

NEBRASKA STATE FIRE MARSHAL
RULES AND REGULATIONS CONCERNING
FIREWORKS IN THE STATE OF NEBRASKA

Updated - June 2002

| <u>SUBJECT OR TITLE</u> | <u>STATUTORY AUTHORITY</u> | <u>CODE SECTION</u> |
|--|---|----------------------------|
| Definitions | <u>N.R.S.</u> §§ 28-1241, 28-1252, 84-901 | Ch. 1 |
| Effective Date and Repeal of Earlier Rules | <u>N.R.S.</u> §§ 84-906 & 907 | Ch. 7 |
| Enforcement | <u>N.R.S.</u> §§ 84-901 et. seq., 28-1241 to 28-1252 | Ch. 5 |
| Licensing (Obligations & Penalties) | <u>N.R.S.</u> §28-1246 | Ch. 3 & 4 |
| Display & Non-Permissible Fireworks & Limitations | <u>N.R.S.</u> §§ 28-1245, 28-1252, 28-1244, 28-1248 | Ch. 3 |
| Permissible Fireworks List | <u>N.R.S.</u> § 28-1247 | Ch. 2 & 8 |
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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

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shall include, but not be limited to, firecrackers containing more than one hundred thirty 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

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retailer.

Legal Citation: Title 157, Ch. 1, Nebraska State Fire Marshal.

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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

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of the list from the State Fire Marshal's Office. Copies of the list will also be 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 names 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.

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003.06E. Sand bags, dirt boxes or other suitable protection shall be 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 | in. | Mortar Diameter, (mm) | in. | Wall Thickness, (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.

003.06I. A cleaning tool shall be provided for cleaning debris out of the

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mortars between firings. An acceptable tool is shown in Figure I.

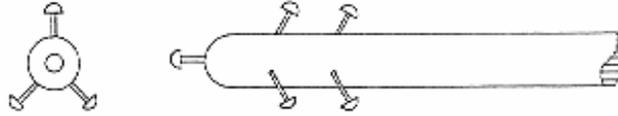


Figure I. A Mortar Cleaning Tool made from a Broom Handle.

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 Parking Areas Sizes | Spectator Viewing Areas | Health Care | Storage of |
|-------------------------------|----------------------------|---------------------------|----------------------------|
| | 1 & 2 Family Dwellings (1) | & Penal Facilities (1) | 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.

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

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prior to the examination date. 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, or otherwise demonstrate proficiency by successfully completing an examination or skills test through the two national pyrotechnics organizations recognized by the State Fire Marshal. These two organizations are the Pyrotechnics Guild International, Inc. ("P.G.I.") and the American Pyrotechnics Association ("A.P.A."). To receive a Nebraska Display Operator's License without taking the exam, an Applicant is required to provide written proof or certification that he or she has a valid display operator's license on the date the application is submitted, through either the P.G.I. or the A.P.A. 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.

*[Sections 003.11B, B1, & B2 were amended in June 2001]

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 N.R.S. § 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*

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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.

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 2005

*Final

001. Please be advised that the following fireworks have been approved for sale and discharge by the Nebraska State Fire Marshal. New items for 2005 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.state.ne.us.

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 **one seven-eighths** inch (**1-7/8"**) in diameter are not permissible or legal. Reloadable fireworks may contain a maximum of six (6) single break shells or inserts per package. **Reloadable artillery shells must also be listed by a specific name.**

