

*The Battle of Sheriffmuir (1) (traditional)*

slow air

Musical notation for *The Battle of Sheriffmuir (1)*. The score is in 3/4 time, key of A major (one sharp), and consists of 15 measures. The melody is written on a treble clef staff, and the mandolin accompaniment is on a bass clef staff. Chords are indicated above the melody: 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)*

Musical notation for *The Battle of Sheriffmuir (2)*. The score is in 6/8 time, key of G major (one sharp), and consists of 20 measures. The melody is written on a treble clef staff, and the mandolin accompaniment is on a bass clef staff. Chords are indicated above the melody: G, C, G, G, C, G, G, Em, G, C, G, D7, G, G, D7, G, G, C, G, G, Em, G, C, G, D7, G, C, G, D7, G.

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.

