

Title 157 - STATE FIRE MARSHAL

Chapter 1 - DEFINITIONS

Definitions used in this chapter shall apply to terms as used in the Nebraska Fireworks Regulations.

001. Distributor. Distributor shall mean any person engaged in the business of making sales of fireworks at wholesale in this state to any person engaged in the business of making sales of fireworks as a jobber, retailer or both.

002. Jobber. Jobber shall mean any person engaged in the business of making sales of fireworks at wholesale to any other person engaged in the business of making sales at retail.

003. Retailer. Retailer shall mean any person engaged in the business of making sales of fireworks at retail to consumers or to persons other than distributors or jobbers. A retail license shall not be used to purchase fireworks for personal use outside the June 24 to July 5 selling window.

004. Sale. Sale shall include barter, exchange or gift or offer therefore and each such transaction made by any person whether as principal, proprietor, agent, servant or employee.

005. Fireworks. Fireworks shall mean any composition or device designed for the purpose of producing a visible or audible effect by combustion, deflagration or detonation and which meets the definition of common or special fireworks set forth by the United States Department of Transportation in Title 49, Code of Federal Regulations.

006. Common Fireworks. Common fireworks shall mean any small firework device designed to produce visible effects by combustion and which is required to comply with the construction, chemical composition and labeling regulations of the United States Consumer Product Safety Commission set forth in Title 16, Code of Federal Regulations, small devices designed to produce audible effects such as whistling devices, ground devices containing fifty milligrams or less of explosive composition and aerial devices and firecrackers containing one hundred thirty milligrams (130 mg.) or less of explosive composition. Class C explosives as classified by the United States Department of Transportation shall be considered common fireworks.

007. Display Fireworks. Display fireworks shall mean those materials manufactured exclusively for use in public exhibitions or displays of fireworks designed to produce visible or audible effects by combustion, deflagration or detonation. Display fireworks shall include, but not be limited to, firecrackers containing more than one hundred thirty

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milligrams (130 mg.) of explosive composition, aerial shells containing more than forty grams (40 g.) of explosive composition and other display pieces which exceed the limits for classification as common fireworks. Class B explosives as classified by the United States Department of Transportation shall be considered display fireworks. Display fireworks shall be considered an explosive as defined by Neb. Rev. Stat. § 28-1213 and shall be subject to sections N.R.S. §§28-1213 to 28-1239, except that display fireworks may be purchased, received and discharged by the holder of an approved display permit issued pursuant to section N.R.S. § 28-1239.01.

008. Permissible Fireworks. Permissible fireworks shall mean only sparklers, Vesuvius fountains, spray fountains, torches, color fire cones, star and comet type color aerial shells without explosive charge for the purpose of making a noise, lady fingers, not to exceed seven-eighths of an inch in length or one-eighth inch in diameter, total explosive composition not to exceed fifty milligrams (50 mg.) each in weight, color wheels and any other fireworks approved by the State Fire Marshal. Permissible fireworks shall mean only those fireworks annually listed and promulgated by the State Fire Marshal in Title 157, Chapter 8, "*Fireworks Acceptable in the State of Nebraska for the Year 20__*".

009. Public Exhibitions or Displays. Public exhibition or display shall mean an outdoor display of aerial pyrotechnic shells or ground display pieces for entertainment of a public or private group.

010. Aerial Pyrotechnic Shells. A cylindrical or spherical cartridge containing pyrotechnic composition, a long fuse and a black powder lift charge. Shells shall not exceed six inches (6") in outside diameter unless they are to be electrically ignited.

011. Ground Display Piece. Ground display pieces are pyrotechnic devices that function on the ground. Examples of ground display pieces are fountains, roman candles, wheels and "set pieces".

012. Display Permits. Display permits shall be issued by the State Fire Marshal upon review and approval of applications by persons wishing to hold a public exhibition or display. Display permit applications must be accompanied by a \$10.00 application fee.

013. Licensed Distributor. Licensed distributor shall mean any person holding a valid distributor's license issued by the Nebraska State Fire Marshal.

014. Engaged in the Business of Making Sales of Fireworks. The phrase "engaged in the business of making sales of fireworks" shall mean or indicate that the person or entity referred to holds the proper license for whatever type of business that person or entity shall be in, whether he or she be licensed in Nebraska as a distributor, jobber, or retailer.

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Chapter 2 - PERMISSIBLE FIREWORKS LIST

001. The State Fire Marshal will maintain an annually updated list of fireworks approved for use in the State of Nebraska. N.R.S. § 28-1241 lists certain fireworks as being permissible and N.R.S. § 28-1247 instructs the State Fire Marshal to add such fireworks to this list as he or she deems proper. This chapter outlines procedures to be followed by the State Fire Marshal in the approval of the permissible fireworks list.

002. All persons licensed to sell fireworks in Nebraska who wish to sell fireworks not found on the current permissible fireworks list shall submit samples of those types of fireworks to the State Fire Marshal's Office for safety testing.

002.01. All sample submissions must be made between August 1st and September 1st.

002.02. Safety testing will take place during September or October of each year. Such testing will be conducted to determine the sample's compliance with subsection (5) of N.R.S. § 28-1241 and whether the sample is safe for general use.

002.03. All persons submitting samples to be tested will be notified of the time and location of the safety test. All persons are free to attend the testing, but are not required to be present.

002.04. Only fireworks which do not appear on the current permissible fireworks list should be submitted for testing. Any firework which is to be removed from the list will be removed only after the public hearing is held to adopt the annual list.

002.05. All persons licensed to sell fireworks in Nebraska will only be allowed to submit twenty (20) new pyrotechnic or fireworks items for the State Fire Marshal annual safety testing shoot.

003. All fireworks which are tested and determined to be in compliance with N.R.S. § 28-1241 and safe for general use shall be adopted and promulgated by the State Fire Marshal as part of the permissible fireworks list.

004. The State Fire Marshal shall publish the updated permissible fireworks list in January of each year. The list will be effective for that calendar year.

004.01. The list will be sent to all licensees and to anyone who requests a copy of the list from the State Fire Marshal's Office. Copies of the list will also be

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available for inspection at the State Fire Marshal's Office during business hours.

005. The following novelty items, snakes and sparklers, do not require a permit to be sold in Nebraska:

- Auto Jokers/Foolers
- Bang Matches
- Blaster Balls
- Booby Traps/Pulling Fireworks
- Cap Guns and Caps
- Champagne Party Poppers
- Cigarette Loads
- Magnum Pistol Popper
- Snappers - Novelty-type ONLY
- Sparkle Matches
- Smoke Items (all balls, cartridges, or other devices
designed to produce smoke of one or more color (010.)
- Snakes and Charmers (011.)
- Wire or Wooden Sparklers - Gold or Silver
- Xmas Party Popper

Legal Citation: Title 157, Ch. 2, Nebraska State Fire Marshal.

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Chapter 3 - DISPLAY & NON-PERMISSIBLE FIREWORKS--LIMITATIONS

001. This chapter establishes guidelines and procedures to facilitate proper administration of certain statutory exceptions to unlawful acts with nonpermissible fireworks.

002. As a general rule, it shall be unlawful for any person to possess, sell, offer for sale, bring into this state, or discharge any fireworks other than permissible fireworks. Exceptions to this provision are found in N.R.S. § 28-1245 (1995 Reissue) and guidelines to those exceptions are provided in the remainder of this chapter.

003. Any display fireworks to be used for purposes of public exhibitions or displays and purchased from a licensed distributor will not be subject to penalties as prescribed by N.R.S. § 28-1244 (1995-Reissue). The following procedures shall be complied with by all persons intending to use this exception.

003.01. Display permits shall be obtained by any person or organization intending to publicly exhibit or display fireworks.

003.01A. Display permit application forms may be obtained only from the State Fire Marshal's office, and must be accompanied by a fee of ten dollars (\$10.00).

003.01B. All display permit application forms must be completed in their entirety and submitted at least ten (10) business days prior to the proposed display date. Any application submitted less than ten (10) business days before the proposed display date may be denied.

003.01C. Incomplete application forms shall not be approved and will be returned to the applicant for completion.

003.01D. Copies of the approved application form will be sent to the distributor of the fireworks, the person in charge of the display and one copy will be filed in the State Fire Marshal's Office.

003.01E. Display permit applications may be denied when any portion of the completed application form is not in compliance with Nebraska statutes or these rules and regulations.

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003.02. There shall be no sale or delivery of fireworks to a display permit applicant until the applicant is in possession of and displays a copy of an approved display permit. Sales of display fireworks to persons without a valid display permit shall be subject to the provisions of the *Explosives Control Act, N.R.S. § 28-1213 to 28-1239*, and may result in revocation of a distributor's license.

003.03. Display permit application forms shall include the following:

003.03A. The name, address, and telephone number of the organization sponsoring the display and the name[s] of the licensed public display operator actually in charge of firing the display.

003.03B. The date and time at which the display is to be held.

003.03C. The exact location planned for the display.

003.03D. The number and kinds of fireworks to be displayed.

003.03E. The manner and place of storage of such fireworks prior to display.

003.03F. The name, address, and Nebraska license number of the distributor from whom the fireworks will be obtained.

003.03G. The signature of the individual(s) in charge and of the local fire chief or his or her authorized representative. Also, the name, license number, and signature of the licensed public display operator who will be present and supervising the display show

003.04. All fireworks to be used for the purpose of public exhibitions or displays shall be obtained only from a licensed distributor.

003.04A. The term "licensed distributor" is defined in Chapter 1 - .013. Procedures to be followed to obtain a distributor's license are set out in Chapter 4 of these regulations.

003.05. The following procedures and practices are to be carried out by all holders of display permits in order to assure reasonable safety to the operator of public displays as well as to the general public.

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003.05A. These rules and regulations shall not apply to the manufacture, transportation, or storage of display fireworks prior to reaching the display permit holder.

003.05B. Shells shall be classified and described only in terms of the inside diameter of the mortar in which they can be safely used [e.g., 3 in. (76 mm.) shells are only for use in 3 in. (76 mm.) mortars]. No shell shall be larger than six inches (6") in diameter when used for a public exhibition or display unless the shell is electrically ignited.

003.05C. Shells shall be constructed so that the difference between the inside diameter of the mortar and the outside diameter of the shell is no less than 1/8 in. (3.2 mm.) and no more than 1/4 in. (6.4 mm) for 2 in. (51 mm.) and 3 in. (76 mm.) shells or 1/2 in. (12.7 mm.) for shells larger than 3 in. (76 mm.).

003.05D. Shells shall be labeled with the type of shell, the diameter measurement, and the name of the manufacturer or distributor. Shells shall also carry a warning label alerting any potential finder of the shell's dangerous nature.

003.05E. The length of the internal delay fuse and the amount of lift charge shall be sized to ensure proper functioning of the shells in their mortars. Quick match fuse shall be long enough to allow not less than 6 in. (152 mm.) of fuse to protrude from the mortar after the shell has been properly inserted.

003.05F. The length of exposed black match on a shell shall not be less than 3 in. (76 mm.) and the fuse shall not be folded or doubled back under the safety cap. Also, the time delay between ignition of the tip of the exposed black match and ignition of the lift charge shall not be less than four (4) seconds to allow the operator to retreat safely.

003.05G. A safety cap shall be installed over the exposed end of the fuse. The safety cap shall be of a different color than that used for the paper of the fuse.

003.05H. All fireworks shall be stored and transported according to the requirements of NFPA 1124, Code for the Manufacture, Transportation, and Storage of Fireworks.

003.05I. As soon as the fireworks have been delivered to the display site, they shall not be left unattended nor shall they be allowed to become wet.

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003.05J. All shells shall be inspected upon delivery to the display site by the display operators. Any shells having tears, leaks, broken fuses, or showing signs of having been wet shall be set aside and shall not be fired. After the display, any such shells shall either be returned to the supplier or be destroyed according to the supplier's instructions.

003.05K. All shells shall be separated according to diameter and stored in tightly covered containers of metal, wood or plastic, or, in fiber drums or corrugated cardboard cartons meeting U.S. Department of Transportation specifications for transportation of fireworks. A flame-resistant tarpaulin meeting the requirements of NFPA 701, Standard Methods of Fire Tests for Flame-Resistant Textiles and Films, shall be permitted to be used as a covering over the containers, if additional protection is desired.

