



## Bottoms up by Nickelback

Who's coming with me,  
to kick a hole in the sky  
I love the whiskey,  
let's drink that shit till it's dry.  
So grab a Jim Beam, JD,  
whatever you need.  
Have a shot from the bottle,  
doesn't matter to me.  
'Nother round, fill 'er up ,  
hammer down, grab a cup,  
(1)\_\_\_\_\_ 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-  
(2)\_\_\_\_\_ can't handle all of us,  
so get (3)\_\_\_\_\_ (4)\_\_\_\_\_ 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 make your way to the bar.  
But (5)\_\_\_\_\_ your distance,  
we're gonna light it on fire.  
We're drinking black tooth,  
80 proof, straight gasoline.  
Slam 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 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 bottles up.  
Drinkin' every drop until it all runs out.  
'Nother round, (6)\_\_\_\_\_ '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 they throw us all out.  
Hell can't (7)\_\_\_\_\_ all of us,  
so get your bottles up.  
Drinkin' every 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 (8)\_\_\_\_\_ runs out.  
-Bottoms up-  
Hell can't handle all of us,  
so get your bottles up.  
Drinkin' every drop until it all runs out.  
'Nother round, fill 'er up,  
hammer down, grab a cup, bottoms up!  
'Nother round, (9)\_\_\_\_\_ 'er up,  
(10)\_\_\_\_\_ down, grab a cup, bottoms up!  
Hey! Bottoms up.



## Fill in the gaps

Answer

1. bottoms
2. Hell
3. your
4. bottles
5. keep
6. fill
7. handle
8. clock
9. fill
10. hammer