



Business Lighting New Construction

Earn Business Lighting incentives for new construction lighting projects

Earn substantial incentives through PSE’s Business Lighting program for commercial new construction projects that incorporate energy-efficient lighting and control strategies. If you’re already planning an energy-efficient new construction lighting project, let us help you pay for it.

What you get

Interior and exterior lighting incentives	
LED fixtures	\$0.30 per kWh
LED fixtures with LLLC, NLC, or AELC automatic controls	\$0.50 per kWh
Interior LLLC fixtures (within daylight zones)	\$100 per fixture bonus
Interior LLLC fixtures (outside of daylight zones)	\$50 per fixture bonus
Interior NLC fixtures	\$50 per fixture bonus
New exterior LED fixture with Advanced Exterior Lighting Controls (AELC)	\$100 per fixture bonus

Business Lighting New Construction (BLnc) uses the 2018 Washington State Energy Code (2018 WSEC) for calculating the lighting baseline and incentives for projects. The total value of your BLnc incentive will depend on the first-year energy savings of your project compared to the 2018 WSEC baseline. The designed Lighting Power Allowance (LPA) must be at least 5% more efficient than the stated 2018 WSEC LPA to qualify.

How you qualify

To be eligible for Business Lighting New Construction:

- Your business site must be within PSE’s electric service area.
- Your business site must be for commercial or industrial use.
- The project must be in the design phase, construction phase, or completed within the past six months.
- The project must be reviewed by PSE staff before a grant is guaranteed.

How you apply

For instructions on how to apply for a BLnc incentive, use the QR code to visit the Business Lighting New Construction page.

For help, email businesslighting@pse.com.

Energy-efficiency programs like Business Lighting New Construction support PSE’s vision to reduce carbon emissions and create a cleaner energy future for all. Learn more at pse.com/together.



pse.com/businesslighting