Above and Beyond

Above the Law

Ace Combat

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 Showcase

Aerial Striker

Aerial Super 7

African Diamond - 36 shot

After Dark

After Midnight

Aftershock

Air Battle

Air Bomb

Air Bomb B-Cat

Air Bombing - 25 shot

Air Color Bomb

Air Command 6

Air Defense

Air Raid - 25 shot

Air Tactics

Air War

A Kicker

All-In-One - 15 shot

All American - #300

All Night Long

Amazing Ballet

America the Beautiful - #800

America's Dream

American Dawn
 American Invincible
 American Power
 American Pride
 American Spirit
 Americana
 Ammo Rider
 Angled Comet Flowers Rack, 12 Tube
 Anniversary Night
 Anti-Missile
 Anti-Tank Launcher
 Anti-Tank Mine
 Arc of Triumph - 90 shot
 Arctic Storm
 Area 51
 Armageddon
Armed Forces
 Artillery Barrage
 Artist's Dream
 Assorted Nite Shell - 7" and 9"
 Asteroid Invader
 Asteroids Automatic Gun - 7 shot
 Atom Bomb
 Atomic Afterglow - 25 shot
 Atomic Chain
 Attractive Engine
 Autumn Drizzle
 Awesome Austin
 Awesome Display
 Awesome Blossom
Back to the Future
 Bada Bing Bada Boom - 33 shot
Bad Mamma Jamma - 16 shot
 Ballistic Blast - 7 shot
Ballistic Bobcat
 Balls of Fire
 Bamboo
 Bandit Bees - #300
 Barbarian Blast - 25 shot
 Barrage - 100 shot
 Battle Ground - 9 and 50 shot
 Battle of Atlanta
 Battle of Colors - 36 shot
 Battle of Khe Sanh
 Battle of New Orleans
 Battle of Shiloh
 Battle of the Conqueror
 Battle of Waterloo - 12 shot
 Battle Bastion
 Battlefield Barrage - 36 shot
 Battling Butterflies #300
 Bee Buzz Blast - 25 shot
 Bees and Flowers - 4" and 6"
 Bees on Blossom - 25 shot
Bellino Back to Back Champions
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 the Rock
 Beta Borealis
 Beyond Believe - 16 shot
 Beyond 2000
 Big 3" Phantom Finale
 Big, Bad & Loud
 Big Bear Cannon
 Big Big World
 Big Blowout
 Big Bubba
 Big Color Flowers - 19 shot
Big Day
 Bigger and Better
 Big Red Thunder
 Big Thunder Artillery Shell - 6 shot
 Birds of Paradise
 Black Cat Aerial Crossfire - #600
 Black Cat Aerial Oasis
 Black Cat A Pyro's Tribute
 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 Brocade Crown
 Black Cat Cape Canaveral
Black Cat Cat-A-Pult
 Black Cat Celestial Body Fighting
Black Cat Chirp & Shimmer
 Black Cat Cloud Dragon
 Black Cat Coconuts & Chrysanthemum
 Black Cat Color Burst
 Black Cat Color Color Color
 Black Cat Cracklin'
 Black Cat Crackling Colored Palm
 Black Cat Crackling Comet
 Black Cat Crackling Golden Palms
 Black Cat Crimson and Gold
 Black Cat Dancing Lights
 Black Cat Dazzling Sky Poppers
Black Cat Derringer - 6 shot
 Black Cat Diamond in the Sky - #400
 Black Cat Double Break Finale
 Black Cat Double Break - #800
 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 First Kiss
 Black Cat Five by Five
 Black Cat Galactic 2000
 Black Cat Galactic Gala
 Black Cat Gold Mine
 Black Cat Golden Anniversary
 Black Cat Golden Claw
 Black Cat Golden Jubilee
 Black Cat Golden Sparkling Light
 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 Let's Get After It
 Black Cat Lightning Storm
 Black Cat Lustrous Lights
 Black Cat Madam Butterfly
Black Cat Magenta Action Display
 Black Cat Matrix
 Black Cat Megatron
 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 - 25 Shot
 Black Cat Missile Base - 180 Shot
 Black Cat Mumbo Jumbo
 Black Cat Night Flyer
Black Cat Noisy Boyz
 Black Cat Number Nine
 Black Cat Ole Time Shootout
 Black Cat Over and Under
 Black Cat Out of Sight
 Black Cat Palm Party
 Black Cat Palms Away
 Black Cat Patriotic Salute
 Black Cat Planet Assortment
Black Cat Power Tower
 Black Cat Pyro Pandemonium
 Black Cat Radiant Nights - 18 shot
 Black Cat Rainbow Warp
 Black Cat Red Hot Comet
 Black Cat Red Ring with Tail - #400
 Black Cat Shimmering Stars
 Black Cat Shocker
 Black Cat Silver Palm and Golden Willow
 Black Cat Sizzling
 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 Splitting Comet
 Black Cat Star Bright
 Black Cat Star Frenzy
 Black Cat Street Party
 Black Cat Strobing Palms
 Black Cat Sunflower
 Black Cat Super Piccolo
 Black Cat "That's What I'm Talking About"
 Black Cat This is Mine
 Black Cat The Banner Still Waves
 Black Cat Thunder Dragon
 Black Cat Thundering Dragon Tail
 Black Cat Thundering Star
 Black Cat Thunderdome
 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 Willow
 Black Cat Yellow Bees
 Black Cat You'll Like It
Black Cat X-Series Pyrodeo
Black Cat X-Series Torsion Box
 Blackshirt Defender
 Blast Off 2000 - 19 shot
 Blasting Barrels
 Blaze of Lights
 Blaze of Lights - 36 shot
 Blazing Blast Furnace
 Blazing Comets
 Blazing Fury
 Blazing Skies
 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 Midnight Comet - #200
 Blue Palm - #100
 Blue Rain Thunder Clap
 Blue Ring Shell
 Blue to Red Peony - #100
 Blue to Silver Wave #5
 Blue Ringed Willows
 Blue Stars w/Report (Twinkling Stars)
 Bombala
 Bombs Away
 Bombs Bursting

Bombs in the Sky
 Banzai - #200
 Boogie Nights
 Boomer Freezing Rain
 Boomer 1 inch Mini Magnum
 Boomer Tahiti Nights
 Boomer The Whole Enchilada
 Boomer The Whistling Well
Boyz Toyz
 Brazilian Audible Bomb - 4 shot
 Brazilian Audible Bomb - 25 Shot
 Brazilian Beacon
 Brazilian Red Salute
 Brazilian Silver Salute
 Brilliant Rays
 Broad Stripes & Bright Stars
 Brocade Silver/Green #300
 Brocade with Silver Tail - #500
 Brothers - 6 shot
 Brothers Americana
 Brothers Blond Joke
 Brothers Oktoberfest
 Brothers Parrot's Prattle
 Brothers Special Effect Series #100
 Brothers Special Effect Series #5
Bruno
 Bubba Buster
Buck Buster
 Bulls Rule
 Bump Bear
 Bunker Explosion
 Burning Ice
 Burning Silver
 Burning Sky
 Bursting Comet - #100
 Bust 'N Loose
 Cadmium Horse
 Cajun Jamboree
 Cajun Pageant - 25 shot
 Call of Freedom
 Cannon - #5 Tube Assortment
 Cannon - #100 Tube Assortment
 Cannon - #200 Tube Assortment
 Cannon - #300 Tube Assortment
 Cannon - #400 Tube Assortment
 Cannon - #600 Assortment Package
 Golden Palm Crackle - #600
 Red Silver Wave - #600
 Royal Pompon - #600
 Split Poinsettias - #600
 Cannon - #900 Assortment Package
 Crackling Rainbow - #900
 Jade & Gold - #900
 Rainbow Peony - #900
 Twister - #900
 Variegated Crackling Strobe - #900
 Cannon Blaster
 Captain Roger
 Casa Blanca - 25 shot
Catacomb

