

DESCRIPTION (наружное освещение, уличное освещение)		CATEGORY	Lav (cd/m ²)	Luminance			Eav (lux)	Illuminance	
				Uo (%)	U _L (%)	Tl.(%) maximum recommended		Emin (lux)	
TRAFFIC ROUTES		PART 2 1992						PART 4 1992 <small>ROUNDABOUTS</small>	
High Speed/Dual Carriageways		2/1	1.5	40	70	15 High speed	~	20	20
Important Distributor Roads		2/2	1.0	40	50	or rural areas 30	~	15	15
Local Distributor Roads		2/3	0.5	40	50	All other areas	~	10	10
SUBSIDIARY ROADS & PEDESTRIAN AREAS		PART 3 1992							
High Public / Traffic use or High risk of crime		3/1	~	~	~	~	10.0	5.0(10 all Roundabouts)	
Moderate Public / Traffic use or Average to Low risk of crime		3/2	~	~	~	~	6.0	2.5 (10 all Roundabouts)	
Low Public / Traffic use. Very low crime risk		3/3	~	~	~	~	3.5	1.0 (10 all Roundabouts)	
URBAN CENTRES & PUBLIC AMENITY AREAS		PART 9 1996							
City and Town Centre	Primarily Vehicular	9/1/1	1.5	40	70	30	~	~	
	Mixed Vehicular / Pedestrian	9/1/2	~	~	~	~	30	15	
	Wholly Pedestrian	9/1/3	~	~	~	~	25	10	
Suburban Shopping Centre	Primarily Vehicular	9/2/1	1.5	40	70	30	~	~	
	Mixed Vehicular / Pedestrian	9/2/2	~	~	~	~	25	10	
	Wholly Pedestrian	9/2/3	~	~	~	~	15	5	
Village Centre	Primarily Vehicular	9/3/1	1.0	40	50	30	~	~	
	Mixed Vehicular / Pedestrian	9/3/2	~	~	~	~	15	5	
	Wholly Pedestrian	9/3/3	~	~	~	~	10	5	
MULTI-STOREY & UNDERGROUND CAR PARKS (Open Roof Level see Outdoor Car Parks)		PART 9 1996							
Parking Bays & Access Lanes		~	~	~	~	~	75	50	
Ramps, Corners & Intersections		~	~	~	~	~	150	75	
Entrance / Exit Zones (vehicular)		~	~	~	~	~	75/300: night/day	N/A	
Pedestrian Areas, Stairways, Lift Lobbies		~	~	~	~	~	100	50	
OUTDOOR CAR PARKS		PART 9 1996							
Rural E1 & E2 (parks, areas of low district brightness)		~	~	~	~	~	15	5	
Urban E3 & E4 (areas of medium or high district brightness)		~	~	~	~	~	30	10	
Multi-Storey (open roof) (for obstrusive light control, consider as E1 above)		~	~	~	~	~	30	10	
MOTORWAYS		PART 10 1992							
Main Carriageway		~	2.0	40	70	10	~	~	
Slip Roads		~	1.5	40	70	10	~	~	
Hard Shoulder		~	0.5	40	70	10	~	~	