

Brief Status of Aviation Noise Issues

VMICC Meeting
September 20, 2021

Presented by David Goebel

Topics

- Noise monitor status
- The Port's SAMP (Sustainable Airport Master Plan)
- Resumption of the Port's ground noise study (impacts East Maury)
- Flight path changes over time, aside from the NextGen arrivals. New departure routes impact South Vashon.
- If you are interested in these topics, please attend the next VMICC Aviation Noise Committee meeting.

Noise Monitor Status

- Under the NextGen arrivals path (up to 250/day).
- Became officially operational in March.
- Rather than Wingehaven park proper, the Port opted for a site on a neighbor of the Park.
- While the implemented site vs. the recommended site has a nearly identical noise signal, the implemented site is on a bluff with line of sight to the breaking surf a couple hundred feet below, which creates a near constant background noise. While less than optimal, the impact on actual numbers is probably not significant in the aggregate due to the logarithmic nature of the calculation.

Public Vue

The Port's PublicVue web portal for near-realtime noise monitor results.

Access via [PortSeattle.org](https://portseattle.org) -> Community -> Environment & Sustainability -> Airplane Noise Programs -> PublicVue -> Flight Tracking -> Accept EULA

The screenshot displays the PublicVue flight tracking interface. At the top, it shows weather information: L3HARRIS, 66 °F, WSW (240°), and 14 MPH. The main interface is divided into several panels:

- Properties:** Flight ID: FDX1885, Tail Number: N599FE, Flight Type: Arrival, AC Type: MD11, ICAO: FDX, Airline: FDX, Status: IFR, ADS Code: STAR.
- Airport:** Origin: KOAK, Departure Gate: KSEA, Destination: KSEA, Arrival Gate: Departure Fix.
- Position:** Speed: 265 mph, Altitude: 4283 ft, Heading: 359 deg, Latitude: 47.502358 dd, Longitude: -122.455718 dd, Beacon Code: 3314, Surveillance Type: MLAT.
- Times:** ETA, ETD, Actual Out, Actual On, Taxi Time.

At the bottom left, there are buttons for "Zoom To" and "Follow". On the right side, there is a "Playback Controls" panel showing the current time as 08/06/2021 03:58:49 and a replay speed of 0.5x. The main map area shows a satellite view of an airport with a red line indicating the flight path and a red arrow pointing to the current position of the aircraft. A small box next to the arrow displays the flight ID (FDX1885), AC type (MD11), and altitude (4283ft). A pink circle with the number 73 is visible on the map.