Celestial Cruiser
 Celestial Splendor - #200
 Chain Reaction
Changing Color Ball - 61 shot
 Channel Chaser
 Chaos
 Chem Works
Chemical Reaction
 Cherry Bomb Blaster
 China Dragon
 Chinese Fireworks - 4" and 6"
 Chinese New Year
 Chirping Birds - #1
 Chopper Force
 Christmas Eve
 Chuck Rock
 Chrysanthemum - #100 and #200
 Cicada Missile
 City Tower
Classy Show
 Close Encounter
Close to Heaven
 Clustering Bee Shell
 Cobalt Bomb
 Cobra Strike
 Coconut Grove
 Coconut Grove song - 19 shot
 Color Ball
 Color Changing Comet - #5
 Color Me America
 Color Pearl - #200
Color-Splitting Atoms - 10 shot
 Colortopia - 25 shot
 Color Wave
 Colored Pearls
 Colorful Comet
 Colorful Missile Launcher
 Colorful Whirlwind - 25 shot
 Colors of America
 Colors of the World
 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
 Comets Fury
 Command Test - 25 shot
 Concert in Heaven-#5, 100 and 300
 Concert in the Sky-#5, 100, 300, 800, 900.
 Cool Stuff #100
 Cosmic Celebration
 Cosmic Collision
 Cosmic Cruizin'
 Cosmic Eruption with Base
 Cosmic Treasures
 Cosmic Tsunami
 Cotton Tree - 61 shot
Counter Strike - 9 shot
 Crackling Artillery Shell
 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 Shell #5

Crackling Rose - #300

Crackling Spider - #200

Crackling Surprise - #100

Cracklin' Thunder

Crash and Burn

Crazy Bees

Crazy Cowboy

Crazy Dog

Crazy Ox

Crazy Crosselette

Criss Cross

Critic's Choice

Crossfire

Crown Brocade #200

Cruise Missile

Custer's Last Stand

Cyclone Chay

D-Day

Daffodil

Daggerfall

Dahlia - 20 shot

Dancing Dolphins

Dancing Silver Ball

Dancing Silvery Flowers

Dark Force - 16 shot

Dark Hole

Dazzling Shooting Stars

Death Trap - 16 shot

Deep Impact

Def Con Alert - 9 shot

Delta Force

Denver

Desert at Night

Desert Fox

Desert Opponent

Desert Storm

Destination Mars - 36 shot

Detonator

Devil and Dove - 61 shot

Diamond Collection Package

Gold Spider

Multi-Color Crackling

Silver Color

Crackling Coconut

Diamond Collection Package

Crackling Coconut Battery

Gold Fish Battery

Golden Coconut Battery

Multi-Color Battery

Diamonds in the Dark

Diamonds in the Sky #300

Diamond Pioneer - 19 shot

Diamond Triple Burst #5

Digital Life

Dinosaur Twist - 16 shot

Dirty Dancing in the Sky

Discoverer

Disruption

Dissolve Rain

Dixie Celebration

Dixie Delight

Dixie Thunder - #900

Dollar Bill

Double 00 Buck

Double Pop Missile

Double Red Stars - 7 shot

Double Swallow - 4" and 6"

Double Victory

Dr. Trier

Dracula's Blood

Dragon Blaster Artillery - 6 shot

Dragon Cake

Dragon Chrome

Dragon Egg - #200

Dragon Era - 16 shot

Dragon Fest - 25 shot

Dragonfly

Dragon Playing Pearls

Dragon's Fire

Dreamland

Drumfire

Duck and Cover

Dueling Dragons

Eagle Attack

Eagle Killer

Eagle King

Electric Green - #200

Electric Eel

Electro-Static Charge - 16 shot

Electromagnetic Gun

Emerald City - 16 shot

Empire Gold Willow Barrage #200

Empire of the Saturn

Encore & More

Energy Sparks - 25 shot

Everyday Heroes

Evolution - 16 shot

Exotic Mash

Exploding Sky

Exploding Star - #5

Explosion in Blue - 25 shot

Extreme Madness

Extreme Scream

Eye of the Storm

Face Off

Falcon Rising

Fantastic Museum

Fast and Furious

Fear Factor

Feel the Blast

Festival Ball - 19 shot cake

Festival Ball - Three Break

Field Artillery

Fiendish Viking - 12 shot
 Fiery Fantasia
 Fiery Frenzy - 19 shot
 Fiery Trees and Silver Flowers
 Fiesta
 Fighting Fish - #300
 Final Defense
 Finale 500
 Finale Barrage - 16 , 80 and 120 shot
 Finale Show
 Finest Hour
 Fire and Ice
 Fire and Thunder
 Fire Astral
Fire Attack
Fire Balls - 19 shot
 Fire of Fury - 16 shot
 Firecracker Lady
 Fireflies
 Fire in the Sky
 Fireworks Fiesta
 Fireworks Wide Open
 Firing Squad
 First Strike
Five Great Shakes - 20 shot
 Flag Day
 Flaming Cloud - 61 Shot
 Flashing Thunder Shell - #1
 Flak Attack
 Flanker
 Flashpoint Barrage Finale
 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 in Full Flourish - #1
 Flowers Dancing
 Fly Bee
Flying Aerial Circus - 63 shot
 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
 Fool's Gold
 Forbidden City
 Fort Knox
 Four Horsemen Barrage
 Four Performance

