



East Link Extension
Enatai Neighborhood Association Update

September 27, 2016

Link light rail system

- Over 20 miles of light rail with 16 stations currently in service
- S. 200th Link Extension now open
- Northgate Link Extension 2021
- ST2 Plan funded extensions to Overlake, South King County, and Lynnwood
- 50+ mile system



East Link overview

Length: 14 miles

Ride times:

- Mercer Island to UW: 20 min.
- S. Bellevue to Intl. District: 14 min.
- Redmond Technology Center to Bellevue Downton: 10 min.

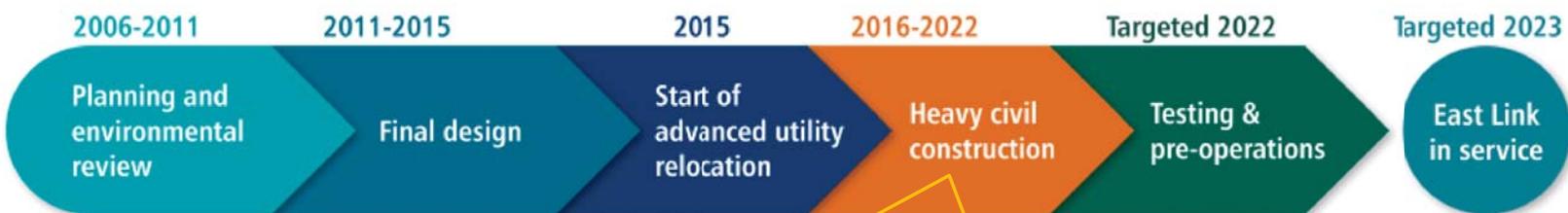
Rider projection: 50,000 daily by 2030

Budget: \$3.7 billion (YOE)

Start of Service: Targeted 2023



East Link timeline & recent progress



Construction start dates by East Link area:

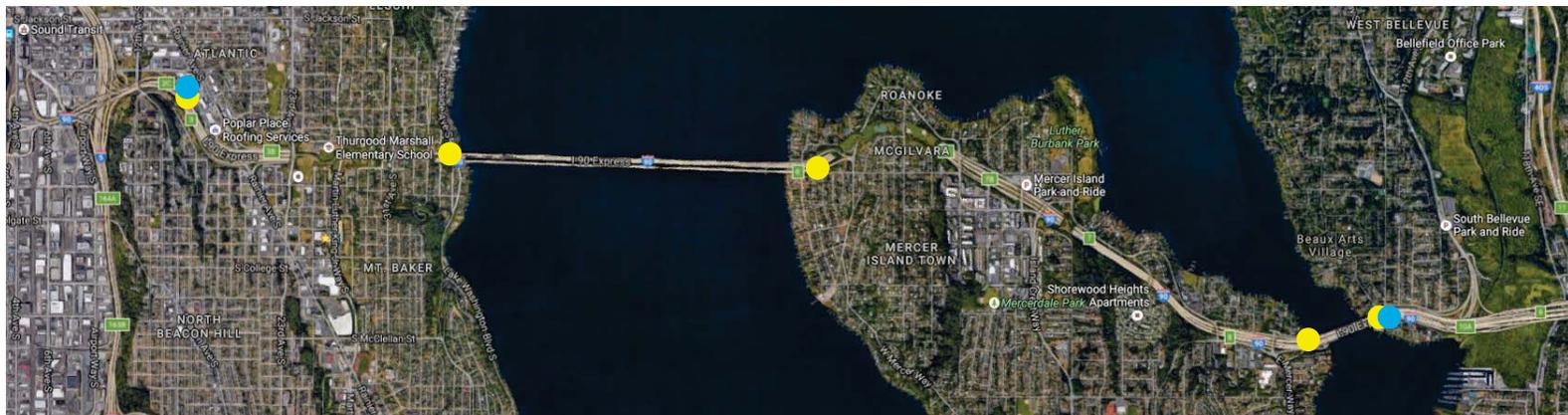
**subject to change as construction contracts are awarded*

- Downtown tunnel: early 2016
- South Bellevue: early 2017
- Bel-Red: early 2017
- Central Bellevue/Wilburton: early/mid-2017
- I-90: mid-2017
- Overlake: mid-2017

I-90 Bridge Improvements



East Link construction on I-90



- 7 miles
- Adding HOV lanes in both directions (WSDOT & ST)
- Station, track and supporting infrastructure
- Bridge improvements

I-90 East Channel Bridge



- Enatai Beach Park will remain open during bridge work
- Work will occur beneath the bridge



Work area within Enatai Beach Park



Work activities:

- Bridge improvements
- Construction staging area

Anticipated duration & work hours:

- mid- 2017 – late 2019
- Monday – Friday, 7 am- 6 pm

Bridge improvements



Work entails:

- Wraps around bridge columns
- Steel plate installation

Construction staging



Uses:

- Equipment storage
- Materials storage and transport
- Field office

Good Neighbor Commitments

Sound Transit is committed to being a good neighbor during construction. We will work to manage impacts on surrounding communities by:

- Providing timely information
- Maintaining a safe construction site
- Keeping people moving
- Protecting the environment
- Maintaining a 24/7 construction hotline
 - 1-888-298-2395



Questions?

