SPACES / SPORTS FIELD

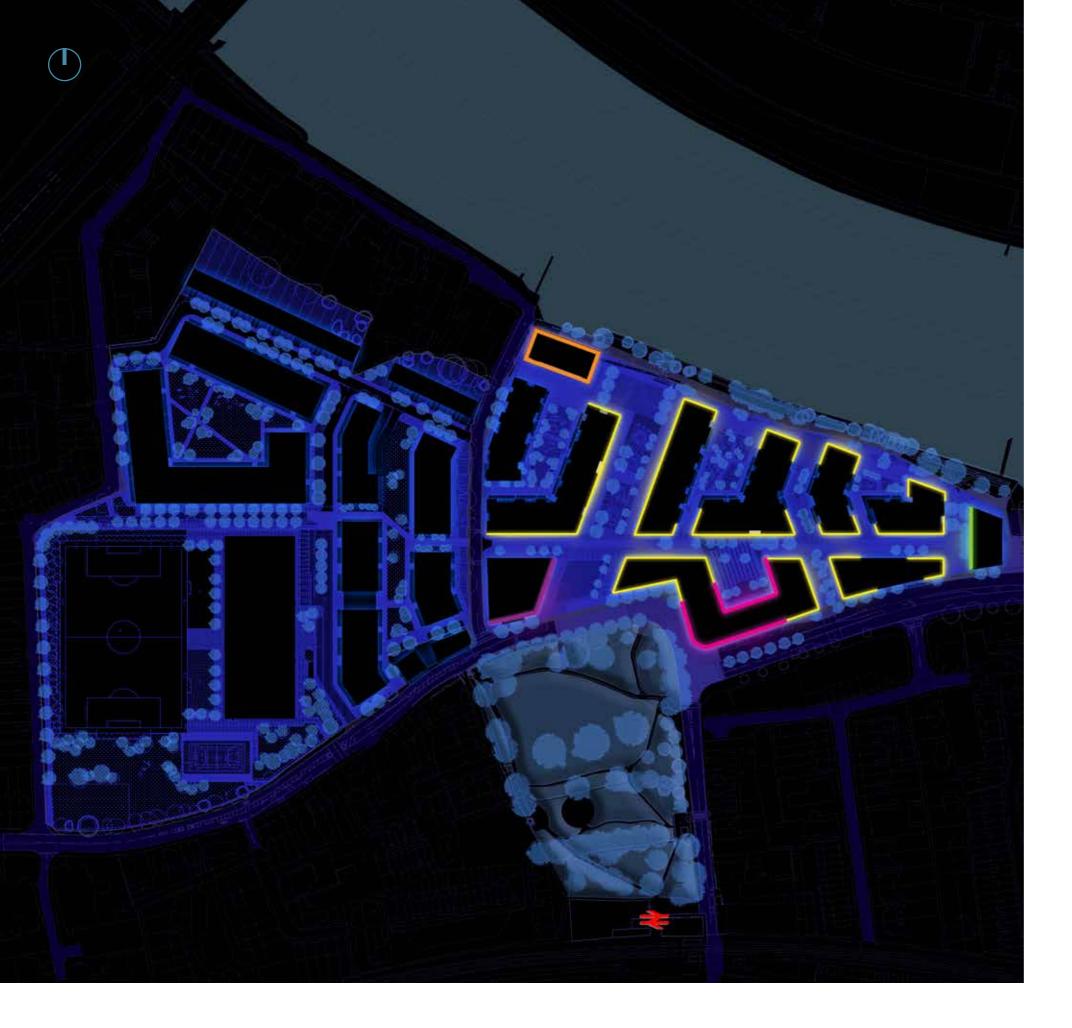
Lighting is required to meet Sport England / FA requirements for Sports Pitch use after dark.

Lighting designs for both Class II and FA Class III have been developed, with both complying with the relevant ILP guidelines. Whilst both schemes are considered acceptable, the preference is for the FA Class III scheme as this is deemed to be most appropriate when considering use and location.

Both lighting schemes have been designed to Sport England Outdoor Football Pitch Class guidelines and are based on 8 No 15m columns with 2 No luminaires on each column (16 No fittings in total). Luminaires for the Class II scheme would be higher output.

The proposed luminaire (floodlight) contains an internal louvre, which limits spill in all directions as well as reducing light intensity and glare. An additional external louvre is also proposed to ensure that all efforts are made to reduce glare and light spill.

A detailed 'Sports Pitch Lighting Assessment' document has been prepared and is appended separately to this Provisional Lighting Masterplan.



4.4 ARCHITECTURE

The introduction of architectural lighting to surrounding buildings and structures will be hugely beneficial to the overall look and feel of the Stag Brewery development.

Lighting to buildings will provide depth and interest and add to the overall placemaking, which in turn, will support wayfinding and improve the general perception of the site after dark.

A tiered system has been developed, whereby Tier One is considered to be most important in terms of overall contribution to the site.

TIER ONE

Maltings Building



TIER TWO

- Cinema
- The Bottleworks & Bottleworks Square
- Rowing Club





TIER THREE

Commercial Facades (Retail / Bars & Restaurants)







5.0 GLOSSARY



5.1 GLOSSARY

COLOUR RENDERING INDEX (CRI)

A scale of the colour appearance of an object under a particular light source compared to its colour appearance under a reference light source. Expressed on a scale of 1 to 100 where 100 represents the colour rendering of daylight.

COLOUR TEMPERATURE

A specification of the colour appearance of a light source, relating the colour to a reference source heated to a particular temperature, measured in Kelvin.

CONTRAST

The relationship between the luminance of an object and its background. The higher the contrast, the more likely it is an object can be seen.

GLARE

Glare causing discomfort which may impair the ability to see objects.

ILLUMINANCE

Illuminance is the quantity of light, or luminous flux, falling on a unit area of a surface.

LIGHT POLLUTION

The spillage of light into areas where it is not required.

LIGHT SPILL

This is the unwanted spillage of light onto adjacent areas and may affect sensitive receptors particularly residential properties and ecological sites.

LIGHT TRESPASS

Light that impacts on a surface outside of the area designed to be lit by a lighting installation.

LOUVRE

Assembly used to control light distribution from a luminaire.

LUMINAIRE

A lighting unit designed to distribute the light from a lamp or lamps.

LUX (LX)

Illuminance is the quantity of light, or luminous flux, falling on a unit area of a surface. It is designated by the symbol E. The unit is the lux (lx).

OPTIC

The components of a luminaire such as reflectors, refractors, protectors which make up the light emitting section.

OVERALL UNIFORMITY

Ratio of the lowest to highest road surface luminance on a set of grid points.

SKY GLOW

The brightening of the night sky caused by artificial lighting.



6.0 APPENDIX



