



# Preparing for Light Rail

## Faster Light Rail Permits Ahead: Cutting Approval Time in Half

Building light rail from West Seattle to Ballard means the City of Seattle will need to review and approve a lot of permits. To help make the project move faster, we are updating the land use code to simplify the permit process and set clear rules for light rail station design. These changes will help connect Seattle neighborhoods and destinations with reliable transit sooner.



Updates will:

- Create clear standards for light rail construction
- Simplify permits by adjusting requirements to fit the need
- Clarify how people participate in light rail station design review
- Review and issue construction staging and station location permits quickly
- Create a more efficient appeal process for permits
- Continue to require public notice and comment periods for all permits

The permit process for alternative construction hours and work in Environmentally Critical Areas and Shoreline Districts does not change.

### Why make these improvements?

- Streamlining the review process speeds up approval for over 90 permits, allowing light rail construction to begin sooner
- Clear design standards and a focus on key station design topics removes confusion for the public and Sound Transit
- Better coordination between the City and Sound Transit means faster permitting and less risk

### SEATTLE'S LAND USE CODE

This code guides how private property is used. The rules are in place to protect public health, safety, and quality of life. Sound Transit works with us to get the land use permits necessary to ensure what they build meets Seattle's standards for design and construction of light rail.

The code does a few key things, such as, it keeps the public informed about key permit applications and uses zones to determine the kinds of buildings and activities allowed in each area. Doing so protects the environment and historic sites, makes sure buildings are the right size for the surroundings, and people can continue to easily walk and roll.