003.05L. The shell storage area shall be located at a minimum distance of not less than 25 feet from the discharge site. The State Fire Marshal or local fire chief may approve a reasonable alternative to this requirement.

003.05M. During the display, shells shall be stored upwind from the discharge site.

003.06. Mortars shall be inspected for dents, bent ends, and cracked or broken plugs prior to ground placement. Mortars found to be defective in any way shall not be used. Any scale on the inside surface of the mortars shall be removed.

003.06A. Mortars shall be positioned so that the shells are carried away from spectators and into a clear area.

003.06B. Mortars shall be either buried securely into the ground to a depth of 2/3 to 3/4 of their length or fastened securely in mortar boxes or drums. In soft ground, heavy timber [e.g., 4 in. (102 mm.) thick] or rock slabs shall be placed beneath the mortars to prevent their sinking or being driven into the ground during firing. An exception to this is made for boxed finales and finale racks.

003.06C. In damp ground, a weather-resistant bag shall be placed under the bottom of the mortar prior to placement in the ground to protect the mortar against moisture.

003.06D. Weather-resistant bags shall be placed over the open end of the mortar in damp weather to keep moisture from accumulating on the inside surface of the mortar.

003.06E. Sand bags, dirt boxes or other suitable protection shall be

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placed around the mortars to protect the operator from ground bursts. This requirement shall not apply to the down-range side of the discharge site.

003.06F. Mortars shall be inspected before the first shells are loaded to be certain that no water or debris has accumulated in the bottom of the mortar.

003.06G. Mortar size shall be stated as the measurement of the inside diameter. Mortars shall be constructed of steel, HDPE plastic, heavy gauge sheet metal, spiral, or convolute wound kraft paper tubes or fiber reinforced plastic. All mortar material shall be of sufficient thickness and strength to withstand the forces generated by the lift charges. Mortars larger than 12 inches in diameter shall be constructed of steel with a steel bottom plate, HDPE plastic with adequate cross-bolting or equivalent, or fiber reinforced plastic with an adequately plugged bottom so as to withstand the forces produced by the lift charge. Paper mortars shall be inspected before each display show to insure they have not been weakened by loose and unwinding layers. A cooling period shall be allowed between firing and reloading paper mortars. Sheet metal mortars shall be limited to 3 inch diameter or smaller and shall be used for single shot, single break shells in finales or barrages only. The seam shall be placed at 90 degrees to the right or left of the Operator.

003.06H. Paper mortars shall be constructed of convolute wound paper, except that spiral wound paper shall be permitted for 3 in. (76 mm.) diameter mortars only. Wall thickness of paper mortars shall conform to Table I.

TABLE I WALL THICKNESS OF PAPER MORTARS

Mortar Type	Mortar Diameter,		Wall Thickness,	
	in.	(mm)	in.	(mm)
Convolute	2 in.	(51)	1/4 in.	(6.4)
Convolute or Spiral	3 in.	(76)	3/8 in.	(9.5)
Convolute	4 in.	(102)	1/2 in.	(12.7)
Convolute	5 in.	(127)	3/4 in.	(19.0)
Convolute	6 in.	(152)	3/4 in.	(19.0)

EXCEPTION: For 3 in. (76 mm) single-fire mortars, such as used in finales, a wall thickness of 1/4 in. (6.4 mm) shall be permitted.

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003.06I. A cleaning tool shall be provided for cleaning debris out of the mortars between firings. An acceptable tool is shown in Figure I.

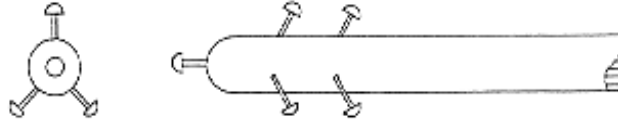


Figure I. A Mortar Cleaning Tool made from a Broom Handle.

003.07. The following are minimum clearances which must be met when selecting a discharge site.

003.07A. The trajectory of aerial shells shall not come within 25 feet (25') of any overhead object.

003.07B. Ground display pieces shall be located at a minimum distance of 75 feet (75') from spectator viewing areas and parking areas. For movable ground pieces, such as wheels, this minimum distance shall be increased to 175 feet (175').

003.07C. Mortars shall be separated from spectator viewing areas and parking areas, from health care and penal facilities, from storage of hazardous materials, and from residential occupancies by the minimum distances specified in Table II.

TABLE II MORTAR SEPARATION DISTANCES

Mortar Sizes	Spectator Viewing Areas Parking Areas 1 & 2 Family Dwellings (1)	Health Care & Penal Facilities (1)	Storage of Hazardous Materials (2)
2 in.	140 ft.	500 ft.	500 ft.
3 in.	210 ft.	500 ft.	500 ft.
4 in.	280 ft.	560 ft.	560 ft.
5 in.	350 ft.	700 ft.	700 ft.
6 in.	420 ft.	840 ft.	840 ft.
7 in.	490 ft.	980 ft.	980 ft.
8 in.	560 ft.	1,120 ft.	1,120 ft.
10 in.	700 ft.	1,400 ft.	1,400 ft.
12 in.	840 ft.	1,680 ft.	1,680 ft.

NOTE 1: As defined in NFPA 101®, Life Safety Code.®

NOTE 2: See the following for aid in determining whether materials are to be

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considered hazardous. NFPA 325M, Fire Hazard Properties of Flammable Liquids, Gases and Volatile Solids., NFPA 49, Hazardous Chemicals Data.

003.07D. Fireworks shall not be discharged within 100 ft. (100') of any tent or canvas shelter.

003.07E. The potential landing area shall be a large, clear, open area.

003.07F. Spectators, vehicles or any readily combustible materials shall not be located within the potential landing area during the display.

003.08. The sponsor of the display shall provide adequate fire protection for the display

003.08A. Monitors whose sole duty shall be the enforcement of crowd control shall be located around the display area by the sponsor.

003.08B. Monitors shall be located around the discharge site to prevent spectators or any other unauthorized persons from entering the discharge site. The discharge site shall be so restricted throughout the display. Where practical, fences and rope barriers shall be used to aid in crowd control.

003.08C. If lack of crowd control should pose a danger, the display shall be immediately discontinued until the situation is corrected.

003.08D. If, at any time, high winds or unusually wet weather prevail, the public display shall be postponed until weather conditions improve to an acceptable level.

003.08E. Light snow or mist need not cause cancellation of the display; however, all materials used in the display shall be protected from the weather by suitable means until immediately prior to use.

003.08F. Display operators and assistants shall use only flashlights or electric lighting for artificial illumination.

003.08G. No smoking or open flames shall be allowed in the shell storage area as long as shells are present. Signs to this effect shall be conspicuously posted.

003.09. Shells shall be carried from the storage area to the discharge site only by their bodies; never by their fuses. **EXCEPTION:** As specified in 003.09B.

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003.09A. Shells shall be checked for proper fit in their mortars prior to the display.

003.09B. When loaded into the mortars, shells shall be held by the thick portion of their fuses and carefully lowered into the mortar. At no time shall the operator place any part of his or her body over the throat of the mortar.

003.09C. The operator shall be certain that the shell is properly seated in the mortar.

003.09D. Shells shall not, under any circumstances, be forced into a mortar too small to accept them. Shells that do not fit properly into the mortars shall not be fired; they shall be disposed of according to the procedure described in 003.09G.

003.09E. Shells shall be ignited by lighting the tip of the fuse with a fuse, torch, portfire or similar device. The operator shall never place any part of his or her body over the mortar at any time. As soon as the fuse is ignited, the operator shall retreat from the mortar area (unless electrical ignition is used).

003.09E1. The safety cap protecting the fuse shall not be removed by the operator responsible for igniting the fuse until immediately before the shell is to be fired (unless electrical ignition is used).

003.09F. The first shell fired shall be carefully observed to determine that its trajectory will carry it into the intended firing range and that the shell functions over, and any debris falls into, the potential landing area.

003.09F1. The mortars shall be adjusted or re-angled if necessary at any time during the display.

003.09G. In the event of a shell failing to ignite in the mortar, the mortar shall be left alone for a minimum of five (5) minutes, then carefully flooded with water. Immediately following the display, the mortar shall be emptied into a bucket of water. The supplier shall be contacted as soon as possible for proper disposal instructions.

003.09H. Operators shall never attempt to repair a damaged shell nor shall they attempt to dismantle a dry shell. In all such cases, the supplier shall be contacted as soon as possible for proper disposal instructions.

003.09I. Operators shall never dry a wet shell, lance or pot for reuse. In

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such cases, the shell, lance or pot shall be handled according to the procedure in 003.09G.

003.09J. The entire firing range shall be inspected immediately following the display for the purpose of locating any defective shells. Any shells found shall be immediately doused with water before handling. The shells shall then be placed in a bucket of water. The supplier shall then be contacted as soon as possible for proper disposal instructions.

003.09J1. When fireworks are displayed at night, the sponsor shall ensure that the firing range is inspected early the following morning.

003.09J2. The operator of the display shall keep a record, on a form provided by the supplier, of all shells that fail to ignite or fail to function. The form shall be completed and returned to the supplier.

003.10. All ground pieces shall be positioned out of the firing range of aerial displays. Mortars shall be positioned so that they do not fire towards any ground pieces.

003.10A. No dry grass or combustible material shall be located beneath ground pieces. If dry, the area shall be thoroughly wet down before the display.

003.10B. Poles for ground pieces shall be securely placed and firmly braced so that they will not fall over when they function.

003.10C. Specific instructions from the supplier shall accompany all ground pieces. A list of required accessories shall also be supplied.

003.11. An adequate number of operators, assistants, and monitors shall be on hand to conduct the display. At least one public display operator licensed by the State Fire Marshal shall supervise all displays.

003.11A. No person shall handle or be involved in the firing of fireworks while under the influence of alcohol, narcotics, or drugs which could adversely affect judgment, movements or stability.

003.11B. Applications for the Fireworks Display Operator's examination are available from the State Fire Marshal's Office located at 246 South 14th Street, Lincoln, NE 68508 (402) 471-2027. Please call for exam times and locations. Applicants shall submit their completed applications to the State Fire Marshal's Office in Lincoln at least five (5) business days prior to the examination date.

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Applicants shall be required to successfully pass a multiple choice/ true-false examination concerning the laws, fireworks display regulations of Title 157, Chapter 3, and the safety practices of the State Fire Marshal. Licenses from other states WILL NOT be accepted.

003.11B1. Completed applications shall include the names and addresses of at least three persons as reference who are not relatives and who can attest to the applicant's experience, integrity, and training.

003.11B2. Any applicant who fails the examination may reapply to take the next examination. However, if the applicant fails a second examination, he or she will be required to wait six (6) months from the date of the first unsuccessful exam.

003.11B3. Public display operator licenses will be valid for a period of three years. This subsection will not prohibit the revocation of a permit for just cause where a fire nuisance exists or where personal injury may occur. The State Fire Marshal may require a reexamination of any licensee.

003.11B4. An applicant for a display operator's license must be at least 18 years old on the date of the examination.

004. Penalty provisions of Neb. Rev. Stat. § 28-1244 (Reissue 1995) do not apply to licensed distributors who bring non-permissible fireworks into the state solely for storage and are held for resale outside of the state.

004.01. This exception applies only when the person bringing non-permissible fireworks into the state is a licensed distributor.

004.02. All such fireworks must be handled and stored in accordance with NFPA 1124, *Code for the Manufacture, Transportation, and Storage of Fireworks*, as adopted by the State Fire Marshal.

005. Penalty provisions of Neb. Rev. Stat. § 28-1244 (Reissue 1995) shall not apply to fireworks used for agricultural purposes when such fireworks are obtained from a licensed distributor with written authorization from the State Fire Marshal.

005.01. Such written authorization must be from the State Fire Marshal to any holder of a distributor's license.

006. Penalty provisions of Neb. Rev. Stat. § 28-1244 (Reissue 1995) shall not apply to toy cap pistols or toy caps when such caps do not contain more than twenty-five hundredths of a grain of explosive material.

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Legal Citation: Title 157, Ch. 3, Nebraska State Fire Marshal.

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Chapter 4 - Licensing - Requirements & Penalties

001. Scope. This chapter details procedures for obtaining distributor, jobber, retailer licenses for fireworks. This chapter also sets out obligations of license holders and procedures for license denial, suspension and revocation. Display and Public Display Operator license provisions are found in Chapter 3 of these regulations.

