

Sick Odd Meter Double Bass Grooves

Part 2:

- *Kick drum variations in 5
- *Consecutive meter changes

Playing in 5

by Paul Wandtke

Sick Drummer Magazine issue 8

Here in Part 2 we are going to examine a few different kick drum variations and some basic mixed meter patterns that shift between 5/4, 5/8 and 5/16. Remember: the quarter note pulse stays the same in these meter changes so count the eighth note pulse or whatever is comfortable and HAVE FUN!!!!!!

Ex #1) This 5/4 groove utilizes 8th notes and 16th notes in the kick pattern. Count either quarters or eighths while practicing. Notice that this is a four bar phrase that changes slightly during every bar.

♩=160

Drum Set

Ex #2) This 5/4 groove contains mostly sixteenth notes in the kick pattern. Count either quarters or eighths while practicing. Notice how the crash and china are struck at the same time at the beginning of this two bar phrase.

♩=160

Ex #3) Here we shift between two bars of 5/4 and four bars of 5/8.

♩=110

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Ex #4) Here's a cooler version of example 3 (for all you metal dudes and dude-ets) because while your shifting meters, the 16th note kick pattern stays constant. Double bass rules!

♩=110

The notation for Example 4 consists of two staves. The top staff is a single bass line with a tempo marking of ♩=110. It starts in 5/4 time, then shifts to 5/8, and finally to 5/16. The bottom staff shows a constant 16th note kick pattern across the same time signature changes. The pattern is represented by 'x' marks above the staff, with asterisks indicating specific accents or patterns. The time signatures are 5/4, 5/8, 5/16, and 5/4.

Ex #5) This last eight bar phrase example shifts from 5/4 to 5/8 to 5/16. It's a challenge performing 5/16 while shifting from 5/8 to 5/4 again so set your metronome to 16th note pulsations and go for it.

♩=100

The notation for Example 5 consists of two staves. The top staff is a single bass line with a tempo marking of ♩=100. It starts in 5/4 time, then shifts to 5/8, and finally to 5/16. The bottom staff shows a complex 16th note kick pattern across the same time signature changes. The pattern is represented by 'x' marks above the staff, with asterisks indicating specific accents or patterns. The time signatures are 5/4, 5/8, 5/16, and 5/4.

I hope you enjoyed the drum notation and grooves contained in Parts 1 and 2. The next issue of Sick Drummer will contain my lesson series Playing in 5 "Expanded" where we'll cover a more in depth approach with counting and grouping in five.

Please note: counting could've easily been discussed in Parts 1 and 2 but it's better to take it one step at a time because we're also focusing on reading; well at least I hope you are!

Coming next: "Playing in 5 EXPANDED"
counting and groupings in 5