Four Seasons
 Four-Shot Rack - #200 and 300
 Fourth of July Parade
 Fourth of July Spectacular
 Free Birds
 Freedom Reign
Free Fall
 Freezing Ray
 Frightened Birds - 6"
 Funky Fantasy
 Gala Fiesta - 20 shot
 Galaxy (atlas/pyrotech) - #5
Galaxy Attack
 Galaxy Combat
 Galaxy of Strobing Stars - #200 & #300
 Galaxy War
 Gameover
 Gangsta Blast
 Garden in Spring
 Gargoyle - 36 shot
 Get Together
 Ghost Animal
 Ghost town
 Ghoster Sea Gladiator
 Giant Blue Typhoon - #900
 Giant Comet
 Giant Saturn Missile
 Giant Shrieking Comet
 Gladiators Conquest
 Glaring Treasures - 12 shot
 Glittering Color Stars - 6" and 7"
 Glittering Comet
 Glittering Comet with Colored Core- #100
 Glittering Comets - #5 and 100
 Glittering Jewelry
 Glo-Worms
 Glorious Ice Breaker
Go Big Purple
God Bless America
 Gold - #100
 Gold Beast
 Gold Dust Exodus
Gold Lightning - 30 shot
 Gold Palm Tree with Tail
 Gold Strike
 Golden Artillery Barrage - #200
 Golden Blaze Comet - #5
 Golden Century
 Golden Corn
 Golden Jubilee - 19 shot
 Golden Mars Lander - 19 shot
 Golden Oldies
 Golden Palm #100 and #200
 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
 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
 Great Balls of Fire
 Great Naval Battle
 Green Apple Tree - #300
 Green Emerald Comet - #200
Green Heaven - 61 shot
 Green Palm Tree with Tail
 Guests from Heaven
 Hale Bob Comet - #5 & #100
 Hale Bomb
 Hale Bopp
 Hale Storm
 Hales a Crackling
 Halley's Comet
 Happy Fireworks - 6 shot, Med. & Lg.
 Happy Heaven - 19 shot
 Happy Holidays
 Happy New Year
 Happy World - 25 shot
 Hard Claw
 Hard Cobra - 16 shot
Hard to Beat
 Haunted Scarecrow
 Hawaii Shell
 Hawaiian Delight
 Hawaiian Holiday - 25 shot
Hawk Challenge
 Heartstopper
 Heavy Hitters
 Hellfire Barrage
 Hidden Missile Base
 High and Mighty
 High, Higher, and Highest
 High Noon
 High Performance Display
 High Plains Blaster
 High Seas Pirate
 Hit and Run
 Hog Wild
 Holiday Shell (1" and 1½" only)
 Hollywood Hit - 25 shot
 Hollywood Trip
 Hometown Favorite
 Hong Kong Harbor
 Horror Night
 Hot Head
 Hot Stars
 Hot Stuff - #100
Hummer/BadToys for Bad Boys

Hunting World
 Hurricane Georgia
 Illimitable
 Illuminator
 Illuminant Stars - 25 shot
 Incredible
 Independence Day
 Inferno
 Inferno Explosion - 24 shot
 Infinite Sailing
 Insanity
 Intimidator
Invasion Force Assault
 Iron Beast
 Iron Tree - 37 shot
 Jade - 12 shot
 Jammin'
 Jealous Condor - 36 shot
 Jewel Pegasus
 Jim Dandy - #5 and 100
 Journey to Limbo
Jumbo Burst w. Tail
 Jumbo Saturn Missile
 Jumping Jack Flash
 Jumping Jupiter - #200
 Jungle Nights
 Jurassic Revenge
 Just Shoot Me - #900
 Kaleidoscope
 Kamikaze - 20 shot & 37 shot
 Chamber - #5
 Killer Alligator - 25 shot
 Killer Kong
 King Cobra
 King's Anger
 King Tut's Curse
 Karin - 12 shot
 Craggier Park
 La Crate Aerial
 Lady Universe
 Land of the Free
 Larry
 Laser Arrow - 25 shot
 Laser Attack
 Laser Battle
 Laser Gun
Last Castle
 Later Tank
 Later Volcano
 Lemon Tree - #300
 Leviathan
 Liberty
 Liberty Shark
 Lightning Speed
 Lightning Storm
 Lil' Blaster - #5
 Liquid Robot - 20 shot
Loaded Barrel - 8 shot
 Longhorn Assortment Tubes - #1000
 Longhorn - #900 American Giant

Longhorn - #900 Beyond 2000
Longhorn - #900 Greatest Show on Earth
Loud and Lavender - 19 shot
Louie Louie

Louisiana Yard Dog

Loyal to None
Lovely Lights
Machine Gun Shell - 19 shot
Mad City
Mad Cow Capers - 18 shot
Mad Dog Shell - #5 & #900
Mad Matt
Magic Carpet
Magic Show
Magic Thunder
Magic Whirly
Magical Colors in the Sky
Magnificent Festival
Magnum Artillery
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
Master Blaster
Matrix
Maverick Candle Barrage #40 shot
Maximum Payload
Mega Blast
Megatron
Mean Machine - 12 shot
Mercury in Motion - 19 shot
Mercurial Bee
Mercurial Wolf
Merry Christmas
Metal Dino
Metallic Crocodile - 25 shot
Metallic Sailfish
Metallic Scorpion
Metallic Shark with Report
Metallic Widow
Meteor Shower
Meteor Shower - #1 - #5, 100 & Jumbo
Micro Tunnel
Mid-Air Mayhem - 19 shot

Midnight Barrage - #300
Midnight Festival
Midnight Madness
Midnight Monsoon - 19 shot
Midnight Rider
Midnight Surprise - 10 shot
Mighty Cobra (King Cobra)
Mighty Mite's Mortar Kit
Mighty Python
Millennium Bug
Millennium Festival
Mineshell Mayhem by Grucci
Minor Star - Major Sky
Missile Attack - 46 shot
Missile Launch
Missouri Kicker
Molotov Cocktail - 19 shot
Monster Assorted
Monster Balls
Monster King
Monster Maniac
Moody Blues - #200
Mooncake of Canton - 152 tubes
Mooncake of Taipei - 73 tubes
Moonlight Fire
Moonwalker
Morning Glory - #100 & #200
Mortuary King
Mountain Flowers in Full Bloom
Multiple Tube - 6 shot rack
Multi-Color Bouquet - #100
Multi Shot Base
Myth of Paradise
National Anthem - 24 shot
National Pride - 25 shot
National Salutes - 36 shot
Nebraska Kicker
Neon Lights
Neon Rainbow
Neutron Bomb
New Century Asst. tubes - #200
New Century Rack, 5 tubes - #200
New Century Rack, 7 tubes - #200
New Century Rack, 4 tubes - #300
New Dimension
New Era Celebration
New Millennium Madness - #900
News Transmitter
New Yorker Salute Finale
Niagara Falls
Night Illusions
Night Magic
Night Odyssey
Night Shell - 7" and 9"
Night Vision
Nine-Gun Salutes
Nine One One ("911") - 25 shot
Nine Shot Angle Rack - #300
Nineteen Shot Battle of Lexington
Ninja Shells

