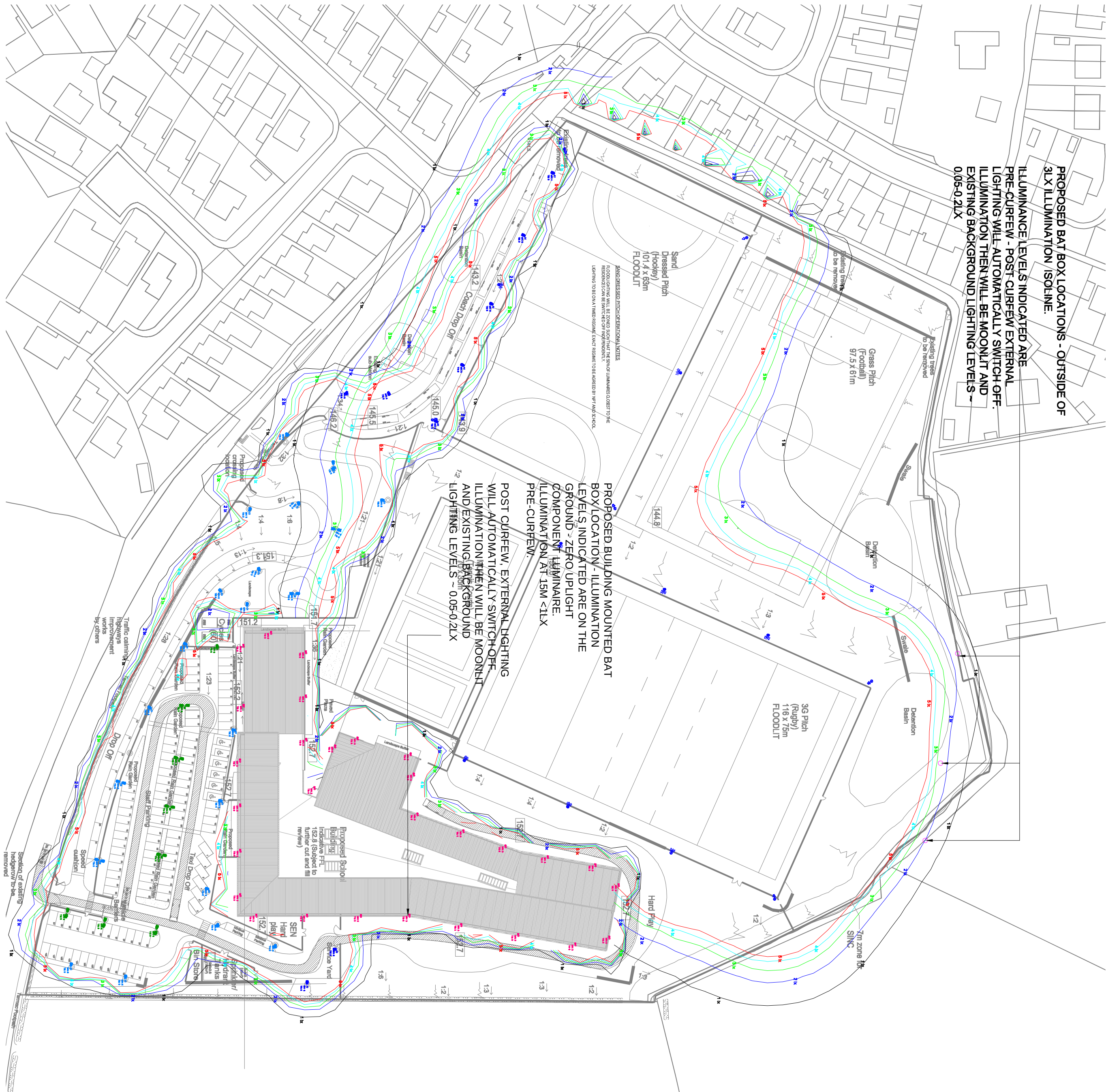
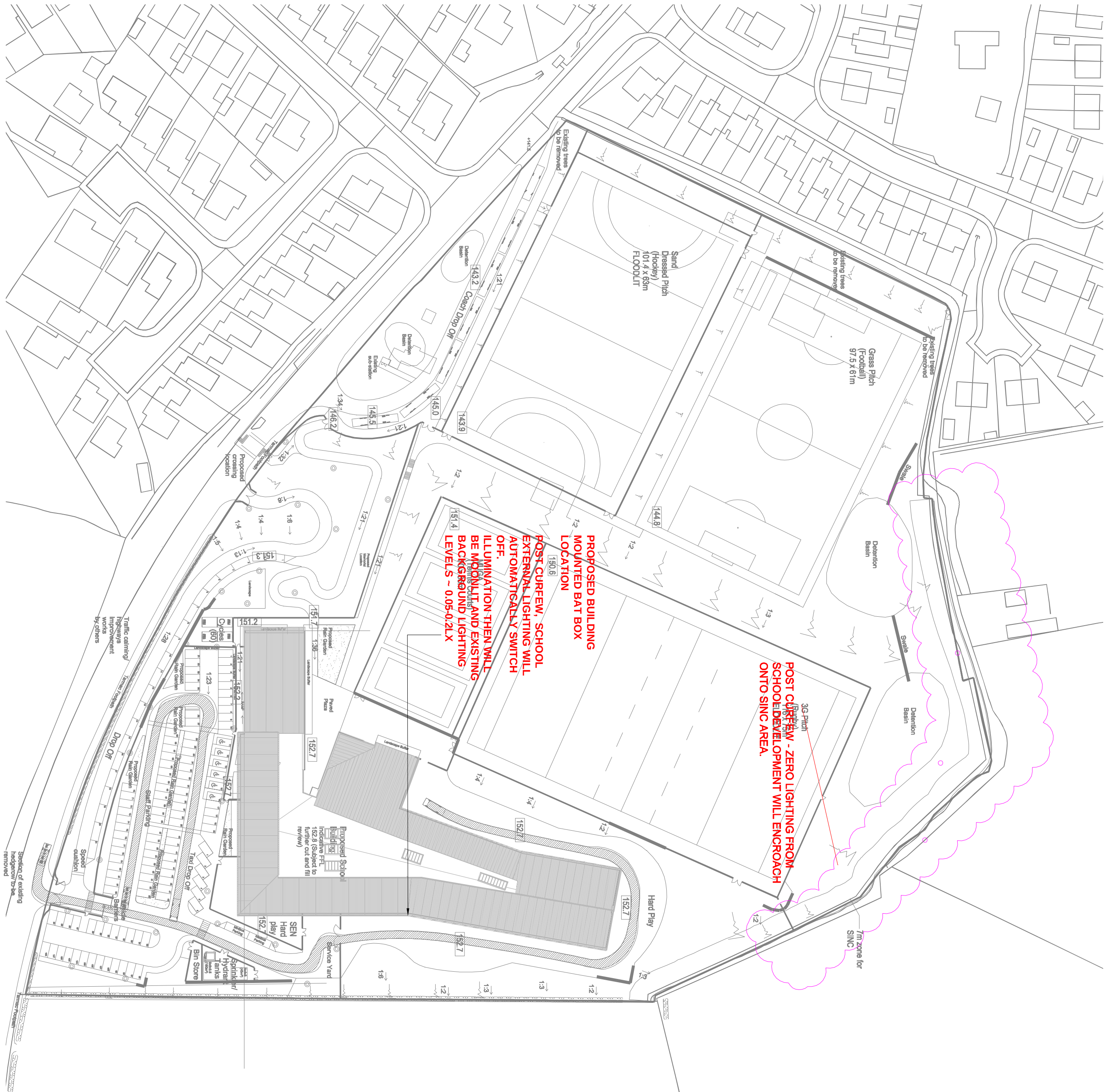




