



# PROJECT UPDATE

## Newport Heights Traffic Safety Improvement Project

October 2024

### Speed cushion installation on 119th Avenue SE

The City of Bellevue is designing the third phase of the 119th Avenue SE Speed Cushions project.

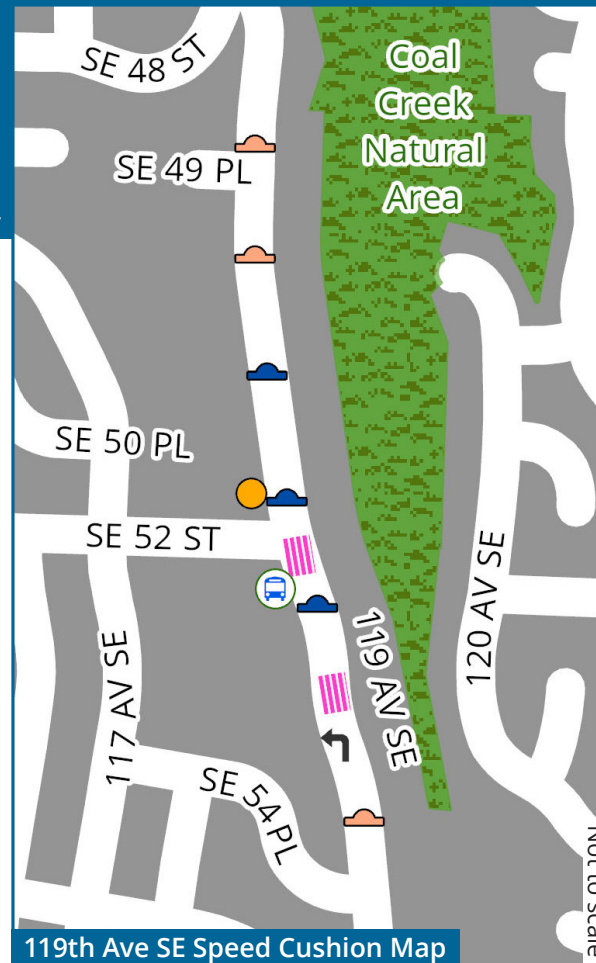
In 2020, three speed cushions were installed on the north end of 119th Avenue SE, between Lake Heights Street SE and SE 48th Street. Then in 2023, three more rows of speed cushions were installed south of SE 48th Street. These speed cushions decreased the average driving speed by up to 5 mph and significantly reduced high end speeding; however, the effect was smaller in sections with larger spacing in between cushions.

Three additional sets of speed cushions will be installed between SE 48th Street and SE 54th Place. The approximate locations can be viewed on the map. Design work is anticipated to be completed in spring 2025 and construction is anticipated to begin in fall 2025.

Please submit questions or comments by **November 8, 2024**, to:

Rohit Ammanamanchi, project manager | 425-452-7199 | [rammanaman@bellevuewa.gov](mailto:rammanaman@bellevuewa.gov)

Project website: [BellevueWA.gov/newportheightstraffic](https://BellevueWA.gov/newportheightstraffic)





Transportation Department  
 450 110th Avenue NE  
 PO Box 90012  
 Bellevue WA 98009-9012

PRSR STD  
 U.S. POSTAGE  
**PAID**  
 PERMIT #61  
 BELLEVUE, WA

## PROJECT UPDATE

Newport Heights Traffic Safety  
 Improvement Project

**Speed cushion installation on  
 119th Ave SE**

**Information**  
 정보  情報  
 सूचना  資料  
**425-452-6800**  
 సమాచారం Thông Tin  
 Información معلومات  
 اطلاعات Информация



For alternate formats, interpreters, or reasonable modification requests please phone at least 48 hours in advance 425-452-7199 (voice) or email [rammanamanchi@bellevuewa.gov](mailto:rammanamanchi@bellevuewa.gov). For complaints regarding modifications, contact the City of Bellevue ADA, Title VI, and Equal Opportunity Officer at [ADATitleVI@bellevuewa.gov](mailto:ADATitleVI@bellevuewa.gov).