

OFFERED BY COUNCILOR MINIARD CULPEPPER



CITY OF BOSTON

IN THE YEAR TWO THOUSAND TWENTY SIX

HOME RULE PETITION

ORDERED. That a petition to the General Court, accompanied by a bill for a special law relating to the City of Boston to be filed with an attested copy of this order be, and hereby is, approved under Clause 1 of Section 8 of Article II, as amended, of the Articles of Amendment to the Constitution of the Commonwealth of Massachusetts, to the end that legislation be adopted precisely as follows, except for clerical or editorial changes of form only :

**PETITION FOR A SPECIAL LAW RE:
AN ACT RELATIVE TO INCREASING CIVIL PENALTIES FOR THE ILLEGAL
POSSESSION, USE, AND SALE OF FIREWORKS IN THE CITY OF BOSTON**

Section 1.

Notwithstanding section 39 of chapter 148 of the General Laws or any other general or special law to the contrary, within the City of Boston:

(a) Any person who possesses, uses, or causes to explode any fireworks in violation of section 39 of chapter 148 of the General Laws shall be punished by a fine of not less than one hundred dollars (\$100) nor more than one thousand dollars (\$1,000). All other provisions of section 39 relating to seizure, forfeiture, and enforcement shall remain in full force and effect.

(b) Any person who sells or offers for sale any fireworks in violation of section 39 of chapter 148 of the General Laws shall be punished by a fine of not less than five hundred dollars (\$500) nor more than five thousand dollars (\$5,000), or by imprisonment as otherwise provided in section 39 of chapter 148 of the General Laws, or by both such fine and imprisonment. All other provisions of section 39 relating to seizure, forfeiture, arrest authority, and enforcement shall remain in full force and effect.

Section 2.

Except as expressly amended by this act, section 39 of chapter 148 of the General Laws shall remain unchanged and shall continue to apply within the City of Boston.

Section 3.

This act shall take effect upon its passage.

Filed in Council: July 8, 2026