002. All applicants for fireworks licenses shall obtain forms for application from the State Fire Marshal's Office. Forms supplied by the State Fire Marshal shall be the only acceptable method of application.

003. All application forms shall be filled out completely and returned to the State Fire Marshal for approval.

003.01. License amount varies depending on the type of license applied for.

003.01A. Distributor's license shall be \$500.00.

003.01B. Jobber's license shall be \$200.00.

003.01C. Retailer's license shall be \$25.00.

003.02. Application forms shall include full payment, by check, payable to the Nebraska State Fire Marshal.

003.03. Applications shall be submitted for approval between January 1st and June 10th of each year. Retail applications postmarked later than June 10th shall be accompanied by an additional fee of \$50.00.

003.03A. Application forms shall be obtainable at any time of the year from the office of the State Fire Marshal during office hours.

003.03B. Retail Applications will not be accepted or issued after normal business hours on June 30th of each year.

004. General Obligations of Licensees.

004.01. Any person holding a fireworks license and all retail fireworks storage facilities shall comply with all provisions of the National Fire Protection Association's ("NFPA") Pamphlet No. 1124, Code for the Manufacture, Transportation and Storage of Fireworks, as adopted by the State Fire Marshal.

004.01A. Retail fireworks stands and sales areas shall be free from any condition that increases, or may cause an increase of, the hazard or menace of fire or explosion, or which may become the cause of any obstruction, delay or hindrance to the prevention, suppression or extinguishment of fire. The ground enclosed by any tent or stand and at least ten (10) feet outside the tent or stand shall be cleared of all flammable or combustible material or vegetation to the satisfaction of the authority having jurisdiction. The premises shall be kept free from such flammable or combustible materials during the period for which the public uses the premises.

004.01B. Smoking shall be prohibited and "No Smoking" signs posted in all portions of the premises or locations where fireworks or pyrotechnic devices are stored or handled.

004.01C. All fabric material used as a tent for the sale or storage of fireworks shall be flame-resistant in accordance with NFPA 701, *Standard Methods of Fire Tests for Flame-Resistant Textiles and Films*. Documentation of the flame-resistance shall be provided to the authority having jurisdiction upon request.

004.01D. Tents, stands or other temporary structures used for the sale or storage of fireworks shall be placed at least ten (10) feet from adjacent structures.

004.01E. At least one multipurpose portable fire extinguisher shall be furnished and maintained in all areas used for the sales and storage of fireworks. The extinguisher shall have a rating of at least 4-A for Class A fires. Two (2) stored pressure water extinguishers with a capacity of at least 2 ½ gallons each may be substituted for multipurpose extinguishers. The travel distance to reach an extinguisher shall not exceed 75 feet.

004.01E1. Employees shall be trained to operate fire extinguishing equipment and shall be required to exhibit their knowledge of operation when requested by the authority having jurisdiction.

004.01F. No portable fuel-fired heating equipment shall be permitted in a tent, stand or other temporary structure used for the sale or storage of fireworks.

004.01G. Every permanent building, temporary tent, stand or other structure used for the sale of fireworks where the public enters the structure shall have two (2) independent and widely spaced exits provided.

004.01H. When consumer (Class C) fireworks are sold or stored in a

building that is currently used for a purpose other than the sale or storage of fireworks, (not vacant) the building shall be protected throughout by a fire sprinkler system, and the area used for the sale or storage of fireworks shall be separated from the remainder of the building by one hour fire rated construction.

004.01J. When consumer (Class C) fireworks are stored in a building that is not currently used for a purpose other than the temporary storage of fireworks, (vacant) any area used solely for temporary fireworks storage and not intended for the sale of fireworks shall be separated from the remainder of the building by one hour fire rated construction.

004.02. Any electrical service used in any fireworks sales facility shall comply with all provisions of the National Electrical Code as adopted by the State Fire Marshal.

004.02A. Any electric heating appliance used in an area where fireworks are sold or stored shall be listed and approved. An electric heating appliance used in a tent, stand or other temporary structure where fireworks are sold or stored shall be listed and approved for outdoor use.

004.02B. The use of an extension cord in any in any area where fireworks are sold or stored is permitted only when the cord is designated as heavy-duty and has conductors of at least 14 (gauge) A.G. No electrical cord shall be used in a manner that would increase the potential for fire or electric shock.

004.02B1. A clear space of at least three (3) feet shall be maintained at the front and sides of any portable electric heating device.

004.02C. Any portable generator used to supply power to a tent, stand or other structure used for the sale or storage of fireworks shall be placed at least ten (10) feet from the tent, stand or structure.

004.03. Invoice copies for all fireworks in every license holder's possession shall be available for inspection. The invoice shall indicate the Nebraska distributor license number from whom the fireworks were obtained. If, in the case of a distributor, the fireworks were purchased from other than a licensed distributor, there shall be some other indication of the point of origin of the fireworks in possession.

004.04. All licenses shall be valid only for the calendar year in which it is issued.

004.05. Licensees shall, at all times, display their license in a conspicuous place at their place of business.

004.06. It shall be unlawful for any person not licensed as a distributor or as a jobber under the provisions of N.R.S. §§28-1241 to 28-1252 to bring any fireworks into this state.

004.07. No person licensed to sell fireworks at retail in this state shall make such sales or store fireworks within seventy-five (75) feet of any gasoline pumps, or aboveground gasoline tanks, a vent pipe or a fill pipe from any tank containing flammable liquids. Containers for liquefied petroleum gases (propane) shall not be placed within seventy-five (75) feet of a fireworks sales or storage structure.

004.08. Retail sales establishments shall, at all times, be supervised by a person of at least 16 years of age. Failure to comply with this regulation may result in immediate revocation of the retail license.

004.09. No license holder, except a retail license holder, shall make a sale or delivery of fireworks to any person in the State of Nebraska who does not hold a valid license as distributor, jobber or retailer.

004.10. All retail license holders shall notify the State Fire Marshal's Office if there is any change in the place of business used for the sale of fireworks from the location given on the approved license application form. Only one location change shall be allowed only within the city specified in the license application. A new retail application and fee will be required for additional location changes. Any location change will be completed on the "Fireworks License Application Change Form" provided by the State Fire Marshal's Office.

004.11. Notification of a location change of a retail stand shall be made in writing by using the "Fireworks License Application Change Form." This form can either be delivered, mailed or submitted through a fax transmission to the State Fire Marshal's Office in Lincoln. The agency's address is 246 South 14th Street, Lincoln, NE 68508-1804 and the fax number is (402) 471-3118. If possible, this notification shall occur before the move is completed. The new location shall be described with reasonable specificity, including a street address.

004.12. All other obligations imposed by the laws of Nebraska shall be complied with by all holders of fireworks licenses.

005. Denial of a license application may be made whenever statutory or regulatory provisions are not complied with by the applicant.

005.01. Application denial may also be based on any suspension or revocation of a fireworks license previously held by the applicant.

006. Failure to comply with state statutes and regulations regarding fireworks may result in suspension or revocation of a fireworks license. A license holder may request a hearing to appeal a suspension or revocation of his/her license.

006.01. Fireworks licenses shall be revoked immediately upon discovery of sale of non-permissible fireworks. All non-permissible fireworks shall be confiscated and held as evidence. Remaining firework inventory may be held by the State Fire Marshal and shall be sold or otherwise disposed of only under the supervision of the State Fire Marshal and in a manner consistent with all applicable regulations. Persons found selling non-permissible fireworks shall be ineligible to obtain a fireworks license for five years.

006.02. Persons selling permissible fireworks without a license shall immediately cease all retail and wholesale operations. Remaining firework inventory may be held by the State Fire Marshal and shall be sold or otherwise disposed of only under the supervision of the State Fire Marshal and in a manner consistent with all applicable regulations. Persons found selling permissible fireworks without a license shall be ineligible to obtain a firework license for two years.

006.03. An appeal of a license revocation or suspension must be made within ten days of notice of such revocation or suspension.

006.04. All appeals hearings shall conform generally to the Nebraska Administrative Procedures Act and to the Nebraska State Fire Marshal's Rules of Practice and Procedure, as adopted by the State Fire Marshal.

Legal Citation: Title 157, Ch. 4, Nebraska State Fire Marshal.

Title 157 - STATE FIRE MARSHAL

Chapter 5 - ENFORCEMENT

001. Failure to comply with the requirements of these regulations may be grounds for administrative enforcement proceedings as provided by *Neb. Rev. Stat.* §84-901 et seq. or penalties in criminal proceedings brought in the discretion of the County Attorney or Attorney General pursuant to *Neb. Rev. Stat.* § 28-1241 to §28-1252.

Legal Citation: Title 157, Ch. 5, Nebraska State Fire Marshal.

Title 157 - STATE FIRE MARSHAL

Chapter 6 - SEVERABILITY

001. If any clause, paragraph, subsection or section of these regulations shall be held invalid, it shall be conclusively presumed that the State Fire Marshal would have enacted the remainder of these regulations not directly related to such clause, paragraph, subsection or section.

Legal Citation: Title 157, Ch. 6, Nebraska State Fire Marshal.

Title 157 - STATE FIRE MARSHAL

Chapter 7 - EFFECTIVE DATE AND REPEAL OF EARLIER RULES

001. These rules and regulations shall become effective five (5) days after filing with the Revisor of Regulations and the Secretary of State. Upon adoption of these rules and regulations, prior, inconsistent rules and regulations shall be repealed.

Legal Citation: Title 157, Ch. 7, Nebraska State Fire Marshal.

TITLE 157 - State Fire Marshal

Chapter 8 - PERMISSIBLE FIREWORKS IN THE STATE OF NEBRASKA FOR 2009

001. Please be advised that the following fireworks have been approved by the Nebraska State Fire Marshal for sale and discharge. New items for 2009 are listed in **BOLD** print.

Fireworks not listed or described in this Chapter are NOT PERMISSIBLE. Individuals found in possession or attempting to buy, sell, transport or manufacture illegal fireworks will be prosecuted to the fullest extent of the law.

All Distributors, Jobbers or Retailers MUST complete a Fireworks License Application prior to the purchase, delivery and sale of permissible fireworks. Retail applications postmarked or submitted after June 10th of any year must include a fifty-dollar (\$50.00) late fee. Please check with your city or village officials because their license and fireworks requirements may vary from the State Fire Marshal's rules and regulations. Fireworks may only be purchased from licensed distributor. Applications are now available online at www.sfm.ne.gov.

Any fireworks that are shot into the air must be destroyed in the air and not come to the ground hot or with flames. Items that have inserts are acceptable only if the inserts come to the ground cool and appear on this approved list.

002. Display Shell Items and Reloadable Artillery Shells.

All reloadable fireworks and display fireworks with firing tubes larger than one and seven-eighths inch (1-7/8") in diameter are not permissible or legal. Reloadable fireworks may contain a maximum of twelve (12) shells. **None of the shells may exceed four breaks.** Reloadable artillery shells must also be listed by a specific name.