Noisy
North and South - 90 shot
Nuclear Keeper
Nuclear Reactor
Oasis
Oklahoma Kicker
Ooh La La
Out of Sight
Out of the Blue
Outta Control
Outrageous
Overlord in Sky - 4"
Overlord in the Sky - 37 shot
Painted Galaxy - 25 shot
Palm Pyro-Pageantry
Palm Tree
Palm Tree and Palm Tree #200
Palm Tree with Tail - #500
Panorama
Paradise in Sky
Paratrooper Machine Gunfire
Paris 1943
Paris at Night - 7 shot
Park Ave. Peony Barrage #300
Patriot - 36 shot
Patriot Defender
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
Phoenix and Dragon
Picture Perfect
Pinball Crazy
Planet Fireworks
Platinum Pyro-Fusion
Plum Tree - #300
Polaris
Pool Table
Pop Dragon
Powerful Punch
Power Pack
Powder Keg - #1500
Power Play
Premium Gold Palm
Pride of America - 50 shot
Primal Attitude
Proud Glory
Proud To Be An American
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 People Eater

Pyro Blaster
Pyro-Glyptics - 16 shot
Pyro Magic - #1000
Pyro-Pandemonium - 25 shot
Pyro Power
Pyro-Propulsion - 25 shot
Pyro Ray
Pyrotechnic Motherlode
Pyrotechnic Pulverizer
R & S Grand Finale
Ragin Red - #200
Raging Rottweilers - 16 shot
Rain of Fire - 16 shot
Rain Willow - #200
Rainbow Knight
Rainbow Quasar - #200
Rainbow Rock - 25 shot
Rainmaker
Rambo Kid - 6 shot
Random Action
Rapid Fire Missile - small
Rapid Fire Missile - large
Raptor - 19 shot
Razzle Dazzle V - 25 shot
Reaper's Rampage - 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 Flitter
Red Hot and Blue
Red Hot Comets
Red Mountain
Red Neck Blaster
Red Palm - #5 and #100
Red Rascals
Red Storm - 25 shot
Red Thunder - 25 shot
Red, White, and Blue - #600
Red, White, and Blue Salute
Red, White, and Blue Bouquet - #5
Red-White-Blue with Whistle - #500
Red White Boom
Red White & Boom
Resurrection
Return of Hale Bopp
Revenge Bomber
Right Stuff - #100
Rings of Saturn and #200
Ring Shell - #200 and/or #300
Rise of the Dragon
Rising Ghosts
Rising Mercury
Rising Whistling Cicada - 6"

Rock and Roll
 Rock the Sky
 Rock This - #900
 Rock Your World
 Rockin' Robin - #300
Rocking the World
 Rocky Hopper
 Rocky Mountain High
 Royal Bursts
 Round Red Dahlia #500
Ruf 'N' Tuf
Salute the United States (U.S.)
 Salute to '76 - #100
 Satellite Killer - 11 shot
 Saturday Night Special
 Saturn Missile -750 shot
 Saturn Missile Battery (25 to 300 shot items)
 Scattering Fish - 19 shot
 Scorching Comet
 Screaming Dragons
 Screaming Sidewinder - 16 shot
 Screaming Viper
 Sea Sparrow Missiles
 Serpent Strike
 Sexual Sisters
Sexy Beast
Sexy Girl
 Shagadelic Mojo - 16 shot
 Shaolin Tradition
 Shark Attack
 Shining Force
 Shocking Gibbon - 25 shot
 Shogun - 19 shot
Shogun Star
 Shootout at the OK Corral
 Shooting Stars
 Shotgun Blast
Showtime - & the Crowd Goes Wild
Showtime - Barely Legal
Showtime - Barrel of Bangs
Showtime - Glory Daze
Showtime - Shock & Awe
Showtime - Texas Rattlesnake
Showtime - Total Chaos
 Shrieking Comet - 3 and 5 shot
 Silver - #100
 Silver and Blue Thunder
 Silver Chrysanthemum
 Silver Crackling Palm #500
 Silver Crossette and #600
 Silver/Green Wave #200
 Sky Bomb
 Sky Dragon Assorted
 Sky Revenge
 Skywalker Bombard - 25 shot
 Silver Flowers in Full Bloom
 Silver Palm and #100 and #200
 Silver Palm with Purple Crown - #100
 Silver Palm Tree - #200
 Silver Palm Tree with Tail

Silver Shockwave - 61 Shot
 Silver Sonic Warheads
 Silver Swallow - 4" and 6"
 Silver Tiger
 Silver Tiger Tail
 Silver Tree - 19 shot
 Silver Whistling Barrage
 Silvery Swallow - 6" and 7"
 Simply the Best
 Singing Birds
 Six Shooter
 Six Special Laser Sound
 Sixty-one Double Barrel Barrage
 Sixty-one Gun/Warming Greeting
 Sky Blast - #5 and 100
 Sky Buster
 Sky Flash
Sky Parade
 Sky Racket - #2 thru #5
 Sky Sword - 25 shot
 Sky on Fire
 Slammer - 6 shot
Snake Bite Arctic Escape
Snake Bite Beach Party
Snake Bite Busted
Snake Bite Corvette Summer
Snake Bite Creature Feature
 Snake Bite Fire Hawk - #100 & #300
Snake Bite Free Fall
Snake Bite Knock-Out
 Snake Bite Missile Attack
 Snake Pit
 Snowflower Repeater
 Soaring Giant Eagles - 19 shot
 Soiree Fireworks
 Solar Assignment
 Solar Explosion - 19 shot
 Solar Glare
 Solar Cyclone
 Solar Striker
 Sonic Blast
 Sonic Blaster
 Sonic Screamer
 Sound King
 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
 Sphere
 Spider Color Crackling Pro
 Spider Web - #100
 Spiral Galaxy

