

Who's coming (1) me, to kick a hole in the sky I love the whiskey, let's (2)_____ that shit till it's dry. So grab a Jim Beam, JD, _____ you need. (3)____ Have a shot from the bottle, doesn't matter to me. 'Nother round, fill 'er up , hammer down, grab a cup, bottoms up! (4)_____ is what it's all about, no one can slow us down. We ain't gonna stop until the clock runs out. -Bottoms up-(5)_____ can't handle all of us, so get (6)_____ bottles up. Drinkin' every drop until it all runs out. 'Nother round, fill 'er up, hammer down, grab a cup, bottoms up! Oh, bottoms up! So grab your best friends and (7)_____ (8)____ way to the bar. But keep your distance, we're gonna light it on fire. We're drinking black tooth, 80 proof, straight gasoline. (9)_____ as much as you can take and hand the bottle to me. 'Nother round, fill 'er up, hammer down, grab a cup, bottoms up!

Fill in the gaps

This is (10) it's all about,
no one can slow us down.
We ain't (11) stop (12) the clock
(13) out.
-Bottoms up-
Hell can't handle all of us,
so get your bottles up.
Drinkin' every drop (14) it all runs out.
'Nother round, fill 'er up,
hammer down, grab a cup, bottoms up!
Oh, bottoms up.
This is what it's all about,
no one can slow us down.
We ain't gonna stop
until (15) throw us all out.
Hell can't (16) all of us,
so get your (17) up.
Drinkin' every drop until it all runs out.
(18) is what it's all about,
no one can (19) us down.
We ain't (20) stop until the clock runs out.
-Bottoms up-
Hell can't handle all of us,
so get (21) (22) up.
Drinkin' every drop (23) it all runs out.
'Nother round, fill 'er up,
(24) down, (25) a cup, bottoms
up!
'Nother round, (26) 'er up,
hammer down, grab a cup, bottoms up!
Hey! Bottoms up.



- 1. with
- 2. drink
- 3. whatever
- 4. This
- 5. Hell
- 6. your
- 7. make
- 8. your
- 9. Slam
- 10. what
- 11. gonna
- 12. until
- 13. runs
- 14. until
- 15. they
- 16. handle
- 17. bottles
- 18. This
- 19. slow
- 20. gonna
- 21. your
- 22. bottles
- 23. until
- 24. hammer
- 25. grab
- 26. fill

Fill in the gaps