#500 6 Tube Rack-Vulcan

.38 Special (Hale)

"X"

19 Shots of Fun

72 Shot Delight

A Kicker-(Hale)

Above and Beyond

Above the Law

Ace Combat

Aces Wild

Achtung – Attention

Action

Action Air Force

Aerial Avalanche-(Phantom) – 25 shot

Aerial Barrage - #2, 3, 4 and 5

Aerial Battle - #2 and 3

Aerial Blast (Zenith) - #5

Aerial Comet - #5

Aerial Crossfire

Aerial Display with Whistle - #5

Aerial Gunfire BC

Aerial Salute - #5

Aerial Screamer - 10 shot

Aerial Striker

Aerial Super 7

Aerobatics Show

African Diamond - 36 shot

After Dark

After Midnight

Aftershock

Air Battle

Air Bombing - 25 shot

Air Color Bomb

Air Command 6

Air Commando

Air Defense

Air Dominator

Air Raid - 25 shot

Air War

Airotica-(Phantom) – 11 shots

Airstrike-(Golden Bear) – 105 shots

Alien Abduction

All American - #300

All Jacked Up-Showtime – 16 shots

All Night Long (Hale)

All-In-One - 15 shot

Amazing Blaze

Amazing Bullet

America the Beautiful - #800
America's Dream
American Dawn
American Highlights-Shogun – 19 shot
American Invincible
American Orbiter
American Power
American Pride
American Spirit
American Tribute
Americana
Ammo Rider
Angled Comet Flowers Rack, 12 Tube
Anniversary Night
Anti-Missile
Anti-Tank Launcher
Anti-Tank Mine
Apache Fighter
Arc of Triumph - 90 shot
Arctic Storm
Area 51
Armageddon-16 shot
Armed Forces-TNT-10 shot
Artillery Barrage
Artist's Dream
Assorted Nite Shell - 7" and 9"
Asteroid Invader
Asteroids Automatic Gun - 7 shot
Astral Galaxy
Atom Bomb
Atomic Afterglow - 25 shot
Atomic Chain
Attractive Engine
Autumn Drizzle
Awesome Austin
Awesome Blossom
Awesome Display
Back to the Future-Golden Bear – 16 shot
BAD ATTITUDE
Bad Mamma Jamma - 16 shot
Bad to the Bone-Showtime – 33 shots
Bada Bing Bada Boom-Phantom - 33 shot
Badge of Honor
Ballistic Blast - 7 shot
Ballistic Bobcat – 25 shot
Balls of Fire
Bamboo
Bandit Bees - #300
Banzai - #200
Barbarian Blast - 25 shot
Barrage
Battle Bastion
Battle Ground-Shogun - 9 and 50 shot
Battle of Atlanta
Battle of Colors - 36 shot
Battle of Khe Sanh
Battle of Lexington – 19 shot
Battle of New Orleans
Battle of Shiloh

Battle of the Conqueror
Battle of Waterloo - 12 shot
Battlefield Barrage - 36 shot
Battling Butterflies #300
Be the Winner
Beat 'Em All
Bee Buzz Blast - 25 shot
Bees and Flowers - 4" and 6"
Bees on Blossom - 25 shot
Bellino Back to Back Champions
Bellino Back to the Future
Bellino Big Hitter
Bellino End Zone Dance
Bellino Excessive Celebration
Bellino Frozen Rope
Bellino Godzilla's Return
Bellino Mid-American Destroyer
Bellino Power Ball
Bellino Silver Anniversary - 25 shot
Bellino Stuck in Traffic
Best of All
Best of Both Worlds
Best of the Rock
Beta Borealis
Beyond 2000
Beyond Believe - 16 shot
Big – N – Bold (Brothers) – 18 shot
Big 3" Phantom Finale
Big Bear Cannon
Big Big World
Big Block
Big Blowout
Big Bubba
Big Color Flowers - 19 shot
Big Day
Big Red
Big Red Thunder
Big Thunder Artillery Shell - 6 shot
Big XII (12)-Bellino – 12 shot
Big, Bad & Loud
Bigger and Better
Birds of Paradise
Black Beauty
Black Cat A Pyro's Tribute
Black Cat Aerial Crossfire - #600
Black Cat Aerial Oasis
Black Cat Aerial Phenomenon
Black Cat Aerial Showcase
Black Cat Air Bomb
Black Cat All the Way
Black Cat Armageddon Defense
Black Cat Artillery Shells
Black Cat Atom Splitter
Black Cat Backyard Professional Display
Black Cat Bang Bang
Black Cat Big Bubba
Black Cat Big Snow
Black Cat Blue on Blue
Black Cat Blue Rush

Black Cat Bonfire Bash
Black Cat Brocade Crown
Black Cat Cape Canaveral
Black Cat Cat Attack
Black Cat Cat-A-Pult
Black Cat Celestial Body Fighting
Black Cat Chirp & Shimmer
Black Cat Class Action
Black Cat Cloud Dragon
Black Cat Coconuts & Chrysanthemum
Black Cat Color Burst
Black Cat Color Color Color
Black Cat Corp. Raider Your Fired -25 shots
Black Cat Cracklin
Black Cat Crackling Colored Palm
Black Cat Crackling Comet – 6 shot
Black Cat Crackling Golden Palms
Black Cat Crazy Crackle Burst – 16 shot
Black Cat Crimson and Gold
Black Cat Crowning Glory
Black Cat Dancing Lights
Black Cat Dazzling Sky Poppers
Black Cat Derringer - 6 shot
Black Cat Desperados
Black Cat Diamond in the Sky - #400
Black Cat Double Break - #800
Black Cat Double Break Finale
Black Cat Dozens of Fun
Black Cat Dragon Dancing
Black Cat Dragon Slayer - 9 shot
Black Cat Dream Weaver
Black Cat Earth Force
Black Cat Electric Reactor
Black Cat Eros
Black Cat Erupting Comet - 7 shot
Black Cat Extreme Firepower
Black Cat Extreme Freestyle – 16 shot
Black Cat First Kiss
Black Cat Five by Five
Black Cat Galactic 2000
Black Cat Galactic Gala
Black Cat Glittering Masquerade – 16 shot
Black Cat Glittering Thunder
Black Cat Gold Mine
Black Cat Golden Anniversary
Black Cat Golden Claw
Black Cat Golden Jubilee
Black Cat Golden Sparkling Light
Black Cat Green Comet
Black Cat Green Ring with Tail - #400
Black Cat Ground Pounder
Black Cat Happy News in the Sky
Black Cat Heart Stopper
Black Cat Heat Seeker Missile
Black Cat Hedge Hog
Black Cat Helter Skelter
Black Cat Hyper Viper
Black Cat Instant Thunder – 16 shot
Black Cat Ironman
Black Cat Jumbotron – 16 shot
Black Cat Let's Get After It
Black Cat Lightning Storm
Black Cat Lustrous Lights
Black Cat Madam Butterfly
Black Cat Magenta Action Display
Black Cat Magic Multi-Color Burst
Black Cat Matrix
Black Cat Mean Green – 13 shot
Black Cat Megatron
Black Cat Mellow Yellow Comet
Black Cat Meteor Shower
Black Cat Milky Way
Black Cat Million Dollar Sky
Black Cat Mine of Meteors
Black Cat Mine of Serpents
Black Cat Minesweeper
Black Cat Missile Base - 180 Shot
Black Cat Missile Base - 25 Shot
Black Cat Mumbo Jumbo
Black Cat Night Flyer
Black Cat Noise Transmission
Black Cat Noisy Boyz
Black Cat Number Nine
Black Cat Ole Time Shootout
Black Cat Out of Sight
Black Cat Over and Under
Black Cat Palm Party
Black Cat Palms Away-22 shot
Black Cat Patriotic Salute
Black Cat Planet Assortment
Black Cat Power Progression – 28 shots
Black Cat Power Tower
Black Cat Pyro Pandemonium
Black Cat Quick Fire
Black Cat Radiant Nights - 18 shot
Black Cat Rainbow Warp
Black Cat Really Red Comet
Black Cat Red Hot Comet
Black Cat Red Ring with Tail - #400
Black Cat Rhythm Is Gonna Getcha 30 shot
Black Cat Ringleader II – 16 shots
Black Cat Rubbin' is Racing – 117 shots
Black Cat Shimmering Stars
Black Cat Shocker
Black Cat Silver Palm and Golden Willow
Black Cat Sizzling
Black Cat Sizzling Serpents – 23 shots
Black Cat Sky Climber
Black Cat Sky Dancer - 25 shot
Black Cat Sky Fighter
Black Cat Sky Jacks
Black Cat Sky Mirage
Black Cat Sky Paradise
Black Cat Sky Paradise - 25 shot
Black Cat Sky Spider
Black Cat Sky Wars
Black Cat Sky Writer
Black Cat Smoking '64's

Black Cat Sparkling Champagne - #1000
Black Cat Spinning Wonder
Black Cat Splitting Comet
Black Cat Star Bright
Black Cat Star Frenzy
Black Cat Star Power
Black Cat Starry Starry Night – 25 shot
Black Cat Street Party
Black Cat Strobing Palms
Black Cat Sunflower
Black Cat Super Piccolo
Black Cat Sure Fire – 16 shot
Black Cat That That and That – 16 shot
Black Cat That's What I'm Talking About
Black Cat The American Way
Black Cat The Banner Still Waves
Black Cat The Beast
Black Cat The Eagle Applauds
Black Cat This is Mine
Black Cat Three For the Money – 36 shot
Black Cat Thunder Dragon
Black Cat Thunderdome
Black Cat Thundering Dragon Tail
Black Cat Thundering Star
Black Cat Top Ten Mine – 10 shot
Black Cat Tracer Fire
Black Cat Triple Break
Black Cat Twelve Shot Angle Rack- #200
Black Cat Two Color Display
Black Cat War Drum
Black Cat Warp Speed
Black Cat Wave
Black Cat Way to Go
Black Cat Whistling Display
Black Cat Wild Comet
Black Cat Willow
Black Cat X Series Indy Air – 16 shot
Black Cat X-Series Pyrodeo
Black Cat X-Series Torsion Box
Black Cat Yellow Bees
Black Cat You' ll Like It
Blackshirt Defender
Blast Furnace-Shogun – 80 shot
Blast Off 2000 - 19 shot
Blasting Barrels
Blaze of Lights
Blaze of Lights - 36 shot
Blazing Blast Furnace
Blazing Comets
Blazing Fury
Blazing Skies- 13 shots
Bling Bling
Blitzed
Blossoms Carnival - 25 shot
Blow Out #600
Blue Eagle
Blue Flower Reporting - 19 shot
Blue Force
Blue Hurricane

Blue Light - #200
Blue Lightning - 25 shot
Blue Me Up
Blue Midnight Comet - #200
Blue Palm - #100
Blue Power
Blue Rain Thunder Clap
Blue Ring Shell
Blue Ringed Willows
Blue Star w/Crackle & Silver Fish w/
Blue - 1
Blue Stars w/Report (Twinkling Stars)
Blue to Red Peony - #100
Blue to Silver Wave #5
Blued –n- Tattooed
Bombala
Bombs Away
Bombs Bursting
Bombs in the Sky
Boogie Nights
Boom Box
Boomer 1 inch Mini Magnum
Boomer Freezing Rain
Boomer Tahiti Nights
Boomer The Whistling Well
Boomer The Whole Enchilada
Borneo Beauty
Bourbon Street Bash-Asia Pyro – 25 shot
Box of Wonder
Boyz Toyz
Brain Warp-Power Source – 25 shot
Brazilian Audible Bomb - 25 Shot
Brazilian Audible Bomb - 4 shot
Brazilian Beacon
Brazilian Red Salute
Brazilian Silver Salute
Break Out-Showtime – 6 shot
Break the Limit-Golden Bear – 36 shot
Brilliant Rays
Broad Stripes & Bright Stars
Brocade Silver/Green #300
Brocade with Silver Tail - #500
Broken Heart – 8 shot
Brothers - 6 shot
Brothers Americana
Brothers Blond Joke-36 Shot
Brothers Oktoberfest-36 shot
Brothers Parrot's Prattle-36 shot
Brothers Special Effect Series #100
Brothers Special Effect Series #5
Brouhaha
Bruno-TNT-30 shot
Bubba Buster
Buck Buster
Bullet Bike-Might Max
Bulls Rule
Bump Bear
Bunker Explosion
Burning Ice

Burning Silver
Burning Sky
Burning Wind
Bursting Comet - #100
Bushwacked
Buy Me-Red Rhino – 16 shots
Cadmium Horse
CADMIUM HORSE
Cajun Jamboree
Cajun Pageant - 25 shot
Call of Freedom
Cannon - #100 Tube Assortment
Cannon - #200 Tube Assortment
Cannon - #300 Tube Assortment
Cannon - #400 Tube Assortment
Cannon - #5 Tube Assortment
Cannon - #600 Assortment Package
Cannon - #900 Assortment Package
Cannon Blaster
Cannon Medallion-Cannon – 40 shots
Captain Roger
Car Gator
Casa Blanca - 25 shot
Cascade of Color
Castaway
Castle Dancing-Shogun – 8 shots
Catacomb – 21 shot
Catapult
Celestial Cruiser
Celestial Splendor - #200
Chain Reaction
Chamber - #5
Changing Color Ball - 61 shot
CHANGING THE WORLD
Channel Chaser
Chaos
Chem Works
Chemical Reaction – 25 shot
Chemical Romance
Cherry Bomb Blaster
Chicago Lights
China Dragon
Chinese Fireworks - 4" and 6"
Chinese New Year
Chirping Birds - #1
Christmas Eve
Chrysanthemum - #100 and #200
Chuck Rock
Cicada Missile
City Tower
Classic
Classy Show
CLIPPER
Close Encounter
Close to Heaven
Cluster Bomb-TNT – 9 shots
Clustering Bee Shell
Cobalt Bomb
Cobra Strike

