

Part 1:  
Time signatures in 7

# Sick Odd Meter Double Bass Grooves

Playing in 7

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Here in Part 1 we are going to examine three basic time signatures. Please note: if you get lost with any of the terms please take a look at the terminology reference sheet which can be obtained from the first lesson "Reading Basics" featured in Sick Drummer's fifth issue.

♩=160  
EX#1) 7/4 means that there are seven quarter notes within a measure and the quarter note gets the beat.

Drum Set

♩=160  
EX#2) 7/8 Means that there are seven eighth notes in a measure and the eighth note gets the beat.

♩=160  
EX #3) 7/16 means that there are seven sixteenth notes in a measure and the sixteenth note gets the beat. This time signature is not as common as 7/4 or 7/8 but what the heck, we might as well talk about it; right?

## Briefly demystifying the complexity of time signatures:

It's usually the visual aspect that often makes the concept of odd time signatures appear to be very challenging. However, notice how the above grooves are all the same in sound, especially when performed at the indicated tempos.

This just goes to show that maybe odd time signatures are not so complex after all.

## Getting Complex:

This example can be tricky because we have consecutive meter changes but we'll touch base on concepts like these later on in Part two.

EX #2 The quarter note stays constant in this example. No video provided but a similar exercise is on Part 2

♩=160

Coming next: counting and groupings in 7