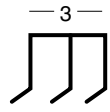
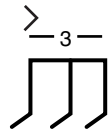
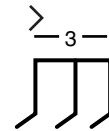
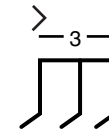
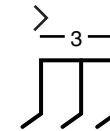


Triplets are beats that are subdivided by 3 instead of 2. These are very common in blues styles

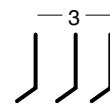
 = 1 beat
 $\frac{1}{3} \frac{1}{3} \frac{1}{3}$

Eighth note triplet

D U D D U D D U D D U D

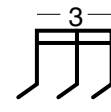
O T L T T L T T L F T L
 n r e w r e h r e o r e
 e i t o i t r i t u i t
 p p e p r p

 = 2 beats
 $\frac{2}{3} \frac{2}{3} \frac{2}{3}$

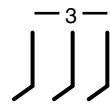
Quarter note triplet

> = Accent

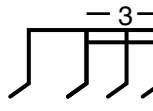
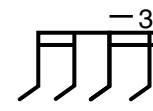
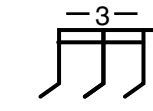
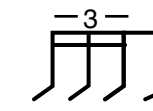
This picking pattern may feel awkward but it facilitates proper accenting on the downbeat of each triplet and proper timing.

 = $\frac{1}{2}$ beat
 $\frac{1}{6} \frac{1}{6} \frac{1}{6}$

Sixteenth note triplet

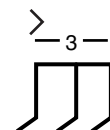
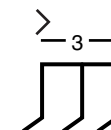
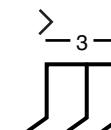
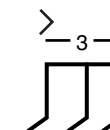
 = 2 beats
 $\frac{2}{3} \frac{2}{3} \frac{2}{3}$

Quarter note triplets can be played with all downstrokes or a D-U-D pattern. $\frac{2}{3}$ of a beat is pretty hard to count. It is best to just think of eighth note triplets being played in half time.

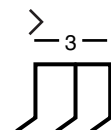
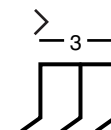
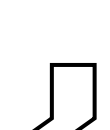
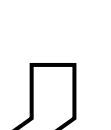
$\frac{1}{2} \frac{1}{6} \frac{1}{6} \frac{1}{6} \quad \frac{1}{4} \frac{1}{4} \frac{1}{6} \frac{1}{6} \frac{1}{6} \quad \frac{1}{6} \frac{1}{6} \frac{1}{6} \frac{1}{2} \quad \frac{1}{6} \frac{1}{6} \frac{1}{6} \frac{1}{4} \frac{1}{4}$
 D D U D D U D U D U D U D U D U

Sixteenth note triplets are most likely to occur in these subdivisions. They are too fast to count out loud. Just keep in mind where the down beat is.

(18)    

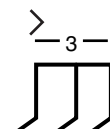
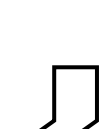
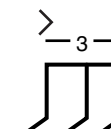

D U D D U D D U D D U D

O T L T T L T T L F T L
 n r e w r e h r e o r e
 e i t o i t r i t u i t
 p p e p r p

(19)    

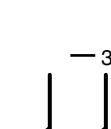

D U D D U D D U D U

O T L T T L 3 + 4 +
 n r e w r e
 e i t o i t
 p p

(20)    

D U D D U D U D U

O T L 2 + T T L 4 +
 n r e h r e
 e i t r i t
 p e p

(21)  

D U D D U D

Don't count, just think triplets at half speed