

Will You Go To Sheriffmuir (unknown)

The sheet music is arranged in three systems. Each system consists of a treble clef staff with a key signature of one sharp (F#) and a 6/8 time signature. Below each staff is a tablature for the ukulele, with strings labeled T (top), A, and B (bottom). Chord symbols (G, Am, D) are placed above the treble staff. The first system has six measures with chords G, G, Am, Am, G, G. The second system has five measures with chords G, D, G, G, Am. The third system has five measures with chords Am, G, G, G, D, G.

G Am  
 1. Will ye go to Sheriffmuir, Bauld John o Innisture?  
 G D G  
 There to see the noble Mar, and his Heiland lad - dies.  
 G Am  
 A' the true men o the north, Angus, Huntly and Seaforth,  
 G D G  
 Scouring on tae cross the Forth, wi their white cock-a-dies.

G Am  
 2. There you'll see the banners flare, there you'll hear the bagpipes rare,  
 G D G  
 And the trumpets deadly blare, wi the cannon's rat - tle,  
 G Am  
 There you'll see the bold McCraws, Cameron's and Clanronald's raws,  
 G D G  
 A' the clans wi loud huzzas, rushing tae the bat - tle.

Will Ye Go Tae Sheriffmuir

NOV 13 1715 The Battle of Sheriffmuir

John Erskine, the 6th Earl of Mar, managed to raise 12,000 men and capture Perth during the first Jacobite uprising. The Government forces, led by John Campbell, Duke of Argyll, moved to Sheriffmuir to meet Mar's Highlanders. The battle took place on 13th November 1715, and the result was inconclusive, both sides claiming victory with relatively few casualties.

