

The Battle of Sheriffmuir (1) (traditional)

slow air

Musical notation for 'The Battle of Sheriffmuir (1)'. It consists of three systems of staves. Each system has a treble clef staff with a key signature of three sharps (F#, C#, G#) and a 3/4 time signature. Below each treble staff is a ukulele staff with fret numbers for strings T, A, B, and E. Chord symbols are placed above the treble staff: 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)'. It consists of four systems of staves. Each system has a treble clef staff with a key signature of one sharp (F#) and a 6/8 time signature. Below each treble staff is a ukulele staff with fret numbers for strings T, A, B, and E. Chord symbols are placed above the treble staff: 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.

