28	Local administrative duties.
29	(1) The board shall:
30	(a) administer the state fire code as the standard in the state;
31	(b) subject to the state fire code, make rules in accordance with Title 63G, Chapter 3,
32	Utah Administrative Rulemaking Act:
33	(i) establishing standards for the prevention of fire and for the protection of life and
34	property against fire and panic in any:
35	(A) publicly owned building, including all public and private schools, colleges, and
36	university buildings;
37	(B) building or structure used or intended for use as an asylum, a mental hospital, a
38	hospital, a sanitarium, a home for the elderly, an assisted living facility, a children's home or
39	day care center, or any building or structure used for a similar purpose; or
40	(C) place of assemblage where 50 or more persons may gather together in a building,
41	structure, tent, or room for the purpose of amusement, entertainment, instruction, or education;
42	(ii) establishing safety and other requirements for placement and discharge of display
43	fireworks on the basis of:
44	(A) the state fire code; and
45	(B) relevant publications of the National Fire Protection Association;
46	(iii) establishing safety standards for retail storage, handling, and sale of class C
47	common state approved explosives;
48	(iv) defining methods to establish proof of competence to place and discharge display
49	fireworks, special effects fireworks, and flame effects;
50	(v) subject to Subsection (2), creating a uniform statewide policy regarding a state,
51	county, special district, and local government entity's safe seizure, storage, and \$→ repurposing,
51a	destruction, or ←Ŝ disposal of a
52	firework, class A explosive, or class B explosive that:
53	(A) is illegal; or
54	(B) a person uses or handles in an illegal manner;
55	[(vi) deputizing qualified persons to act as deputy fire marshals, and to secure
56	special services in emergencies;
57	[(vi)] (<u>vii)</u> implementing Section 15A-1-403;
58	[(vii)] (viii) setting guidelines for use of funding;