

Tucson Fire Department

Consumer Fireworks Compliance Checklist*

- The Tucson Fire Department Fireworks Permit shall be on site at all times.
- Required City of Tucson “Use Prohibited” signage shall be posted.
- A label or certificate indicating the fire resistance qualities of the tent or canopy material shall be displayed.
- Tents shall have a minimum of two exits, which shall remain clear and unobstructed at all times.
- Approved exit signs shall be installed at all required exits on tents when the occupant load is 50 or more (in excess of 1500 square feet).
- Emergency lighting is required in any tent being used after dusk.
- Aisles shall remain clear and unobstructed.
- Combustible vegetation and waste material shall be cleared from around tents to within 30 feet.
- Signs stating “FIREWORKS-NO SMOKING WITHIN 50 FEET” shall be posted at all entrances.
- Open flames and LPG operated devices are prohibited. Heating devices shall not be used without approval of the fire code official.
- Tents, stands, and stores shall have a minimum of two portable fire extinguishers with a minimum rating of 2A. (If less than 200 square feet in size, only one shall be required.)
- Portable generators shall be located a minimum of 20 feet from temporary structures.
- Merchandise displays in tents and stands shall be no higher than six feet. Merchandise displays in permanent buildings may be displayed no higher than 12 feet at perimeter walls.
- Fireworks fuses shall remain covered.
- Electrical wiring in tents and stands shall be GFCI protected.
- Minimum Separation Distances:

	Buildings	Combustibles	Tents	Parking	Storage of Consumer Fireworks	Bulk Storage or Dispensing of Flammable Gas or Liquid	Propane Sales, Gas Pumps, Above Ground Flammable Liquid/gas Tanks, Natural Gas Facilities
Tents	20 feet	30 feet	20 feet	10 feet	20 feet	300 feet	50 feet
Stands	20 feet	10 feet	20 feet	10 feet	20 feet	300 feet	50 feet

*** The requirements listed above are minimum requirements only. Other city codes and ordinances may apply.**