

The Battle of Sheriffmuir (1) (traditional)

slow air

Musical notation for 'The Battle of Sheriffmuir (1)'. The piece is in G major (one sharp) and 4/4 time. It consists of three staves of music. Chords are indicated above the notes: A, A, G, D, A, E, A, Bm, E, A, A, G, D, A, F#m, E, D, E.

The Battle of Sheriffmuir (2) (traditional)

jig

Musical notation for 'The Battle of Sheriffmuir (2)'. The piece is in G major (one sharp) and 6/8 time. It consists of six staves of music. Chords are indicated above the notes: G, C, G, G, C, G, G, Em, G, C, G, D7, G, G, D7, G, G, C, G, D7, G, D7, G, Em, G, C, G, D7, G.

Battle of Sheriffmuir

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1715 The Battle of Sheriffmuir

Although both sides claimed victory after the Battle of Sheriffmuir, the Jacobite armies were demoralised at not being victorious with superior forces. By the time the Old Pretender, James Stuart, arrived in Scotland from France in December 1715, he was unable to breathe new life into his supporters, and his cause was all but lost. Hordes of Highlanders, returning home, burned Perthshire towns such as Crieff, Auchterarder, Muthill and Blackford.