Spirit of Missouri
 Spring Thunder
Spy in the Sky
 Star Battle - #200
 Star Bursting Comet - #100
 Star Creation
 Star Fighters
 Star Gate
 Star Quake
 Star Spangled Extravaganza
 Star Spangled Salute
 Starburst - #5
 Starr Mine (3 color changing) - #100
 Starr Four Shot Finale Rack - 4
 #100 and #200 tubes
 Starry Skies - 4" and 6"
 Stars and Stripes
 Steel Hawk - 12 shot
Steel Wave
 Stingray - 20 shot
Stolen Christmas
 Straight of Malacca - 16 shot
 Streaking Comets
 Strike Fighter - 25 shot
 Strike Force - 19 shot
 Stroll in the Sky - 1¾"
 Submarine View
 Succession of Color
Summer Eve
 Summer Night Dream - 9 shot
 Summer Paradise - 25 shot
 Summer Storm
 Sun Shower
 Sun Track
 Sunglow
 Super Bomb
 Super Bowl - 10 shot
 Super Comet
 Super Dooper
 Super Finale Fabulistic Expialidocious
 (Consists of 3 items in 1 unit)
 Super Luke Artillery Shell - 6 shot
Superpower
 Super Shot
 Super Stallion
Super Tail - 12 shot
 Super Tiger
 Supreme Fighter - 25 shot
 Surging Devils
 Swarming Skeeters
 Swimming Fish
 Swimming Fish - 19 shot
 Target
 T. M. Shell - 90 shot
 Ten Thousand MHZ Feedback with Report
 Tennessee Kicker
 Tennessee Waltz
 Texas Cyclone
 Texas Kicker
 Texas Twister

The BEAST
 The Big Hitter
 The Bigger One
 The Haunted
 The Invaders - 7 shot Assorted
 The New York Thing
 The Nite Theater
 The Patriot Missile System
 The Tomahawk Shell
 .38 Special
 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
 Thunderation - 19 shot
 Thunderbolt - #5 and Small & Large
 Thundering Delight
 Thundering Stars
 Thunder Mountain - 33 shot
 Thunderstorm and #5, #100, #200
 Tiger Tail - 19 shot
 Tiger Thunder
 Time Bomb
 Time Commando
 Titanium Tiger - 25 shot
 Titans Fury - 16 shot
TNT Assorted Aerial #100 & #300
 Tomahawk
 Tonga Exotica
 Torino II
 Torrential Rain - 25 shot
 Tornado Alley
 Tortoise
 Total Annihilation
 Total Demolition
 Total Destroy
 Totally Awesome
 Touch of Gold
 Touchdown
 Tower of Power - 16 shot
 Towers Package
 Moon Tower
 Star Tower
 Sun Tower
 Treasure Chest
 Treasure Quest
Trick or Treat
 Triple Break
 Triple Jump
 Triple Threat
 Tropical Paradise
 Tropical Sunset
 Tropical Wonders - 61 shot
 Turbo Launch
 Turkey Shoot

Turn of the Century
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)

Tycoon

Umbrellas of Fire - 19 shot
Unbelievable Flying Object
Uncle Sam's Answer
Uncle Sam's Pride
Under Fire

Unknown Space

U.S.A. Style Fan Cake
Universal Artery
Universal Beast - 19 shot
Untamed Retribution - 16 shot

Ultimate Ranger

Vegas at Night - 25 shot
Venus Walker
Violet Bloom - 24, 30 and 36 shot
Vulcan Candle Barrage with Base - #117
Vulcan Floral Tubes - #200 and #300
Vulcan 3 Shot Rack - #300 & #500

Wacky Buccaneer

War Hawk - 7 shot
Warbirds - 7 shot
Warfare
Wargame - 25 shot
Warring States

Waterloo

Werewolf - 24 shot
Wasp - 61 shot
Walloping Warheads - 12 shot
Wet & Wild
What A Blast
What's Up - 12 shot
Whirlwind - #100
Whirlwind to Crackling Starburst
Whistling Buster (1-3/4" only)
Whistling Cicada - #1
Whistling Thunder
White Chrysanthemum

White Lightning

White Orchid
Whole Nine Yards
Wholly Terror
Wicked Rage - 16 shot
Wild as the Devil
Wild n' Crazy
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)
Willow Among the Palms
Winner
Winning Combination
Wipe out - 16 shot
Wiry Hero
Wolfpack High Performance - 6 shot
Wolfpack Shells - 9 inch
World Class America's Rhythm
World Class Crackling Purple - #5
World Class Crazy Exciting
World Class Gold Willow - #5
World Class Heaven's Gate
World Class Hostile Takeover
World Class Chamber - #100
World Class Killer Instinct
World Class Landing Strip - 19 shot
World Class Natural Disaster
World Class One Bad Mother
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"

Xmas Flowers - 61 shot

Xtreme
Yankee Doodle Salute
Year 2000
Yellow Blue Tulip
Zak Attack
Zenith Six Pack Special Effect
Zig Zag Shrieker

Reloadable Artillery Shells

All reloadable artillery shells may contain a maximum of six (6) single break shells or inserts per package. The firing tubes may not be larger than one and one-seventh inch (1-7/8") in diameter.

