

ZONING AND LAND DEVELOPMENT

301 Attachment 9

Town of Riverhead

Guidelines for Exterior Lighting

Table 1
Limits of Illumination Target Areas for Parking Lots

IESNA Document	Illuminance Levels						Uniformity		
	EMIN	EMAX	EAVE	EV-MIN	EV-AVE	ESC-MIN	MAX/MIN	AVE/MIN	MAX/AVE
Lighting for Parking Facilities RP-20-98:									
Medium	0.6		2.4				20:1	4:1	
Low	0.2		0.8				20:1	4:1	
High	0.9		3.6				20:1	4:1	

NOTES:

Light levels indicated are for active use of the facility during open business hours.

High: large shopping centers over 300,000 square feet of retail space.

Medium: community shopping centers between 5,000 and 299,000 square feet retail space.

Low: neighborhood shopping retail of less than 5,000 square feet.

After hours, light levels may be cut by 50% or more.

RIVERHEAD CODE

Table 2
Limits of Illumination for Target Areas
Car Dealerships, Sidewalks, Walkways, and Gas Stations

IESNA Document	Illuminance Levels						Uniformity		
	EMIN	EMAX	EAVE	EV-MIN	EV-AVE	ESC-MIN	MAX/MIN	AVE/MIN	MAX/AVE
Lighting for Exterior Environments RP-33-99									
Sidewalks (roadside) and Type A Bikeways:									
Commercial areas			1		2		10:1		
Intermediate areas			0.5		1		10:1		
Residential areas			0.2		0.5		10:1		
Walkways distant from roadways and Type B Bikeways:									
Commercial areas			0.5		0.5		10:1		
Intermediate areas			0.5		1		10:1		
Residential areas			2		0.5		10:1		
Car dealerships:									
Secondary business districts									
Adjacent to roadway		5 to 10					5:1		
Other rows		2.5 to 5					10:1		
Entrances		2.5 to 5					5:1		
Driveways		1 to 2					10:1		
Service stations or gas pump area:									
Approach			1.5 to 2						
Driveways			1.5 to 2						
Pump island			5						
Service areas			2 to 3						

ZONING AND LAND DEVELOPMENT

**Table 3
Limits of Illumination for Roadways**

IESNA Document	Illuminance Levels						Uniformity		
	EMIN	EMAX	EAVE	EV-MIN	EV-AVE	ESC-MIN	MAX/MIN	AVE/MIN	MAX/AVE
Roadway Lighting ANSI-RP-8-00									
Walkways/bikeways, mixed use:									
High pedestrian conflict			2	1.0				4.0	
Walkways/bikeways, pedestrian use only:									
High pedestrian conflict			1	0.5				4.0	
Walkways/bikeways, pedestrian use only:									
Medium pedestrian conflict			0.5	0.2				4.0	
Collector (R2 and R3):									
High-medium-low pedestrian conflict			1.2-0.9-0.6					4.0	
Local:									
High-medium-low pedestrian conflict			0.9-0.7-0.4					6.0	