



Seattle-Code-Light-Glare

Seattle Municipal Code (SMC)

Light Glare on Adjacent Properties

Chapter 23.42 - GENERAL USE PROVISIONS

23.42.124 - Light and glare standards nonconformity

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.42GEUSPR_23.42.124LIGLSTNO

23.42.110 - Change from one nonconforming use to another nonconforming use

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.42GEUSPR_23.42.110CHONNOUSANNOUS

Chapter 23.45 - MULTIFAMILY

23.45.534 - Light and glare standards

A. Exterior lighting shall be shielded and directed away from adjacent properties.

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.45MU_23.45.534LIGLST

Chapter 23.46 - RESIDENTIAL—COMMERCIAL

23.46.020 - Light and glare standards.

A. Exterior lighting shall be shielded and directed away from adjacent uses.

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.46REOM_23.46.020LIGLST

Chapter 23.47A - COMMERCIAL

23.47A.022 - Light and glare standards

A. Exterior lighting must be shielded and directed away from adjacent uses.

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.47ACO_23.47A.022LIGLST

Chapter 23.48 - SEATTLE MIXED

23.48.075 - Light and glare standards

All permitted uses are subject to the light and glare standards of Section 23.47A.022.

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.48SEMI_SUBCHAPTER_IGEPR_23.48.075LIGLST

Chapter 23.50 - INDUSTRIAL

23.50.046 - Industrial Buffer and Industrial Commercial—Light and glare standards.

A. Exterior lighting shall be shielded and directed away from lots in adjacent residential zones.

https://library.municode.com/wa/seattle/codes/municipal_code?nodeId=TIT23LAUSCO_SUBTITLE_IIILAUSRE_CH23.50IN_SUBCHAPTER_IIIDESTALZO_23.50.046INBUINCOIGGLST