

HOUSE BILL 1998

Summary

- The Washington State Legislature passed House Bill (HB) 1998 in 2024.
- HB 1998 requires jurisdictions to allow co-living housing on any lot within an urban growth area where at least 6 multifamily units are allowed, including lots zoned for mixed-use development.
- Implementation is required by December 31, 2025.

Requirements

- Jurisdictions may not require the following of co-living housing:
 - Room dimensional standards larger than those required by the state building code.
 - A mix of unit sizes or number of bedrooms.
 - Other uses, such as space for commercial use.
- There may not be parking requirements for co-living housing within 0.5 miles of a major transit stop. If co-living housing is farther than 0.5 miles from a major transit stop, jurisdictions may not require more than 0.25 off-street parking spaces per unit. The bill provides an exception to these parking requirements if an empirical study shows that they would be significantly less safe than the jurisdiction's parking requirements.
- Development regulations may not be stricter than standards for other multifamily residential uses in the same zone.
- Jurisdictions may not require additional review, notice, or public meetings for co-living housing that are not required for other types of residential uses in the same location.
- Jurisdictions may not exclude co-living housing from participating in affordable housing incentive programs.
- For the purposes of counting unit density, each sleeping unit may not be treated as more than 0.25 of a dwelling unit.
- Sewer connection charges for each sleeping unit may not exceed 50% of charges for a dwelling unit.



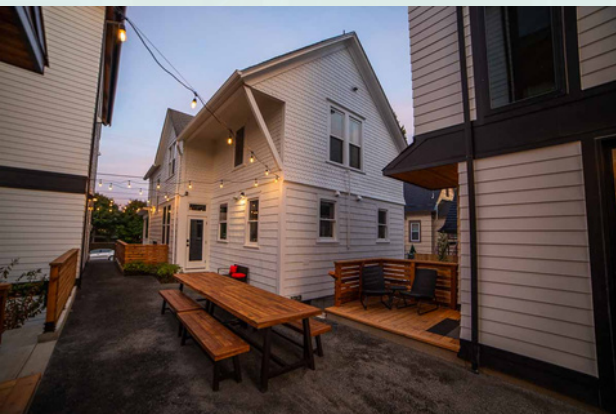
Westward Studios, a 17-unit co-living development in Seattle acquired and renovated by Great Expectations



Common space at the Freya in Seattle, designed by Neiman Taber Architects



A unit at Yobi Apartments in Seattle, designed by Neiman Taber Architects



The Village, a co-living community in Portland with four homes and 26 units, developed by Open Door