PRE-CURFEW



POST-CURFEW

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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S2 - FOR INFORMATION


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CLIENT	MORGAN SINDALL
PROJECT	PONMEL DOBSON
PROJECT	CEFN SAESON SCHOOL

TITLE	ELECTRICAL ENGINEERING SERVICES EXTERNAL LIGHTING ASSESSMENT SPORTS FLOODLIGHTING
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PROJECT NO	1:1000	DESIGNED BY	MM	ISSUED BY	OS
DATE	7/01/19/43	DATE	17	DATE	17
PROJECT NO	26W007-WSP-XX-XX-DR-E-630200				P06

TABLE 2 . COMPLIANCE WITH ILP GUIDANCE NOTES FOR THE REDUCTION OF OBTRUSIVE LIGHT			
ENVIRONMENTAL ZONE			
TARGET		ACHIEVED	PASS/FAIL
SKY GLOW		E3	E3
SOURCE INTENSITY (CANDELAS)		10,000	6,914
POST CURFEW		1,000	0
LIGHT TRESPASS INTO WINDOWS(LUX)		10	7.35
PRE-CURFEW		2	0
POST CURFEW		2	0

Luminaire Schedule			
Symbol	Qty	Label	
	80	E19	

Table 1 - Calculation Summary									
Label	CalcType	Units	Avg	Max	Min	Min/Avg	Min/Max		
10 - Midge	Illuminance	Lux	256.70	419	161	0.63	0.38		
12-36 Pitch	Illuminance	Lux	221.71	483	133	0.60	0.28		
Sand Dressed Pitch	Illuminance	Lux	202.12	470	141	0.70	0.30		
Houses on the left - Cd - Seg3	Obtrusive Light - Cd	N/A	6372	6914	5678	0.89	0.82		
Houses at the bottom - Cd - Seg9	Obtrusive Light - Cd	N/A	271.33	487	112	0.41	0.23		
Houses on the left - Ill - Seg4	Obtrusive Light - Ill	Lux	7.35	7.5	7.1	0.97	0.95		
Houses at the bottom - Ill - Seg10	Obtrusive Light - Ill	Lux	0.84	1.3	0.5	0.60	0.38		
Houses at the bottom left - Ill - Seg10	Obtrusive Light - Ill	Lux	1.35	1.9	0.8	0.59	0.42		