Deeper Into the Data

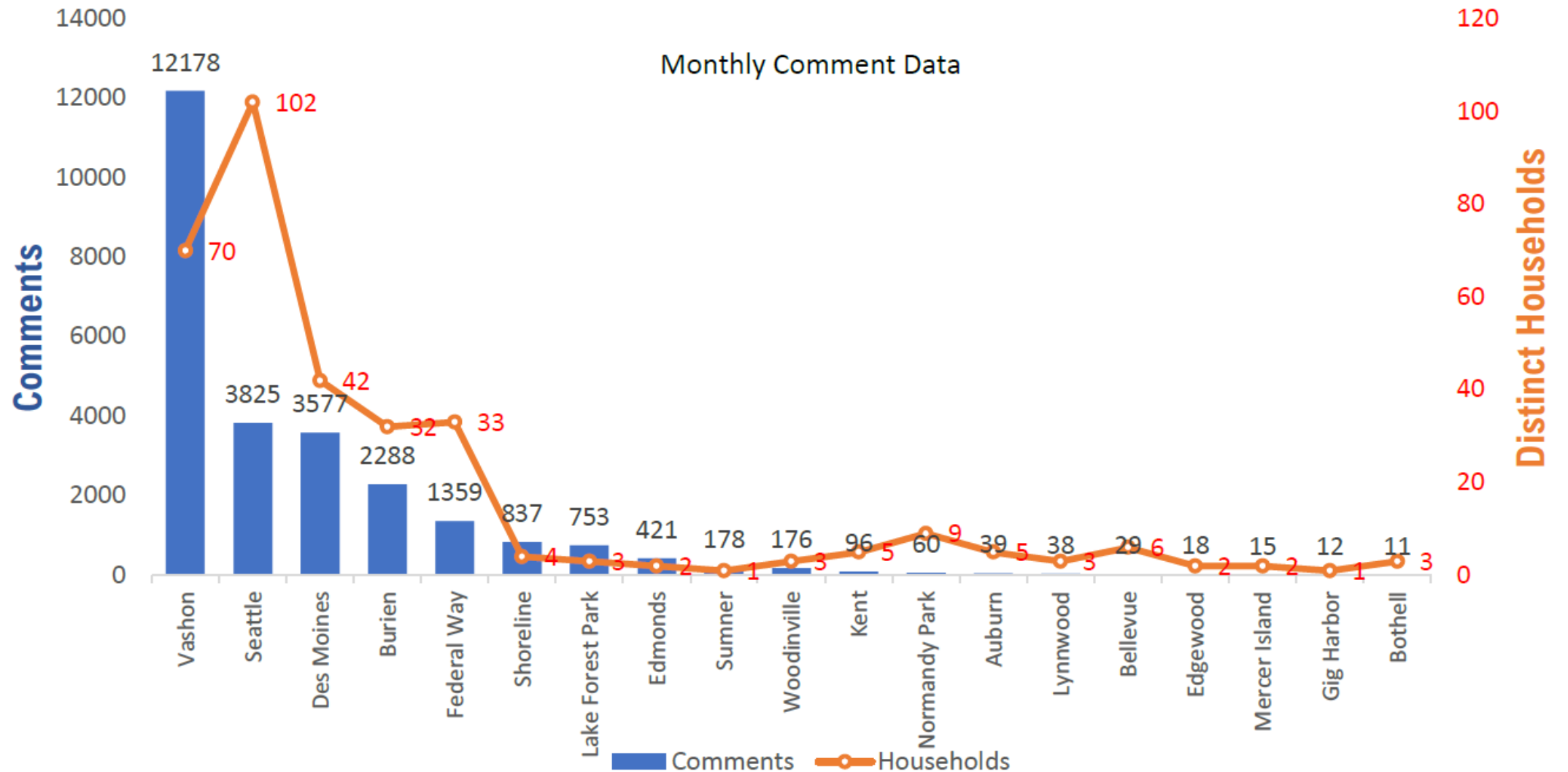
- Data on individual overflight events and daily aggregate noise is available via a Tableau site by following the “Airport Noise Data” link on the Port’s [Airport Noise Programs](#) page.
- Raw second by second noise monitor data is available by public records request.
- Top level plane Leq numbers probably accurate, but Community Noise numbers polluted with aviation noise due to far too short event windows.
- Wind, rain, and birds singing majority of community “noise”.
- The noise monitor can’t tell the difference between traffic in the city and a bird singing on Vashon.

The Port's Sustainable Airport Master Plan

<https://www.portseattle.org/plans/sustainable-airport-master-plan-samp>

- Port meeting on August 25th well attended by Vashon residents.
- 15 gave spoken public comment.
- It's critical that Vashon Island be included in the Federal EA (Environmental Assessment) and State EIS (Environmental Impact Statement).
- Vashon was also well represented during the scoping phase.
- Vashon is disproportionately responsible for both noise complaints and number of unique households complaining to the Port.

Monthly Totals & Trends: By City



Ground Noise Study

- Impacts East Maury Island
- Was delayed due to COVID, but has recently restarted.
- More information:

[https://www.portseattle.org/sites/default/files/2019-10/StART Oct 23 2019 ground noise presentation 003.pdf](https://www.portseattle.org/sites/default/files/2019-10/StART_Oct_23_2019_ground_noise_presentation_003.pdf)

Flight Paths Changes 2002 to 2018