Coco Loco– 10 shot
COCO MANIA
Coconut Grove
Coconut Grove song - 19 shot
Color Ball
Color Cartel
Color Changing Comet - #5
Color Impulsion-Omni Boy – 9 shots
Color King
Color Me America
Color Nightmare
Color Pearl - #200
Color Wave
Colored Pearls
Colorful Comet
Colorful Missile Launcher
Colorful Skies
Colorful Whirlwind - 25 shot
Colors of America-Showtime
Colors of the World
Color-Splitting Atoms - 10 shot
Colortopia - 25 shot
Colortopia-Phantom-25 shot
Colossus Warship
Comet - #0, 1, 2, 3, 4, 5, 100 and 200
Comet Barrage - #2, 3, 5 and 100
Comet Competition - 16 shot
Comet Jubilee - 16 shot
Cometary Chaos-Phantom - 15 shot
Comets Fury
Command Test - 25 shot
Concert in Heaven-#5, 100 and 300
Concert in the Sky-#5, 100, 300, 800, 900.
Continental Express– 28 shot
Cool Stuff #100
Cosmic Celebration
Cosmic Collision
Cosmic Cruizin
Cosmic Eruption with Base
Cosmic Raider
Cosmic Treasures
Cosmic Tsunami-Showtime
Cotton Tree - 61 shot
Counter Strike - 9 shot
Country Thunder
Cowboy Kicker – 105 shot
Crack the Sky-Phantom – 20 shot
Cracklin - Thunder
Crackling & Red Star
Crackling Artillery Shell
Crackling Chrysanthemum w/ Color
Crackling Coconut
Crackling Coconut Battery
Crackling Cresendo
Crackling Crossettes-Phantom – 16 shot
Crackling Delight - #200
Crackling Diamond - #300
Crackling Diamond Rack, 4 Tubes - #300
Crackling Diamonds - #200

Crackling Dynamite
Crackling Mine
Crackling Palm Tree Shell
Crackling Peony
Crackling Peony Shell #5
Crackling Rainbow - #900
Crackling Rose - #300
Crackling Spider - #200
Crackling Star
Crackling Star w/ Silver Fish
Crackling Surprise - #100
Craizy Daizy
Crash and Burn-Hale
Crazy Bees
Crazy Cowboy -25 shot
Crazy Crossette-Zenith-28 shot
Crazy Dog
Crazy Gator
Crazy Ox
CREATURE REVENGE
Creole Crackle
Criss Cross Firehawk
Critic's Choice
Crossfire
Crown Brocade #200
Cruise Missile
Crystal Coments
Custer's Last Stand
Cyber Candles -140 shot
Cyclone Chay
Cyclone of Colors-Cannon – 7 shots
Daffodil
Daggerfall
Dahlia - 20 shot
Dakota Badlands
Dancing Silver Ball
Dancing Silvery Flowers
DARE TO ENTER
Dark Force - 16 shot
Dark Hole
Dazzling Shooting Stars
D-Day
Dead Ringer-Red Rhino – 16 shots
Death Trap - 16 shot
Deep Impact-Showtime – 12 shots
DEEP PURPLE
Def Con Alert - 9 shot
Defender-Winda - 12 shots
Delta Force
DELTA FORCE
Denver
Desert at Night
Desert Fox
Desert Opponent
Desert Storm
Destination Mars - 36 shot
Destroyer Bismarck-TNT – 78 shot
Detonator
Devil and Dove - 61 shot

Diamond Collection Package
Diamond Collection Package
Diamond Pioneer - 19 shot
Diamond Triple Burst #5
Diamonds in the Dark
Diamonds in the Sky #300
Digital Life
Dinosaur Twist - 16 shot
Dirty Dancing in the Sky
Discoverer
Disruption
Dissolve Rain
Dixie Celebration
Dixie Delight
Dixie Thunder - #900
Dogfight
Dollar Bill
Double 00 Buck
Double Pop Missile
Double Red Stars - 7 shot
Double Swallow - 4" and 6"
DOUBLE TAKE FINALE RACK
Double Victory--23 shot
Double Your Pleasure -19 shot
Dr. Trier
Dracula's Blood
Dragon Cake
Dragon Chrome
Dragon Egg - #200
Dragon Era - 16 shot
Dragon Fest - 25 shot
Dragon Playing Pearls
Dragon's Fire
Dragonfly
Dream on The Run
Dreamland
Drumfire
Duck and Cover
Duel In The Sky-Pyropredator – 36 shots
Dueling Dragons
Eagle Attack
Eagle Killer
Eagle King
Edge of Madness – 25 shot
El Dorado
El Grande
Electric Eel
Electric Green - #200
Electric Night
Electromagnetic Gun
Electro-Static Charge - 16 shot
Emerald City - 16 shot
Empire Gold Willow Barrage #200
Empire of the Saturn
Encore & More
Energy Sparks - 25 shot
Everyday Heroes
Evolution - 16 shot
EXCELLENT TRIP

Exotic Mash
Exploding Sky
Exploding Star - #5
Explosion in Blue - 25 shot
Extreme Madness
Extreme Scream
Eye Popper-Showtime – 10 shots
Eyes See You – 13 shot
Face Off
Falcon Rising
Fantastic Museum
Fast Action Shot
FAST AND LOOSE
Fast Draw
FEAR FACTOR
Feel the Blast
Festival Ball - 19 shot cake
Festival Ball - Three Break
Field Artillery
Fiendish Viking - 12 shot
Fiery Falcons-Phantom – 16 shot
Fiery Fantasia
Fiery Frenzy - 19 shot
Fiery Trees and Silver Flowers
Fiesta
Fight for Freedom
Fighting Fish - #300
Final Defense
FINAL FLASH
Finale 500
Finale Barrage - 16, 80 and 120 shot
Finale Show-Winda
Finest Hour-Skybound
Fire and Ice
Fire and Thunder
Fire Astral
Fire Attack
Fire Balls - 19 shot
Fire Eagle-Golden Bear – 6 shots
Fire Goddess
Fire in the Sky
Fire of Fury - 16 shot
FIREBASE ALPHA
Firecracker Lady
Fireflies
Fireworks Fiesta
Fireworks Wide Open
Firing Squad
First Strike
Fist Full of Power
Five Great Shakes - 20 shot
Flag Day
Flak Attack
Flaming Cloud - 61 Shot
Flanker
Flashing Thunder Shell - #1
Flashpoint Barrage Finale
FLOOD RED
Floral Bombardment - #100

Floral Bouquet - 4" and 6"
Floral Bouquet (Zenith) - #100
Floral Fantasy - #100 and 200
Floral Shell - #2, 3, 4, 5, 100 and 200
Floral Shell - 7" new assortment
Floribunda
Flourishing Fireworks
Flower Baby
Flower Child
Flower Power
Flowers and Butterflies
Flowers Dancing
Flowers in Full Flourish - #1
Fly Bee
Flying Aerial Circus - 63 shot
Flying Colors-Kylin King – 9 Shots
Flying Cranes - 4" and 6"
Flying Diamond - 4", 6" and 7"
Flying Dragon - #1
Flying Eagle
Flying Fish
Flying Fury
Flying Golden Dragon
Flying Victoria-Winda
Fool's Gold-Boomer
Forbidden City-Shogun
Fort Knox
Fortress 360-Red Rhino – 48 shots
Four Horsemen Barrage
Four Performance
Four Seasons
Four-Shot Rack - #200 and 300
Fourth of July Parade
Fourth of July Spectacular
Free Birds
Free Fall
FREEDOM
Freedom Fighters – 5 shot
Freedom Reigns-TNT
Freezing Ray
Frequent Flyer
Frightened Birds - 6"
Full Body Slam
Full Throttle-Red Rhino – 42 shots
Funky Fantasy
Funky Monkey
Gala Fiesta - 20 shot
Galaxy (atlas/pyrotech) - #5
Galaxy Attack – 33 shot
Galaxy Combat
Galaxy of Strobing Stars - #200 & #300
Galaxy War-Winda
Game Over
Gangsta Blast
Garden in Spring
Gargoyle - 36 shot
Gassed Up
Get 'Er Done-China – 35 shot
Get Together

Ghost Animal
Ghost town
Ghoster Sea Gladiator
Giant Blue Typhoon - #900
Giant Comet
Giant Octopus
Giant Saturn Missile
Giant Shrieking Comet
Giant Swing 29 Shot
Gladiators Conquest
Glaring Treasures - 12 shot
Glitterator-Phantom – 16 shot
Glittering Color Stars - 6" and 7"
Glittering Comet
Glittering Comet with Colored Core- #100
Glittering Comets - #5 and 100
Glittering Jewelry
Glorious Ice Breaker
Glo-Worms
Go Big Purple
God Bless America
Going in Circles
Gold - #100
Gold Beast
Gold Dust Exodus
Gold Fish Battery
Gold Lightning - 30 shot
Gold Palm Tree with Tail
Gold Spider
Gold Strike
Golden Artillery Barrage - #200
Golden Blaze Comet - #5
Golden Century
Golden Coconut Battery
Golden Corn
Golden Dragon
Golden Jubilee - 19 shot
Golden Mars Lander - 19 shot
Golden Oldies
Golden Palm #100 and #200
Golden Palm Crackle - #600
Golden Palm with Purple Crown - #100
Golden Peacock - 16 shot
Golden Pyro-Fusion
Golden Rain
Golden Showers - 7 shot
Golden Sky - 61 shot
Golden Sparkling Light
Golden Spider - #200
Golden Tiger
Golden Waterfall - 9 shot
Golden Willow - #100 and #200
Gone Bananas
Good Time Bob
Goshawk Missile - 3 breaks
Grand Applaud
Grand Canyon
Grand Celebration - #2000
Grand Festival - #300

Grand Finale & #200, 7 shot
Grapes Over Vineyard
Greased Lightning
Great Balls of Fire
Great Naval Battle
Great Review – 16 shot
Green Apple Tree - #300
Green Emerald Comet - #200
Green Heaven - 61 shot
Green Palm Tree with Tail
Groovy
Guests from Heaven
Gypsy Garden
GyroStatic Space Wheel
Hail to the Chief
Hale Blizzard – 20 shot
Hale Bob Comet - #5 & #100
Hale Bomb
Hale Bopp
Hale Storm
Hales a Crackling
Halley's Comet
Happy Fireworks-TNT – 6, 16 & 32 shots
Happy Heaven - 19 shot
Happy Holidays
Happy New Year
Happy World - 25 shot
Hard Act to Follow-Shogun – 25 shot
Hard Claw
Hard Cobra - 16 shot
Hard to Beat-Boomer
Hawaii Shell
Hawaiian Delight
Hawaiian Holiday - 25 shot
Hawk Challenge
Heartstopper
Heavy Hitters
Hell of a ride
Hellfire Barrage
Henry's Hunt-Shogun – 24 shot
Hidden Missile Base
Hidden Shadows
High and Mighty
High Noon
High Performance Display-Phantom
High Plains Blaster
High Power
High Roller's Club
High Seas Pirate
High, Higher, and Highest
Hit and Run
Hog Heaven
Hog Wild
Holiday Shell (1" / 12" only)
Hollywood Hit - 25 shot
Hollywood Trip
Hometown Favorite
Hong Kong Harbor
Honker

Hooray USA

Hoosier Nights
Horror Night
Hot – 16 shot
Hot Cakes-Showtime - 12 shot
Hot Dog
Hot Head
Hot Stars
Hot Stuff - #100
Hot Tamales-Red Rhino – 175 shot
Hot Zone
Hummer/BadToys for Bad Boys-Boomer
Hunting World-10 shot
Hurricane Georgia
Hydrogen Bomb-Brothers – 36 shot
Hyper Active-Power Source – 16 shot
Hyper-Red Rhino – 70 shot
Hypersonic X-Celerator-Phantom – 18 shot
I LOVE USA

Illimitable

Illuminant Stars - 25 shot

Illuminator

Imperial Garden

Incredible

INDEPENDENCE

Independence Day

Inferno

Inferno Explosion - 24 shot

Infinite Sailing

Insanity

INSTANT REPLAY

Instant Winner

Intimidator

Invasion Force Assault-Phantom

Iron Beast

Iron Tree - 37 shot

It's a Matter of Size

It's All About Power

Jade - 12 shot

Jade & Gold - #900

Jammin'

