



INSTANT GUIDE TO FREQUENCIES

FREQ	Instrument	Results
30-60Hz	Kick drum / sub bass Vocals	Boost to reinforce or thicken Cut to get rid of rumble or pops
70-100Hz	Bass, kick drum.	
200-400Hz	Guitars, vocals, keys Snare drums	Boost to add thickening Cut to add clarity Useful range for tonal adjustment
400-800Hz	Toms, guitars, keys. Bass	Boost to add warmth Cut to gain clarity. Boost to make it pop out more Or cut other instruments
800Hz-1Khz	Vocals, edge of kick drum	
1-3Khz	Piano mid range Guitar	Boost to add grit. Boost to add bite Cut to reduce harshness
3-6Khz	Vocals and guitars	Boost to add bite Cut to reduce harshness
6-10Khz	Vocal Acoustic guitar Percussion and cymbals Snare	Boost to add edge Boost to add crispness Boost to add crispness Boost to add crack
10-16Khz	Vocals Drums and percussion	Boost to add airiness Boost to add sizzle