

## Fireworks display permit application

## Requirements and Deadlines:

**Public fireworks display**: A King County Fireworks Display Permit is required to discharge fireworks that are larger than consumer fireworks and designed primarily to produce visible or audible displays for the public. A Fireworks Display Permit is required from both the State and County Fire Marshals.

Apply On-Line at MyBuildingPermit.com

Select: King County | Fire | Any Project Type | Special | Fireworks Display

MyBuildingPermit

**Private fireworks display**: A King County Fireworks Display Permit is required to discharge consumer fireworks for private or religious events.

A complete Fireworks Display Permit Application packet must be submitted to the County at least 20-days prior to the date of the display.

Private Display	Public Display	Application Submittal Checklist
NA		Washington State Public Fireworks Display Permit Report <sup>1</sup>
	NA	Washington State Purchase and Discharge of Consumer Fireworks by a Private or Religious Organization
NA		Complete list of fireworks to be discharged
		Site Plan to include the following:
		<ul> <li>Location of fireworks discharge area</li> </ul>
		<ul> <li>Location and distance of discharge area from all buildings, trees, roads, and public viewing areas</li> </ul>
		<ul> <li>Manner and place of storage of fireworks prior to display</li> </ul>
NA		A copy of the applicant's <u>Washington State Fire Protection Bureau</u> <u>Pyrotechnic Operator License</u>
NA		Certificate of Insurance with King County and its employees named as additional insured
NA		Coast Guard Permit for Marine Event when applicable
NA		Application fee <sup>2</sup>

Please email <a href="mailto:DPERWebInquiries@kingcounty.gov">DPERWebInquiries@kingcounty.gov</a> or call 206-296-6600 with any questions

<sup>&</sup>lt;sup>1</sup> The Display Feedback section does not need to be completed for application to King County.

<sup>&</sup>lt;sup>2</sup> Online Public Display applicants will be invoiced for the permit fee.