Jealous Condor - 36 shot

JEEPERS CREEPERS

Jester's Revenge

Jets-Power Source – 25 shot

Jetstream-Shogun – 36 shot

Jewel Pegasus

Jim Dandy - #5 and 100

Joker's Jinx

JOLLY ROGER

Journey to Limbo

Judgment Day

Jumbo Burst w. Tail

Jumbo Saturn Missile Battery – 180 shot

Jumbo Saturn Missile-Shogun

Jumping Jack Flash

Jumping Jupiter - #200

JUMPING SKIER

Jungle Nights

Jurassic Revenge

Just Shoot Me - #900

JUSTICE

Kabuki

Kaleidoscope-Boomer

Kamikaze - 20 shot & 37 shot

Karin - 12 shot

Killer Alligator - 25 shot

Killer Kong

King Cobra

King of Crossettes-Pyropredator – 28 shot

King Tut's Curse

King's Anger

Kruger Park

La Crida Aerial

Lady Universe

Land of the Free

Larry

Laser Arrow - 25 shot

Laser Attack

Laser Battle

Laser Gun

Last Castle-Winda – 12 shot

Later Tank

Later Volcano

Lemon Tree - #300

Lethal Weapon

Leviathan

Liberty

LIBERTY

Liberty Shark

Lightning Speed

Lightning Storm

Lightning Strike

Lil' Blaster - #5

Liquid Gold

Liquid Robot - 20 shot

Little Boy #5

Live Fire

Livin' in the USA-Shogun – 25 shot

Loaded Barrel-TNT - 10 shot

Lochness Monster-TNT- 7 Shot

Longhorn - #900 American Giant

Longhorn - #900 Beyond 2000

Longhorn - #900 Greatest Show on Earth

Longhorn Assortment Tubes - #1000

Loud and Lavender - 19 shot

Louie Louie

Louisiana Yard Dog-World Class – 16 shot

Lovely Lights

Loyal to None

LUCK O' THE IRISH

Luck of the Irish-Bellino – 22 shot

Lucky 13

Machine Gun Shell - 19 shot

Mad City

Mad Cow Capers - 18 shot

Mad Dog Shell - #5 & #900

Mad Guy-Forward – 36 shot

Mad Matt
Magic Carpet
Magic Show
Magic Thunder
Magic Whirly
Magical Barrage - 100 shot
Magical Colors in the Sky
Magnificent Festival
Magnum Artillery
Magnum Surge 44
Making Bang Bang
Mammoth Chrysanthemum - #100 & 200
Mammoth Golden Spider - #100
Mammoth Niagara Falls
Mammoth Parade
Mammoth Peony - #100
Marching/Clustering Cicadas
Mardi Gras - 19 shot
Mardi Gras Parade - 25 shot
Mars Adventure
Mars Attack
Mars Tank
Martian Meteorite
Martin Bombers
Marv's Canister Parade
Marv's Magnificent Ones
Marv's Rainbow
Marv's Special Color Burst
Marv's Special Effect
Marvelous Pearl - 42 shot
Mass Detonation-Phantom – 19 shot
Master Blaster
Matrix
Maverick Candle Barrage #40 shot
Max Horsepower
Maximum Payload
Mean Machine-TNT - 12 shot
Mega Blast
Mega Mojo
Megatron
Mercurial Bee
Mercurial Wolf
Mercury
Mercury in Motion - 19 shot
Merry Christmas
Metal Dino
Metallic Crocodile - 25 shot
Metallic Sailfish
Metallic Scorpion
Metallic Shark with Report
Metallic Widow
Meteor Shower
Meteoric Shower - #1 - #5, 100 & Jumbo
Miami Nights
Micro Tunnel
Mid-Air Mayhem-Phantom - 19 shot
Midnight Barrage - #300
Midnight Festival
Midnight Madness

Midnight Monsoon - 19 shot
Midnight Rider
Midnight Surprise - 10 shot
Mighty Cobra (King Cobra)
Mighty Mites Mortar Kit-Phantom
Mighty Python
Military Demo Ordnance-Phantom 36 shots
Millennium Festival
Millennium/Mechanical Bug
MIND GAMES
Mineshell Mayhem by Grucci-Phantom
Mini Z Cake – 180 shots
Minor Star - Major Sky
Mirror Image
Missile Attack
Missile Attack - 46 shot
Missile Base – 800 shot
Missouri Kicker
Molotov Cocktail - 19 shot
Monarch Spirit-Bellino – 100 shot
Monster Assorted
Monster Balls
Monster King
Monster Maniac
MONUMENTAL
Moody Blues - #200
Moon Tower
Mooncake of Canton - 152 tubes
Mooncake of Taipei - 73 tubes
Moonlight Fire
Moonwalker
Morning Glory - #100 & #200
Mortuary King
Mountain Flowers in Full Bloom
Mountain Sorcery – 19 shot
Moving Target
Mr. Gill T
Multi Shot Base
Multi-Color Battery
Multi-Color Bouquet - #100
Multi-Color Crackling
Multiple Tube - 6 shot rack
MUY BONITA
Mystic Realms-Shogun – 28 shots
Mystical Willow-Forward – 25 shots
Myth of Paradise
Mythical
National Anthem - 24 shot
National Pride - 25 shot
National Salutes - 36 shot
Nebraska Kicker
Nemo
Neon Lights
Neon Rainbow
Neutron Bomb-Brothers
New Century Asst. tubes - #200
New Century Rack, 4 tubes - #300
New Century Rack, 5 tubes - #200
New Century Rack, 7 tubes - #200

New Dimension – 12 shot
 New Era Celebration
 New Millennium Madness - #900
 New York Nights
 New Yorker Salute Finale-Phantom
 News Transmitter
 Newton's Nightmare
 Niagara Falls
 Night Illusions
 Night Magic
 Night Odyssey
 Night Party
 Night Shell - 7" and 9"
 Night Shell –TNT 9" – 1 shot
 Night Vision – 105 shot
 Nine Eleven ("9-11") - 25 shot
 Nine Shot Angle Rack - #300
 Nine-Gun Salutes
 Ninja Shells
NO BULL
 Noisy
 North and South - 90 shot
 Now Fear This
 Nuclear Keeper
 Nuclear Reactor
 Oasis
 Oklahoma Kicker
OLE'
 Ooh La La-Shogun-18 shot
 Operation Phantom Fury-Phantom – 103 shots
 Orbitors Launch Sequence-Phantom – 22 shots
 Out of Sight
 Out of the Blue
OUT OF THE WORLD
 Outback Explorer
 Outrageous
 Outta Control
 Overeager
 Overlord in Sky - 4"
 Overlord in the Sky - 37 shot
 Overpowered
 Painted Galaxy - 25 shot
 Palm Classic
 Palm Forest-Forward – 25 shot
 Palm Pyro-Pageantry-Phantom
 Palm Tree
 Palm Tree and Palm Tree #200
 Palm Tree with Tail - #500
 Panic Attack
 Panorama
 Paradise in Sky
 Paratrooper Machine Gunfire
 Paris 1943
 Paris at Night - 7 shot
 Park Ave. Peony Barrage #300
 Patriot Defender
 Patriot -TNT- 36 shot
 Patriotic Artillery Shell - 6 shot
 Patriotic Parade - 18 shot
 Pearl Flowers - 48 and 96 shot
 Pearl Harbor
 Peony - #100 and #200
 Peony with Tail
 Phantasm - 25 shot
 Phantom Battery
 Phantom X-7 Airburst Rounds
 Phoenix and Dragon
 Picture Perfect
 Pinball Crazy
 Pinball Wizard-Shogun – 24 shots
 Pitbull – 7 shot
 Planet Fireworks
 Planet Fireworks
 Platinum Pro Series 1-Golden Bear – 32 shot
 Platinum Pro Series 4-Golden Bear – 28 shot
 Platinum Pro Series 5-Golden Bear – 25 shot
 Platinum Pro Series 6-Golden Bear – 49 shot
 Platinum Pyro-Fusion
 Plum Tree - #300
 Polaris Space Arsenal – 16 shot
 Pool Table
 Pool Table Hustle-Shogun – 35 shots
 Pop Dragon
 Powder Keg - #1500
 Power Pack
 Power Play
 Powerful Punch
 Premium Gold Palm
 Pride of America-TNT - 50 shot
 Primal Attitude
 Prime Time
 Pro 500 Assorted Color Crackling – 25 shot
 Pro 500 Primary Colors – 18 shots
 Pro Connector Series
 Proud Glory
 Proud To Be An American
 Psychedelic
 Psych-Red Rhino – 16 shot
 Purdy (Pretty) Amazing
 Pure Party
 Purple Ball Floral - 61 shot
 Purple Chrysanthemum
 Purple Chrysanthemum - #100
 Purple Flitter
 Purple Galaxy with Crackles - 16 shot
 Purple Gold in the Sky
 Purple Pageant - 25 shot
 Purple Passion-Brothers – 16 shots
 Purple People Eater-TNT – 25 shot
 Pyro Blaster
 Pyro Demo-Forward – 16 shots
 Pyro Event
 Pyro Jazz
 Pyro Magic - #1000
 Pyro Power
 Pyro Protest
 Pyro Ray-Cannon
 Pyro-Glyptics - 16 shot

Pyro-Pandemonium - 25 shot
Pyro-Propulsion - 25 shot
Pyrotechnic Motherlode-Phantom
Pyrotechnic Pulverizer-Phantom
R & S Grand Finale
Ragin Red - #200
Raging Rottweilers - 16 shot
Rain of Fire - 16 shot
Rain Willow - #200
Rainbow Knight
Rainbow Peony - #900
Rainbow Quasar - #200
Rainbow Rock - 25 shot
Rainmaker
Rambo Kid - 6 shot
Random Action
Rapid Disturbance
Rapid Fire Missile - large
Rapid Fire Missile - small
Raptor - 19 shot
Razzle Dazzle V - 25 shot
Reapers Rampage-Phantom - 13 shot
Rebel Blaster - #100
Rebel Blasters
Red Apple Tree - #300
Red Center - 25 shot
Red Chrysanthemum
Red Crackling Shell #5
Red Dawn
Red Dawn Comet - #200
Red Devil - #900
Red Devil Shell - #200
Red Flash
Red Flitter
Red Hot and Blue
Red Hot Comets
Red Mountain
Red Neck Blaster
Red Palm - #5 and #100
Red Rascals
Red Silver Wave - #600
Red Storm - 25 shot
Red Strobe and Willow
Red Thunder - 25 shot
Red White & Boom-TNT – 19 shot
Red White Boom-Phantom
Red, White, and Blue - #600
Red, White, and Blue Bouquet - #5
Red, White, and Blue Salute
Red-White-Blue with Whistle - #500
Report for Duty
Resurrection
Return of Hale Bopp
Return to Roswell
Revenge Bomber
Revenger Action-Kylin King – 36 shot
Riding Shotgun
Right Stuff - #100
Ring Leader

Ring Shell - #200 and/or #300
Rings And Things
Rings of Saturn and #200
Rise and Boom
Rise of the Dragon
Rising Ghosts
Rising Mercury
Rising Whistling Cicada - 6"
Roaring Tiger
Robot Rage
Robot Wars
Rock and Roll
Rock the Sky
Rock This - #900
Rock Your World
Rockin Robin - #300
Rocking the World
Rocky Hopper
Roswell Incident
Round Red Dahlia #500-Phantom
Roundabout-Red Rhino – 42 shots
ROUNDERS
Rowdy Boyz-Power Source – 6 shot
Royal Bursts
Royal Pompon - #600
Ruf' N` Tuf – 20 shot
RUMBLE RAMBLE
Running Fire
Salute the United States (U.S.)
Salute to 76 - #100
Salvation
Sammy Shot
Satellite Killer - 11 shot
Saturday Night Special
Saturn Missile -750 shot
Saturn Missile Battery (25 to 325 shot items)
Savage Safari-Cannon – 16 shot
Scattering Fish - 19 shot
Scorching Comet
Scream Bloody Murder-Red Rhino – 10 shot
Screaming Dragons
Screaming Sidewinder - 16 shot
Screaming Viper
Sea Sparrow Missiles
Seals
SEASIDE GARDEN
Second to None – 16 shot
Serpent Strike
Sexual Sisters
Sexy Beast-Boomers – 25 shot
Sexy Girl-Boomers
Shagadelic Mojo - 16 shot
Shaolin Tradition-Brothers-16 shot
Sharpshooter – 30 shot
Shimmers-Firehawk – 10 shot
Shining Force
Shock and Awe
Shocking Gibbon - 25 shot
Shogun - 19 shot

