

DATE: December 18, 2023

TIME: 7:34 AM

WSR 24-01-085



STATE OF WASHINGTON  
BOARD OF REGISTRATION FOR  
PROFESSIONAL ENGINEERS AND LAND SURVEYORS  
P.O. Box 9025, Olympia WA 98507-9025

Semi- Annual Rules Development Agenda – January to June 2024

WAC Chapter or Section	Purpose of rule being developed or amended
196-09 Board practices and procedures	Add new section regarding records indexes.
196-16 Registered professional land surveyors	Amend/clarify requirements to become licensed as a professional land surveyor, including language implementing changes to RCW 18.43.100 and amend language that is no longer effective or needs to be rewritten. Amendments may also be made to the language regarding professional development hours.
196-21 Land surveyors-in-training	Minor housekeeping amendments to better define the requirements needed to take the fundamentals-of-land surveying exam. Changing the certification language allows individuals that took and passed the NCEES Fundamentals-of-Land-Surveying (FLS) examination in other states the opportunity to get LSIT certification in Washington, if requirements are met.
196-26A Registered professional engineers and land surveyor fees. & 196-30 Fees for on-site wastewater treatment designers and inspectors.	Amendments describe the type of requested information when applying for initial and renewal applications for professional engineers, land surveyors and on-site wastewater designers and inspectors as a requirement for obtaining a license and license renewal.
196-29 Professional practices.	196-29-110 –Minor housekeeping amendments. Possible amendments to rule language to allow the board to pursue unlicensed land surveying practices.

Additional rule development activity not on the agenda may occur as conditions warrant.

If you have questions about this rule development agenda, please contact Shanan Gillespie, Rules Coordinator, PO Box 9025, Olympia WA 98507-9025. email [shanan.gillespie@brpels.wa.gov](mailto:shanan.gillespie@brpels.wa.gov)

Shanan Gillespie

Rules Coordinator