

Atholl Scottish Country Dance Club

28th April 2026, at 7:30 pm

Claire's programme

1	The Raven's Dance	8x32	J
2	Bauldy Bain's Fiddle	8x32	R
3	Saint Columba's Strathspey	5x32	S
4	The Markinch Mars Bar King	8x32	J
5	The Rutland Reel	8x40	R
6	Dunfermline to Sarasota	3x32	S
7	The Purple Heather Jig **	4x40	J
8	The Deil amang the Tailors	8x32	R

9	The Breathalyser	8x32	J
10	The Recumbent Stone	5x48	R
11	The Belle of Bon Accord	4x32	S
12	Liquid Assets	8x32	J
13	Glastonbury Tor	8x32	R
14	The Silver Grey	3x32	S
15	The Aviator	8x32	J
16	Mairi's Wedding	8x40	R

12th May 2026, at 7:30 pm

AGM programme

1	Welcome to the Atholl	8x32	J
2	Orpington Caledonians	8x32	R
3	Canadian Landscape	3x32	S
4	Gothenburg's Welcome	8x32	J
5	MacDonald of Keppoch	564+J&M	
6	The Countess of Dunmore's Reel	8x32	R

7	The Snake Pass	8x32	J
8	The Byron Strathspey	3x32	S
9	Anniversary Reel	4x32	R
10	Quarries' Jig	8x32	J
11	Autumn in Appin	4x32	S
12	Mrs MacPherson of Inveran	8x32	R

Extras

13	Old Nick's Lumber Room	8x32	J
14	Bratach Bana	8x32	R

5th May 2026, at 7:30 pm

Bobby's programme

1	The Machine without Horses	8x32	J
2	Maxwell's Rant	8x32	R
3	MacDonald of the Isles	3x32	S
4	Jennifer's Jig	8x32	J
5	The Irish Rover	8x32	R
6	Mrs Milne of Kinneff	4x32	S
7	The Frisky	8x32	J
8	Shiftin' Bobbins	8x32	R

9	The Back o' Bennachie	8x32	R
10	A Dance for Margaret **	8x32	J
11	Cape Town Wedding	8x32	S
12	Blooms of Bon Accord	4x32	R
13	The Kelloholm Jig	8x32	J
14	Neidpath Castle	3x32	S
15	The Laird of Milton's Daughter	8x32	J
16	The Montgomeries' Rant	8x32	R

19st May 2026, at 7:30 pm

End of Season Party

1	Welcome to the Atholl	8x32	J
2	Catch the Wind	8x32	R
3	Miss Eleanor	3x32	S
4	Glavya	8x32	J
5	We've Nae Electric	5x32	R
6	The Orchards of Co. Armagh	3x32	S
7	Best Set in the Hall	8x32	J
8	Mrs MacPherson of Inveran	8x32	R

9	Roaring Jelly	8x32	J
10	Superc-Ali-Fragilistic	8x32	R
11	The Water of Leith	4x32	S
12	Welcome to Ayr	8x32	J
13	The Lochalsh Reel	8x40	R
14	Chasing the Eclipse	3x32	S
15	Birls Allowed	8x32	J
16	The Final Reel	8x32	R

** Dances will be walked