Reloadable Artillery Shells are Listed Below:

1" Mini Magnum

Air Hawk

American

American Eagle

Assorted Box Artillery (cont.)

(Red, Yellow, Black Box)

Bellino Buster

Bellino Home Run

Best of All

Bigger & Better

Black Box and Black Box Assortment

Black Cat Super Artillery Shell

Black Box Artillery Shell #515B & #515C

Black Cat Whistling Artillery Shell

Black Cat Artillery Shell - 6 shot

Black Cat .44mm

Black Cat Special Select

Black Cat Star Cruiser

Black Cat Super

Black Cat Special Select

Black Cat Black Crackling Artillery Shell

Blasting Barrels

Bomb Squad 1" Holiday Shell

Bombs Bursting in Air - 6 shot

Boom Man Mega Detonator

Boom Man Sky Detonator

Boom Man

Boomer

Boomer 1" Mini Magnum

Brothers Air Hawk

Brothers 6 shot

Brothers Artillery Shell (Red Box)

Bullet Bomb

Burst, Special Effect, Powerful Punch

Cherry Bomb

China Brand

Classic Kong

Colossus

Crackling

Crazy Egg

Critical Acclaim

Devil's Night

Dragon Balls

Evil Rules

Falling Leaves

Festival Ball[s]

Festival Balls 1-1/2"

Flying Flames

Flying Fury

Gates of Hell

Giga

Giga Detonator

Go Getter

Gold Medal

Hale Bomb

Hale Blaster

Heaven Bound

High, Higher, Highest

High and Mighty

Holiday Shell 1"

Hopkee

Iron Revenger

Itchy & Scratchy

Kracklin Kirk's Barret

Kracklin Kirk's Mega-Tailed

Kracklin Kirk's Smith

Josh'N Around

Levi Picked

Little Evil

Loud Little Sucker

Lovely Lights

Magical Colors in the Sky

Marv's Canister Parade,

Magnificent Ones, Special Color

Max. Load

Mega Detonator

Megabanger Evil Balls

Megabanger Whistling

Midget Bomb #1 and #3

Mini Artillery 1 inch Shell - 6 shot

Mini Artillery Shells - TNT

New Rambo Kid

Night Vision

Ninja

Ninja Force

Orical Probe

Ostranski

Patriotic Artillery - 6 shot- 1-3/4th

Patroit Artillery Shell

Platinum Edition

Premier

Promised Land

Raging Rocket

Rainbow

Rambo

Rambo Kid

Red Rascals

Ring Artillery Shell

Ringmaster - 6 shot

Rocket Blaster

Royal Bursts

Screamers

Shogun Black Box

Shogun Crackling

Shogun

Showtime Artillery Shell

Showtime Festival Balls

Sidewinder

Simply the Best
 Six Shooter
 Sky Broken
 Sky Power
 Sky's the Limit
 Snake Bite
 Space Bomb
 Space Race
 Special Color Mega-Detonator
 Speedy Bullet
 Star Blaster
 Star Cruiser - 6 Shot
 Super Bomb Artillery - 6 shot- 1-3/4th
 Super Luke
 Super Dooper, Super Shot
 Superbomb Artillery
 Survivor's Artillery
 Sweet Spot

Sky Detonator
 T.N.T. Artillery Shell
 The Big Hitter
 Thunder Dragon Artillery
Thunderation
 Tomahawk Artillery
 Treasure(s) of America
 Violence Ammunition Artillery Shell
 Whistling
 Whistling Buster
 Whitney's Willow
 Wolf Pack
 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 with water-resistant safety fuses which are one and one-half inches in length or longer (commonly known as "inch and halfers") ARE PROHIBITED. However, Firecrackers with similar water-resistant safety fuses that are ~~no longer~~ less than one and one-half inch (1½") in length are 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.

Black Cat Banger
 Big Bomb - TNT
 Big Red Cracker
Boomsticks
 Bullet Cracker
 Center Firecracker
 Cherry Salute Crackers
 Crazy Bomb
 Da Bomb
 Dixie Dynamite
 Electronic Bomb
 Empress Head Bomb
 Ground Blaster - TNT
 Ground Salute
 Hale Bomb Tube Cracker
Hammer
 M-2 Crackers
 M-60, M-70, M-88, M-90, M-1000, and M-5000
 M-60 Red Devil
 M-98 Blasting Cap
 M-150 Tube Cracker
 M-150 Salute

M/2K Tube Cracker
 Machine Gun Cracker
 Mad Dog Cracker
 Magnum Cracker
 Max Pop - M-66
Mini King Bombs
 Nitro-Bomb Tube Cracker
1.4 G Explosive
Rhinomite
 Salute to Sam
 Seven Shooter
Seventh Heaven
 Silver Bullet
 Silver Salute Firecracker
 Silver Slug
Snake Bite Stinger
 The Bomb
 The Bomb Squad
 The Half-Stick Smoking Cracker
 The Nuke
 Thunder Crackle
 Titanium Cracker

004. Fountains and Torches.

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

California Candle "Fire Radioactive"
 California Candles - All sizes and types

Crack the Whip
 Crackling Cactus Fountain

Delirium

Four-Color Torch
 Purple Rain Fountain
 Red and Green Torch

Showtime - Surprise, Surprise

Silent Night

Fiery Echo Fountain
 Silver or Gold Rain
 Sparkling with Wooden Handle
 Three-Color Torch
 Tigers Roaring
 Twitter Glitter - #1

005. Novelties.

Notes concerning 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.

All other novelties are prohibited unless they appear on the permissible list. Items on the permissible list may be sold only during the 10-day period of June 25 through July 4, and the retailer must have proper license issued by State and/or city.

