

Part 1:  
Time signatures in 5

# Sick Odd Meter Double Bass Grooves

Playing in 5

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Here in Part 1 we are going to examine three basic time signatures in five. 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.

♩=140 EX#1) 5/4 means that there are five quarter notes within a measure and the quarter note gets the beat.

Drum Set

♩=160 EX#2) 5/8 Means that there are five eighth notes in a measure and the eighth note gets the beat. Please note: Eighth notes are usually beamed together but are not in this case for visual reasons.

♩=160 EX #3) 5/16 means that there are five sixteenth notes in a measure and the sixteenth note gets the beat. Please note: sixteenth notes are usually beamed together but are not in this case for visual reasons.

## 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.

♩=140

Coming next: Check out Part 2