

Dear Mayor Rainaldi,

I hope you are doing well. My name is Isaac Lo, a resident in the Marina Vista neighborhood. I am writing regarding the temporary runway closure project at San Francisco International Airport from March 30 through October 2. During this period, runways 1L/19R and 1R/19L are closed for repairs and aircraft operations are being shifted to Runways 28L/10R and 28R/10L for takeoffs and landings.

Since this temporary operational change began, I have noticed a significant improvement in noise condition, especially during the late-night and early-morning hours. One of the biggest improvements has been the loud engine noise from aircraft preparing for takeoff on Runways 1L/19R and 1R/19L. The engine startup and acceleration noise during overnight hours can be extremely disruptive to sleep and overall quality of life for nearby communities.

As Chair of the SFO Community Roundtable, I respectfully ask for your support in advocating for an extension of the current nighttime runway-use pattern after October 2. Specifically, I hope SFO and the FAA would consider continuing to avoid using Runways 1L/19R and 1R/19L for takeoffs between 11:00 PM and 7:00 AM whenever operationally feasible and safe. Even a partial continuation of these nighttime restrictions could greatly improve sleep quality and reduce noise impacts for Millbrae residents and surrounding communities. I understand that airport safety and operational efficiency must remain the highest priorities, but I believe there is an opportunity to find a better balance between airport operations and community well-being.

Thank you very much for your service to the community and for your leadership on airport noise issues. I sincerely appreciate your consideration and hope you can help voice these concerns through the SFO Community Roundtable discussions.

I would also be happy to meet with you to discuss this topic further and share additional observations from the neighborhood. Look forward to hearing from you soon

Respectfully,

Isaac Lo