

4.3. Schedule of Lighting Levels  
Table 4.3.1 Schedule of Lighting Levels

Area/Roadway Type/ Lighting Class	Minimum Average Design Level: Luminance(L)=CD/m <sup>2</sup> Illumination (Em)=LUX	Uniformity Ratio (Minimum to Average)	Longitudinal Uniformity (Minimum to Maximum)	Emin/E max	Tl* <sup>1</sup>	SR (EIR* <sup>9</sup> )	Pole Heights, Spacings & Priority Arrangements* <sup>2</sup>
<b>Highways/Freeways*<sup>3</sup></b> (100Kph or higher)	<b>1.0 CD/m<sup>2</sup></b> (Conflict Areas 30Lux)	U <sub>o</sub> ≥0.4	U <sub>l</sub> ≥ 0.7	≥0.2	≤10%	≥0.5 (≥0.35* <sup>9</sup> )	20m Pole Height 80-95m Spacing Median Arrangement* <sup>8</sup>
<b>Major Arterials (80Kph)*<sup>3</sup></b>	<b>1.0 CD/m<sup>2</sup></b> (Conflict Areas & Crosswalks 30Lux)	U <sub>o</sub> ≥0.4	U <sub>l</sub> ≥ 0.7	≥0.2	≤10%	≥0.5 (≥0.35* <sup>9</sup> )	20m Pole Height 80-95m Spacing Median Arrangement* <sup>8</sup>
<b>Arterials (60Kph)*<sup>3</sup></b> <b>(USDM: Boulevards)</b>	<b>1.2 CD/m<sup>2</sup></b> (Conflict Areas & Crosswalks 30Lux)	U <sub>o</sub> ≥0.4	U <sub>l</sub> ≥ 0.7	≥0.2	≤10%	≥0.5 (≥0.35* <sup>9</sup> )	14m Pole Height 55-69m Spacing Median Arrangement* <sup>8</sup>
<b>Secondary Arterial*<sup>3</sup></b> <b>(USDM: Avenues)</b>	<b>0.8 CD/m<sup>2</sup></b> (Conflict Areas & Crosswalks 20 Lux)	U <sub>o</sub> ≥0.4	U <sub>l</sub> ≥ 0.7	≥0.2	≤15%	≥0.5 (≥0.3* <sup>9</sup> )	14m Pole Height 55-69m Spacing Median Arrangement* <sup>8</sup>
<b>Sector Internal Roads *<sup>3</sup> (USDM: Streets)</b>	<b>8-10 Lux</b> (Conflict Areas & Crosswalks 15Lux)	U <sub>o</sub> ≥0.4	N/A	≥0.2	≤15%	N/A	8-10m Pole Height 40-45m Spacing Single-Sided
<b>Access Lanes (USDM)*<sup>3</sup></b>	<b>5-7.5 Lux</b> (Conflict Areas & Crosswalks 15Lux)	U <sub>o</sub> ≥0.4	N/A	≥0.2	≤15%	N/A	8-10m Pole Height 40-45m Spacing Single-Sided
<b>Traffic Conflict Areas</b> (Ramps, Intersections, Roundabouts etc.)	Per Road Type as stated above	U <sub>o</sub> ≥0.4	N/A	≥0.2	≤15%	If applicable	To Match Road(s) ideally, otherwise lower (10, 14 & 20m only) heights used
<b>Under Bridges*<sup>4</sup></b>	Match Road Luminance	U <sub>o</sub> ≥0.4	Match road	≥0.2	Match road	N/A	To Match Road/Soffit-mounted* <sup>4</sup>
<b>Cross Walks</b> (Pedestrian/Zebra Crossings etc.)	Per Road Type as stated Plus vertical matching Lux level* <sup>6</sup>	U <sub>o</sub> ≥0.4	N/A	≥0.2	N/A	N/A	Provided by Road Lighting (or by dedicated supplementary lighting if required* <sup>7</sup> )
<b>Car Parking</b> (Parking Lots/Off-Street Bays)	<b>5/10/15 Lux:</b> Low/Med/High Risk* <sup>5</sup>	U <sub>o</sub> ≥0.4	N/A	≥0.2	N/A	N/A	10m Pole Height
<b>Car Parking</b> (On-Street Parallel/Angular)	Match Road Surface's equivalent Lux level	U <sub>o</sub> ≥0.4	N/A	≥0.2	N/A	N/A	From Road Lighting/To Match Adjacent Road
<b>Cycle Lanes/Paths</b>	<b>3-5 Lux + 1.5-2 Lux</b> Vertical* <sup>6</sup>	U <sub>o</sub> ≥0.25	N/A	≥0.2	N/A	N/A	As Design Proposal
<b>Sidewalks/Pedestrian Pathways</b>	<b>3-5 Lux + 1.5-2 Lux</b> Vertical* <sup>6</sup>	U <sub>o</sub> ≥0.2	N/A	≥0.2	N/A	N/A	As Design Proposal

(N/A = Not Applicable)