Shogun Star
 Shogun Star – 12 shot
 Shooting Stars
 Shootout at the OK Corral
 Shotgun Blast
 Showtime - & the Crowd Goes Wild
 Showtime - Barely Legal
 Showtime - Barrel of Bangs
 Showtime - Glory Daze
 Showtime – Gone Wild
 Showtime – Magic Crackles
 Showtime - Shock & Awe
 Showtime - Texas Rattlesnake
 Showtime - The Big Ticket
 Showtime - Total Chaos
 Showtime – Unbelievable Flying Object
 Showtime Artillery Shell
 Showtime Festival Balls
 Shrieking Comet - 3 and 5 shot
 Silver - #100
 Silver and Blue Thunder
 Silver Chrysanthemum
 Silver Color
 Silver Crackling Palm #500
 Silver Crossette and #600
 Silver Cyclone
 Silver Flowers in Full Bloom
 Silver Palm and #100 and #200
 Silver Palm Tree - #200
 Silver Palm Tree with Tail
 Silver Palm with Purple Crown - #100
 Silver Shockwave - 61 Shot
 Silver Sonic Warheads
 Silver Swallow - 4" and 6"
 Silver Tiger
 Silver Tiger Tail
 Silver Tree - 19 shot
 Silver Whistling Barrage
 Silver/Green Wave #200
 Silvery Swallow - 6" and 7"
 Simply the Best
 Singing Birds
 Single Shot Thunder King
 Six Shooter
 Six Special Laser Sound
 Sixty-one Double Barrel Barrage
 Sixty-one Gun/Warming Greeting
SIZZLING
 Sizzling Sisters – 54 shots
 Skater Dude
 Sky Blast - #5 and 100
 Sky Bomb
 Sky Bomber-Forward – 32 shots
 Sky Buster
 Sky Dragon Assorted
 Sky Flash
 Sky Lighter
 Sky on Fire
 Sky Parade
 Sky Racket - #2 thru #5
 Sky Revenge
 Sky Sword - 25 shot
 Skywalker Bombard-Phantom - 25 shot
 Slammer-TNT - 6 shot
 Sluggerville Salute-Shogun – 96 shot
 Snake Bite American Mission
 Snake Bite Arctic Escape
 Snake Bite Beach Party
 Snake Bite Bust 'N Loose
 Snake Bite Busted
 Snake Bite Chopper Force
 Snake Bite Corvette Summer
 Snake Bite Creature Feature
 Snake Bite Creepy Crawlers
 Snake Bite Crystal Ball
 Snake Bite Dancing Dolphins
 Snake Bite Eye of the Storm
 Snake Bite Fast & Furious
 Snake Bite Fear Factor
 Snake Bite Fire Hawk - #100 & #300
 Snake Bite Firefight
 Snake Bite Freefall
 Snake Bite Haunted Scarecrow
 Snake Bite Hit and Run
 Snake Bite Knock-Out
 Snake Bite Missile Attack
 Snake Bite Missile Launch
 Snake Bite Rocky Mountain High
 Snake Bite Shark Attack
 Snake Bite Treasure Quest
 Snake Bite Wet & Wild
 Snake Pit
 Snowflower Repeater
 So Loud!-Shogun – 96 shot
 Soaring Giant Eagles - 19 shot
 Soiree Fireworks
 Solar Assignment
 Solar Cyclone
 Solar Explosion - 19 shot
 Solar Glare
 Solar Striker
 Sonic Blast
 Sonic Blaster
 Sonic Screamer
 Sound King
 Space Arsenal-Shogun – 16 shot
 Space Craft Columbia/Challenger/Discovery
 Space Crusader
 Space Dragon - #5
 Space Explorer Glory
 Space Race 2009
 Space Rider
 Space Station
 Space X Adventure - 19 shot
 Sparkler Diamond - 61 shot
 Sparkling
 Spectacular
 Spectacular Colors

Speed Freak-Winda – 24 shot
Sphere
Spice of Life
Spicy 19 shots
Spider Color Crackling Pro
Spider Web - #100
Spin N Crackle
Spin N Flash
Spiral Galaxy
Spiral Sky
Spirit of Missouri
Split Poinsettias - #600
Spring Thunder
Spy in the Sky-Forward – 36 shots
Spy Ring-Red Rhino – 16 shot
Stack Attack Night Planes
Stairway to Heaven
Star Battle - #200
Star Bursting Comet - #100
Star Creation
Star Fighters
Star Gate
Star Parade-Shogun
Star Quake
Star Spangled Cannon
Star Spangled Extravaganza
Star Spangled Salute
Star Symphony-Golden Bear – 20 shot
Star Tower
Starburst - #5
Starr Four Shot Finale Rack - 4
Starr Mine (3 color changing) - #100
Starry Skies - 4" and 6"
Stars and Stripes
Stars and Stripes
Steel Hawk - 12 shot
Steel Wave-TNT
Still Pretty-Red Rhino – 100 shot
Stingray - 20 shot
STOCKADE
Stolen Christmas
Straight of Malacca - 16 shot
Strategic Air Defense-Phantom – 158 shot
Streaking Comets
Stretching the Limit-Shogun – 341 shots
Strike Fighter - 25 shot
Strike Force - 19 shot
Strike Team-Red Rhino – 22 shots
Stroll in the Sky - 1¾"
Strong Man-Winda – 16 shot
Sturgis Sights-Red Rhino – 19 shots
Submarine View
Succession of Color
Summer Eve
Summer Fun
Summer Night Dream - 9 shot
Summer Paradise - 25 shot
Summer Rain
Summer Storm

Sun Shower
Sun Tower
Sun Track
Sunflower
Sunglow
Super Bomb
Super Bowl - 10 shot
Super Comet
Super Dooper
Super Finale Fabulistic Expialidocious
Super Missiles-Forward – 25 shot
Super Power – 7 shot
Super Shot
Super Stallion
Super Tail - 12 shot
Super Tiger
SUPPRESSING FIRE
Supreme Fighter - 25 shot
Surf City
Surging Devils
Swarming Skeeters
Swarming Sky Snakes
Sweet Shot
Swimming Fish
Swimming Fish - 19 shot
T. M. Shell - 90 shot
Tail Gator-Boomer – 8 shot
Target-Firehawk
Temporary Insanity-Showtime – 7 shot
Ten Thousand MHZ Feedback with Report
Tennessee Kicker
Tennessee Waltz
Terminator IV-Golden Bear – 25 shot
Texas Cyclone
Texas Hold'em
Texas Kicker
Texas Twister
That's Your Problem
THE 100 DOLLAR CAKE
The Beast
The Big Hitter
The Bigger One
The Fiber Age-Winda – 27 shot
The Firecracker Lady
The Haunted-Firehawk
The Invader-TNT - 7 shot Assorted
The New Hotness
The New York Thing
The Nite Theater
The Patriot Missile System
The Punisher
The Three Amigos
The Tomahawk Shell
Three Break Shell
Three Color Chrysanthemum - #300
Thunder and Gold
Thunder and Lightning
Thunder and Lightning-Ladyfingers –
#2, #3, #4, #5 and #100

Thunder and Rainbow - #2, 3 and 5
Thunder Clap (Import)
Thunder Down Under
Thunder Driver 16 Shot
Thunder Mountain-Phantom- 33 shot
Thunderation - 19 shot
Thunderbolt - #5 and Small & Large
Thundering Delight
Thundering Stars
Thunderstorm and #5, #100, #200
Tiger Tail - 19 shot
Tiger Thunder
Time Bomb
Time Commando
Titan-HopKee – 20 shot
Titanium Tiger - 25 shot
Titans Fury - 16 shot
TNT Assorted Aerial #100 & #300
Tom Terrific
Tomahawk
Tonga Exotica
Top Fuel-Mighty Max
Top Shelf
Top Ten Countdown – 10 shots
Torino II
Tornadic Activity
Tornado Alley
Torrential Rain - 25 shot
Tortoise
Total Annihilation
Total Demolition
Total Destroy
Totally Awesome
Touch of Gold
Touchdown
Tower of Power - 16 shot
Towers Package
Treasure Chest-Shogun
Trick or Treat
Triple Break
Triple Finale(3 pk of devices)-TNT – 60 shot
Triple Jump
Triple Threat
Triton's Tempest-Phantom – 16 shot
Tropical Paradise
Tropical Sunset
Tropical Trouble
Tropical Wonders - 61 shot
Trouble Shooter
Tuggy Huggy-Mighty Max
Turbo Launch
Turbulence
Turkey Shoot-Brothers-16 shot
Turn of the Century
Turning Heads
Turtle Shell
Twenty First Century
Twenty First Century Salute
Twenty Gun Lifting Salute

Twilight
Twinkle Twinkle Super Nova
Twinkling Star - #100
Twinkling Stars (same as Blue Stars)
Twister - #900
Two Thumbs Up
Tycoon – 25 shot
u.f.o. invasion
U.S.A. Style Fan Cake
UFO PYRO
Ultimate Ranger
Umbrellas of Fire - 19 shot
Un Poco Loco – 10 shots
Unbelievable Flying Object
Uncle Sams Answer
Uncle Sams Pride
Under Fire
Universal Artery
Universal Beast - 19 shot
Unknown Space
Untamed Retribution - 16 shot
Vacation Destination
Variegated Crackling Strobe - #900
Vegas at Night - 25 shot
Venus Walker
Very Vegas
Violet Bloom - 24, 30 and 36 shot
Vulcan Candle Barrage with Base - #117
Vulcan Floral Tubes - #200 and #300
Wacky Buccaneer – 16 shot
Wake the Neighbors-Showtime – 25 shot
Walloping Warheads - 12 shot
War Hawk - 7 shot
War Hog Motorcycle
Warbirds - 7 shot
Warfare-Shogun-20 shot
Wargame - 25 shot
Warring States
Wart Hog
Wasp - 61 shot
Waterloo
Wave Catcher-Cannon – 10 shot
Well Equipped
Werewolf - 24 shot
What A Blast
What's Up-TNT- 12 shot
Whatever
Whirlwind - #100
Whirlwind to Crackling Starburst
Whistling Buster (1-3/4" only)
Whistling Cicada - #1
Whistling Pandemonium-Phantom – 180 shot
Whistling Thunder
White Chrysanthemum
White Lightning
White Orchid
Whole Nine Yards
Wholly Terror
Wicked Rage - 16 shot

Wiggly Tadpoles-Firehawk – 16 shot
Wild 'n Crazy
Wild as the Devil
Wild Fire
Wild Flower - 25 shot
Wild Imagination
Wild Mushroom - 25 shot
Wild Party Time
Wild Snakes - 20 shot
Wild Space
Wild West
Wild Wing(s)
Wild!-HopKee – 15 shot
Willow Among the Palms
Willow Mania
Winner
Winning Combination
Wipe out - 16 shot
Wired – 12 shots
Wiry Hero
Wolfpack Floral Shells - 9 inch
Wolfpack High Performance - 6 shot
World Class #5 Gold Willow-1 shot
World Class #5 Green w/ Crackling--1 shot
World Class #5 Silver Wave To Green-1 shot
World Class America's Rhythm
World Class An American Tradition – 12 shot
World Class Beware– 20 shots
World Class Chamber - #100
World Class Cooking with Gas – 19 shot
World Class Crackling Color Palm
World Class Crackling Purple - #5
World Class Crazy Exciting
World Class Crazy Exciting on Steroids
World Class Domination – 100 shot
World Class Get Up & Go -19 shot
World Class Heaven's Gate

World Class Hostile Takeover
World Class Killer Instinct
World Class Landing Strip - 19 shot
World Class Merlin's Magic – 12 shot
World Class Most Wanted – 19 shot
World Class Natural Disaster
World Class Nemesis – 9 shot
World Class Night Moves – 21 shot
World Class One Bad Mother
World Class Only the Strong Survive – 20 shot
World Class Photo Finish – 16 shot
World Class Purple Passion
World Class Remembrance
World Class Seven Wonders of the World
World Class Shell - #300
World Class Shock & Awe
World Class Snow Storm
World Class The Good Stuff
World Class The Money Man
World Class The Virus
World Class Three Time the Whistle
World Class What Dat Do
World Class Wreckless
World Eruption
Wow
Wrath of the Gods
X-Factor Multi Shot-Showtime – 18 shot
Xmas Flowers - 61 shot
Xtreme
Yankee Doodle Salute
Year 2000
Yellow Blue Tulip
Yoo Hoo, Woo Hoo
Zak Attack
Zenith Six Pack Special Effect
Zig Zag Shrieker
Zip High

Reloadable Artillery Shells

All reloadable artillery shells may contain a maximum of twelve (12) single break shells or multiple break shells as noted or inserts per package. The firing tubes may not be larger than one and one-seven-eighth inch (1-7/8) in diameter.

