-400 Hz
Guitar is buried	Add mids around 1-3 kHz
Bass is hard to hear	Add mids around 700 Hz-1.5 kHz
Hi-hat sounds harsh	Reduce highs or high-mids
Floor tom sounds too short or thin	Add a little low end and avoid over-cutting lows

QUICK LIVE SOUND EQ ORDER

Step	What To Do
1	Set gain first
2	Turn on low cut where needed
3	Cut mud or boxiness before boosting
4	Add small boosts only where needed

Step	What To Do
5	Check each channel in the full band mix
6	Avoid soloing too long - EQ for the mix, not just the channel

Best general starting point: Start by cutting problem frequencies before boosting. For most live sound channels, small EQ moves are better than big ones. A 2-4 dB cut or boost is usually enough.