	Blad1		
bom monotropa v1 adapted	reverselandfill 20	19	
resistors			
f1 f2	10r or ferrite	2	
11, 12 -1 -9 -10		2	
-	I.OK	3	all. ZK
r7	4.7k	1	
r3, r4, r5, r6, r12, r13, r17, r18	10k	8	
r19, r20	1k	2	
hand combinations			
band1	low (75Hz)		
c1	1uf	1	5mm film
	101 20m	1	
Сб		I	2.5000
r2	130k	1	
band?	mid (410Hz)		
c7	220nE	1	5mm film
-10		1	
C10	4./n⊢	1	2.5mm
r9	91k	1	alt: 100k
band3	high (7.7KHz)		
c8	10nF	1	alt [.] 12nF
c0	10111 470p	1	
	470pr	I	
r11	62k	1	alt: 47k or 75k
capacitors			
c2 c3	10uF	2	electrolythic
027 029	1.uf	2	olootrolythio
		2	electrolythic
C4, C5, C21, C23	100nF	4	
c25, c26	10pF	2	alt: 20pF
Jumper	3pin male header + jumper		
place the header on the component side	jumper the right side for positive feedback		
	or jumper the left side for negative feedback		
	Loovo the jumper	Side for FO y	without foodbook
10	Leave the jumper		Milloui leeuback.
u1, u2	14pin socket	2	
u1, u2	tl074	2	alt: tl084, tl064
nots			
hand1 hand2 hand2 gain sum	b10k	F	vortical 0mm
bandi, bandz, bands, gain, sum	DTUK	5	ventical 9mm
jacks			
EQIN, LOOPIN, LOOPOUT, MIXOUT	thonkiconn	4	
Power			
10 pin connector	shrouded	1	
power cable	10pin to 16pin	1	
	F	-	

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credits: part of the EQ was inspired by the Musicthingmodular Graphic EQ rest of the design (feedback loop, mixer amp stages, external routing, mods are by reverselandfill

Blad1

other frequency bands: (you can use parts that are near these values)

mid-low (160Hz) mid (1KHz) mid-high (2.5KHz) high (16KHz) 500nF, 10nF, 110k 80nF, 2.2nF, 82k 33nF, 1nF, 68k 4.7nF, 220pF, 51k