Reloadable Artillery Shells are Listed Below:

1" Mini Magnum
2 Megaton – 8 double break
2xFX – 8 double break
Air Hawk
Air Tactics
Alpha assault – 6 triple break
American
American Eagle
Artillery Attack – 12 single break
Assorted Artillery Shells – 12 single break
Assorted Box Artillery (cont.)
B.A.R. – 12 single break
Bad Boy Bombardment – 12 1,2, 3 break

Bellino Buster
Bellino Home Run
Best of All
Big Bad Bangers – 6 single break
Big Band Artillery-Golden Bear
Bigger & Better
Black Box and Black Box Assortment
Black Box Artillery Shell #515B & #515C
Black Cat .44mm
Black Cat Artillery Shell - 6 shot
Black Cat Black Crackling Artillery Shell
Black Cat Special Select
Black Cat Special Select

Black Cat Star Cruiser
Black Cat Super
Black Cat Super Artillery Shell
Black Cat Super Six Selection
Black Cat Whistling Artillery Shell
Blasting Barrels
Bombs Bursting in Air - 6 shot
Boom Man
Boom Man Mega Detonator
Boom Man Sky Detonator
Boomer
Boomer 1" Mini Magnum
Brass Balls
Brothers 6 shot
Brothers Air Hawk
Brothers Artillery Shell
Burst, Special Effect, Powerful Punch
Cherry Bomb
China Brand
Colossus
Crackling
Crazy Egg
Critical Acclaim
Devils Night
Dragon Balls
Dragon Blaster Artillery
ELITE 8
Evil Rules
Evil's Night Artillery-Beihai General
Falling Leaves
Festival Ball[s]
Festival Balls 1-1/2"
Flying Fury
Forward Artillery Shell
Forward Crackling Artillery Shell
Forward Whistling Artillery Shell
FX Artillery Shells
Giga
Giga Detonator
Go Getter
Gold Medal
Guardian – 6 double break
Hale Blaster
Hale Bomb
Heaven Bound
High and Mighty
High Quality-China
High, Higher, Highest
Holiday Shell 1"
Hopkee
Hot Rods – 6 double break
Iron Revenger
Itchy & Scratchy
Josh-N Around
Kracklin Kirks Barrett
Kracklin Kirks Mega-Tailed
Kracklin Kirks Smith
Levi Picked
Little Evil

Loud Little Sucker
Lovely Lights
Magical Colors in the Sky
Magnificent Ones, Special Color
Magnum Artillery Shell – 12 single break
Marv's Canister Parade,
Masterpiece Artillery Shell – 12 single brk.
Max. Load
Mega Detonator
Megabanger Evil Balls
Megabanger Whistling
Megaton – 12 single break
Megaton festival balls – 6 single break
Merlin – 12 double break
Midget Bomb #1 and #3
Mini Artillery 1 inch Shell - 6 shot
Mini Artillery Shells – TNT
Mortar Mayhem – 12 single break
Mortar Mayhem-Windmill Brand
New Rambo Kid
Ninja
On the rise – 8 single break
Orical Probe-Shogun
Ostranski
Panic Attack-single break
Party Pack Artillery Shell-1,2,3 break
Patriotic Artillery - 6 shot- 1-3/4th
Patriot Artillery Shell
Power Shots!-Fisherman
Premier
Premium artillery shell – 6 1,2,3 break
PRIOMO 12-1,2,3 break
Pro Artillery Shell – 12 single break
Promised Land
PROUD AMERICAN – 6 triple break
Rainbow
Rambo
Rambo Kid
Red Rascals
Ring Artillery Shell
Ringmaster - 6 shot
Rise And Fall – 16 single break
Rocket Blaster
Royal Bursts
Shell Shocked – 12 single break
Shogun
Shogun Black Box
Shogun Crackling
Showtime Artillery Shell
Showtime Festival Balls
Sidewinder-Shogun
Simply the Best
Six Shooter
Sky Broken
Sky Detonator
Sky's the Limit
Skytopia Awe-some – 8 double break
Snake Bite
Snake Bite Battle Launcher

Snake Bite Bomb Squad
 Snake Bite Classic Kong
 Snake Bite Flying Flames
 Snake Bite Gates of Hell
 Snake Bite Night Dancer
 Snake Bite Night Vision
 Snake Bite Ninja Force
 Snake Bite Platinum Edition
Snake Bite Princess Zlaya – Triple break
 Snake Bite Raging Rocket
 Snake Bite Screamers
 Snake Bite Sky Power
 Snake Bite Space Bomb
 Snake Bite Star Blaster
 Snake Bite Survivors
 Space Race
 Special Color Mega-Detonator
 Special Effects Artillery-Kohler
 Speedy Bullet
 Splitting Atoms-Bellino
 Star Cruiser - 6 Shot
 Star Spangled Cannon – 12 single break
STAR STUDDER CANNON
 Super Bomb Artillery - 6 shot- 1-3/4th
 Super Dooper, Super Shot-(Kohler)

Super Luke Artillery Shell
 Super Shoot Artillery-(Kohler)
 Superbomb Artillery
 Sweet Spot
 T.N.T. Artillery Shell
 The Big Hitter-Kohler
 Thunder Dragon Artillery
 Thunderation
 Titan – 3 triple break
 Tomahawk Artillery
 Top Blaster Artillery Salute-Lightning Bolt
 Treasure(s) of America
 Trilogy – 12 triple break
 Triple Break Shell – 6 triple break
 Violence Ammunition Artillery Shell
 Whistling Buster
 Whitney's Willow
 Wolf Pack
 Wolfpack Double Star – 8 double break
 World Class Whistling Jake Artillery
 World-Class Falling Leaves
 World-Class Rocket Blaster
 Zenith Black Box Artillery Shell

003. Firecrackers.

Firecrackers cannot contain more than 50 milligrams of explosive composition.

Firecrackers longer than one (1") inch with water-resistant safety fuses are not permissible.

Unless specifically named below, any individual firecrackers dimensions cannot exceed 2 inches (2") in length and three-eighth of an inch (3/8") in diameter.

1.4 G Explosive
 Baby Magic Blooms
BAMMER CRACKER (36)
 Big Bomb Jumbo Cracker- TNT
 Big Red Cracker
 Black Cat Banger
 Boomsticks
 Bullet Cracker
 Center Firecracker
 Cherry Salute Crackers
 Cracker Tracker
 Crazy Bomb
 Da Bomb
 Dixie Dynamite
 Dyno-Mite
 Electronic Bomb
 Empress Head Bomb
 Ground Blaster - TNT
 Ground Salute
 Hale Bomb Tube Cracker
 Hammer Cracker
 Hexagon Cracker
 Jumbo M-5000
 Lotus Bomb Large Size

M/2K Tube Cracker
 M-150 Salute
 M-150 Tube Cracker
 M-2 Crackers
 M-60 Red Devil
 M-60, M-70, M-88, M-90, M-1000, and M-5000
 M-98 Blasting Cap
 Machine Gun Cracker
 Mad Dog Cracker
 Magnum Cracker
 Max Pop - M-66-Shogun
 Mini Bomb
 Mini King Bombs
 Nitro-Bomb Tube Cracker
 Rhinomite
 Rockin' Roll
 Rolling Thunder
 Salute to Sam
 Seven Shooter
 Seventh Heaven
 Sidekicks-Red Rhino
 Silver Bullet
 Silver Salute Firecracker
 Silver Slug

Snake Bite Bullet Buster
Snake Bite Sonic Shock-Winda
Snake Bite Stinger
Snake Bite Three Stage Cracker-Winda
Spy In The Sky
Stinger

The Bomb
The Bomb Squad
The Half-Stick Smoking Cracker
The Nuke
Thunder Crackle
Titanium Cracker-TN

004. Fountains and Torches.

All coned, boxed and base fountain devices are permissible and may not be listed by name unless listed below.

005. Novelties.

Items such as auto jokers/foolers, bang matches, black snakes, caps, cap guns, cartridges or other devices designed to produce smoke of one or more colors, champagne party poppers, Christmas party poppers, cigarette loads, color snakes, glow snakes, magnum pistol popper, pop-pops, smoke balls, snappers, sparkle matches, sparklers (8" or less silver and gold only), and other similar devices by other names are not regulated and thereby have no restrictions concerning license or restricted date of sales.

006. Parachutes.

Daytime Parachutes ONLY. Parachutes or parachute inserts cannot hit the ground either on fire or hot.

007. Punks.

All sizes of punks are permissible.

008. Smoke Items.

All balls, cartridges, or other devices designed to produce smoke of one or more colors are permissible.

009. Snakes and Charmers.

All snakes or charmers are permissible.

010. Sparklers (All Lengths).

Wire Sparklers: Only silver or gold colored wire sparklers will be permitted.
Wood or Bamboo handled sparklers of any color will also be permitted.

011. Spinner and Wheel Items.

Artificial Satellite – Hopkee
Awesome Little Blossom
B-1 Bomber w. Stars - China
Baby Magic Bloom
Black Cat Fire Dance
Black Cat Four-Wheel Drive
Black Cat Ground Bloom
Black Cat Little Big Top
Black Cat Spin City
Black Cat Twister
Black Cat Wailing Wheel
Black Cat Whirlwind
Black Cat-Disco Spinners

Bright Minded Ball
Camellia Flowers – Small and Large
Cascade Ground Flowers
Circus Fireworks
Cock-A-Doodle-Do
Color Changing Wheel
Color Wheel
Colorful Plates
Colorful Wheel
Conch
Crackling Ground Bloom
Crazy Eye Balls-TNT
Crazy Ground Hog XLG

Dancing Butterflies
Dancing Fresh Flowers

DARTS

Dizzy Demon Spinner
Escape From Mothership
Eye Ball Buzz-Shogun
Ferris Wheel
Fire Ants
Flashing Wheel
Flower Rings
Flowers in Full Flourish
Flying Diamonds

FLYING FAN

Galaxy Cyclone-Cannon
Ground Bloom Flower
Ground Covered with Red Lights
Gyro-Blooms
Happy Lamp - Small and Large
Harvest Fruit/Magic Ball
Hula Hoops
International Space Spinner-Brothers
Jack in the Box-United Pyro
Jumping Bugs
Jumping Cat
Jumping Jack
Jumping Wheel
Lightning Fly-Red Rhino
Lotus - #1, 2 and 3
Magic Balloon
Magic Gems-Red Rhino
Magic Three and Four Rings
Moon and Star Wheel - 2 and 3 Drivers

Peace Maker I-China
Peacekeepers-Brothers
Rainbow Triangle Wheel
Rainbow Wheel
Rising Wheel
Roto Rooster-China
Screaming Wheel
Showtime-Goggles
Showtime-Zips
Snake Bite Flying Rage-Hopkee/Boomers
Snake Bite Jet Set
Snake Bite Lazer Eyes-Hopkee/Boomers
Snake Bite Space Zipper
Sonic Jack-United Pyro
Space Flyer-China
Space Station
Speed Balls
Spinning Jimma
Spinning on Dubs-World Class
Spinning Ring
Sunflower (small & large) -Boomer
Twister Stix-Cannon
UFO-Red Rhino
Whistling Chaser
Whistling Tri-Rotating Wheel
Whistling Wheel
Zig Zag Zoom - Hopkee
Zingers
Zippers
Zoomers

Multiple Dancing Flower Pot

012. Roman Candles and Starlights.

All 5 to 10 shot Roman Candles or Starlights, with or without report are permissible.

All Roman Candles or Starlights MUST HAVE A SPIKE inserted in the non-firing end at the time of display in the retail stand. These fireworks are intended for ground placement and firing in a safe direction.