American Eagle
 Big Bad Mudder
 Big Red Monster
 Bird in Cage
 Black Cat Attack Vehicle
Black Cat Blackhawk Helicopter
 Black Cat Bullet Train
 Black Cat Circus Truck
 Black Cat Confetti Bomb (1,3,7 shot)
 Black Cat Crazy Dragon
 Black Cat Desert Racer
 Black Cat Dragsters
 Black Cat Flashing Signal
 Black Cat Orient Express
 Black Cat Rotate Wheels
 Black Cat SS-27 Missile Launch
 Black Cat Speed Boat
 Black Cat Speedway Racer
 Black Cat The King's Limo
 Black Cat Truck Load
 Black Cat Turbo Cat
 Booby Traps/Pulling Fireworks
 Bridal Chair
 Bullet Bike
 Cannon
 Casino Car
 Climbing Panda
 Cock Crowing at Dawn
 Cold War Ethics
 Crackling Ball
 Crackling Strobe Pot
 Daytona Racer
 Disco Flash
 Dragon Boat
 Dragon Spits Fire
 Dragster
 Extraordinary Quest
 Farmer's Choice
 Field Gun

Fiery Dragon
 Fire Engine
 Flashers
 Flower Pagoda
 Friendship Pagoda
 Frog
 Funny Car
 Ghostly Face
 Gold Fish
 Golden Dragon
 Golden Fish
 Golden Goose
 Ground Blaster
Hail Storm
 Happy Hail (Cracker Bomb)
 Happy Lion
 Hen Laying Eggs
 Hot Rod
 Hyper 8
 Indy Car
 Jump Shot
 King Crab
 King's Limo
 Laser Krackle
 Lightning Bomb
 Lightning Flash - Box of 6
 M-45 Tank
 Magic Whip
 Magnum Flasher
 Mandarin Duck
 Mighty Dragon
 Missouri
 Mobile Missile Base
 Mobile Mission Control
 Monkey Drive
 Monster Blast 6's
 Monster Truck
 Motor/Racing Car
 Mr. Turtle

Naughty Elephant
 Normandy Lander
 Old West Express
 Orient Express
 Oriental Dragon
 Pacific Crab
 Panda Acrobatics
 Police Car
 Pop Dragon
 Rhinoceros
 Rising Flag
 Road Queen
 Rocket Gun
 Rocky Road
 Sammy the Seal
 San Francisco Trolley
 Screech Bomb
 Scroll Fireworks
 Seal (Balloon novelty item)
 See Ya Later Alligator
 Shiny Gadget
 Smoking Cap Sticks
 Smoking Golf Balls
Snake Bite Race Truck
Snake Bite Storm Tank
Snake Bite U.S. Express
Snow Cat
 Soaring Eagle

Sparkling Tree
 Specto
Speed Balls
 Speedboat SOS
 Speedway Racer
 Spinning Jimma
 Spinning Ring
 Strobe Lights
 Strobe Pots
 Strobing Traffic Light
 Super Truck
 Super Turbo Car
 Tank - Small and Large
 Tea Pot
 Texas Rider
The Flasher
 Thrifty Pig
Tiger Tank
 Tiny Tornado
 Tien Tan
 Titanic
 Top Fuel
 Torpedo Boat
 Tractor (any)
 Tuggy Buggy
 World Class as the World Turns
 World Class Ramblin' Wreck

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.

Black Snakes
 Color Snakes
 Glow Snakes
 Hat Snakes
 Serpent Charmer

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.

Clapping Sparkler
 Evening Glory
 Fire Spurter
 Flash-Ray Gun

Morning Glory
 Wire - Gold or Silver Color Only - All Lengths
 Wooden - All Colors - All Lengths

011. Spinner and Wheel Items.

Awesome Little Blossom
Baby Magic Bloom
 Black Cat Fire Dance
Black Cat Four-Wheel Drive
 Black Cat Ground Bloom
 Black Cat Little Big Top
 Black Cat Wailing Wheel
 Bright Minded Ball
 Camellia Flowers - Small and Large
 Cascade Ground Flowers
 Circus Fireworks
 Cock-A-Doodle-Do
 Colorful Plates
 Colorful Wheel
 Color Changing Wheel
 Color Wheel
 Conch
 Crackling Ground Bloom
Crazy Eye Balls
Crazy Ground Hog XLG
 Dancing Butterflies
 Dancing Fresh Flowers
 Dizzy Demon Spinner
 Ferris Wheel
 Fire Ants
 Flashing Wheel
 Flowers in Full Flourish
 Flower Rings
Flying Diamonds
 Ground Bloom Flower
 Ground Covered with Red Lights
 Gyro-Blooms
 Happy Lamp - Small and Large

Harvest Fruit/Magic Ball
Jumping Bugs
 Jumping Cat
 Jumping Jack
 Jumping Wheel
 Lotus - #1, 2 and 3
 Magic Balloon
 Magic Three and Four Rings
 Moon and Star Wheel - 2 and 3 Drivers
 Multiple Dancing Flower Pot
 Rainbow Triangle Wheel
 Rainbow Wheel
 Rising Wheel
 Screaming Wheel
Showtime - Googles
Showtime - Zips
 Silver Wheel
 Space Invader (ground spinner ONLY)
 Sparkling Wheel
 Special Laser Sound
 Spinning Fireball
 Star Ball Contribution
 Sunflower in Bloom
 Tasmanian Devils
 The Globe
 Top Fireworks
 Topsy-Turvy Spinners
 Triangle Wheel - 4 ounce
 Triangular Chrysanthemum
 Tri-Rotation Wheel
 Turbo Props
 Whistling Wheel
 Whistling Tri-Rotating Wheel
Zingers
 Zoomers

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.

Legal Citation: Title 157, *Nebraska Administrative Code*, Chapter 8.

Statutory Authority: *Neb. Rev Stat.* § 28-1247 (Reissue 1995).