

Who's (1)_____ (2)____ me, to kick a hole in the sky I love the whiskey, let's drink that (3)_____ it's dry. So grab a Jim Beam, JD, whatever you need. Have a (5)_____ from the bottle, doesn't matter to me. 'Nother round, (6)_____ 'er up, _____ down, grab a cup, (7)____ bottoms up! This is what it's all about, no one can slow us down. We ain't gonna stop until the clock runs out. -Bottoms up-Hell can't handle all of us, so get your (8)_____ up. Drinkin' every drop until it all (9)_____ out. 'Nother round, fill 'er up, hammer down, grab a cup, bottoms up!

Oh, bottoms up!

So grab (10)______ best friends and make your way to the bar.

But keep your distance,
we're gonna light it on fire.

80 proof, straight gasoline.

and hand the bottle to me. 'Nother round, fill 'er up,

We're (11)_____ black tooth,

(12)____ as much as you can take

(13)_____ down, grab a cup, bottoms up!

Fill in the gaps

This is what it's all about,
no one can slow us down.
We ain't gonna stop until the (14) runs out.
-Bottoms up-
(15) can't handle all of us,
so get your bottles up.
Drinkin' (16) drop until it all runs out.
'Nother round, (17) 'er up,
hammer down, grab a cup, bottoms up!
Oh, (18) up.
This is what it's all about,
no one can (19) us down.
We ain't gonna stop
until they (20) us all out.
Hell can't handle all of us,
so get your bottles up.
Drinkin' (21) drop until it all runs out.
This is what it's all about,
no one can slow us down.
We ain't gonna stop until the clock runs out.
-Bottoms up-
Hell can't handle all of us,
so get your (22) up.
Drinkin' every drop until it all runs out.
'Nother round, fill 'er up,
hammer down, grab a cup, bottoms up!
'Nother round, fill 'er up,
(23) down, grab a cup, (24)
up!
Hey! Bottoms up.



1. coming

- 2. with
- 3. shit
- 4. till
- 5. shot
- 6. fill
- 7. hammer
- 8. bottles
- 9. runs
- 10. your
- 11. drinking
- 12. Slam
- 13. hammer
- 14. clock
- 15. Hell
- 16. every
- 17. fill
- 18. bottoms
- 19. slow
- 20. throw
- 21. every
- 22. bottles
- 23. hammer
- 24. bottoms

Fill in the gaps