

# New Street Lighting Standard Published for Pedestrian Area Public Lighting

## Illuminations Article

After many years of development an updated Standard for the provision of Pedestrian area (Category P) public lighting has been published.

This Standard, *Lighting for roads and public spaces*, has superseded AS/NZS 1158.3.1:2005, Part 3.1: *Pedestrian area (Category P) lighting – Performance and design requirements* and was prepared by the Joint Standards Australia/Standards New Zealand Committee LG-002 with participation from five Lighting Council Australia members.

The Standard outlines performance criteria for road and public space lighting schemes with the three basic aims of

- a) Facilitating safe movement of pedestrians;
- b) Reduction of the fear of crime at night; and
- c) Contributing to the amenity of an area through increased aesthetic appeal.

The significant technical changes that have been made to the Standard in relation to the 2005 edition include the following:

- (a) Separation of lighting requirements for 'local roads' and 'cyclist paths'.
- (b) Clarification of glare requirements for high intensity discharge luminaires and new requirements for SSL light sources.
- (c) Additional and revised layout rules for typical road layouts
- (d) Additional information relating to SSL light sources.
- (e) Additional requirements for surround illuminance.
- (f) Updated specification of minimum ingress protection requirements and additional requirements regarding assumed and actual maintenance regimes and intervals.
- (g) Additional lighting subcategory for external car parking areas.
- (h) New requirements relating to energy measures if applicable.
- (i) Optional provisions for specifying minimum environmental spill levels for local roads.

Local governments, energy distribution networks and other organisations involved in the specification of public lighting installations are encouraged to update their specifications to reference the latest publication of this Standard, AS/NZS 1158.3.1:2020.