

Thursday, 9 October 2025

Ngāti Whātua Ōrākei Whai Rawa Limited and Generus Living Group Limited

External Lighting Assessment - The Point Mission Bay

The following assessment has been prepared for Ngāti Whātua Ōrākei Whai Rawa Limited and Generus Living Group Limited to support the resource consent application for The Point – Mission Bay in respect of the external lighting proposed for the comprehensive retirement village development in Orakei, Auckland.

Author experience and Qualifications

Rajiv Ramouthar is a Senior Electrical Engineer and Lighting Designer with over 14 years of industry experience. He holds a Bachelor of Technology in Electrical Engineering and is a Chartered Member of Engineering New Zealand, as well as a certified Professional Electrical Technologist in South Africa.

Rajiv has spent the past year working as a design consultant in Auckland, where he has led a diverse range of lighting assessments across commercial, and public infrastructure projects. His expertise spans the full project lifecycle, from initial concept development through to resource consent, ensuring compliance with Auckland Council local standards and delivering high-performance, visually compelling lighting solutions.

I confirm that, in my capacity as author of this assessment, I have read and abide by the Environment Court's Code of Conduct for Expert Witnesses, contained in the Environment Court Practice Note 2023.

Assessment

A concept Lighting Strategy has been prepared by Boffa Miskell detailing the exterior lighting proposed, which has been reviewed in respect of the requirements of the Australian and New Zealand standard – Lighting for Roads and Public Spaces (AS/NZS 1158, Part 3.1), and Standard E24.6.1 Lighting of the Auckland Unitary Plan.

With reference to the RC Lighting Site Plan (Attachment A), the proposed lighting has been divided into 3 parts for the purpose of the calculations and assessment of compliance with the relevant standards. These relate to:

- Part 1: External areas around Buildings 4 – 5
- Part 2: External areas around Buildings 2 – 3
- Part 3: External areas around Building 1 and the Porte Cochere

The exterior site lighting has been assessed using AGI32 software by Lighting Analysts.

Lighting calculations are subject to accuracies and tolerances in accordance with AS/NZS 3827.1:1998 and AS/NZS 3827.2:1998. These accuracies and tolerances include variances in building dimensions and obstructions, surface finishes, luminaire positioning and aiming, ambient temperature, atmospheric conditions, luminaire photometry, lamp output, lighting design software, electrical supply and instrument calibration.

All external lighting for the development is to be designed in accordance with good design practice and relevant standards to mitigate any adverse effects to neighbouring properties.

All luminaire maintenance factor of 0.8 has been used to assess the target horizontal lighting levels. Whereas a luminaire maintenance factor of 1.0 has been used to assess spill lighting at the boundaries of the development properties relative to the following categories:

- PR5, Lighting subcategories for common area, forecourts of cluster housing – with low pedestrian/cycle activity, low risk of crime and low need to enhance amenity.
- PC3, Lighting subcategories for outdoor car parks – with low night time vehicle and/or pedestrian movements and low risk of crime.
- PP4, Lighting subcategories for pedestrian and cyclist pathway – with medium pedestrian/cycle activity and low risk of crime.
- PR4, Lighting subcategories for common area, forecourts of cluster housing – with low pedestrian/cycle activity, low risk of crime and low need to enhance amenity.

The assessment has considered several control measures to manage the adverse effects of light spill and glare, including appropriate luminaire and photometry selection, position of luminaires, zero-degree tilt and orientation of luminaires.

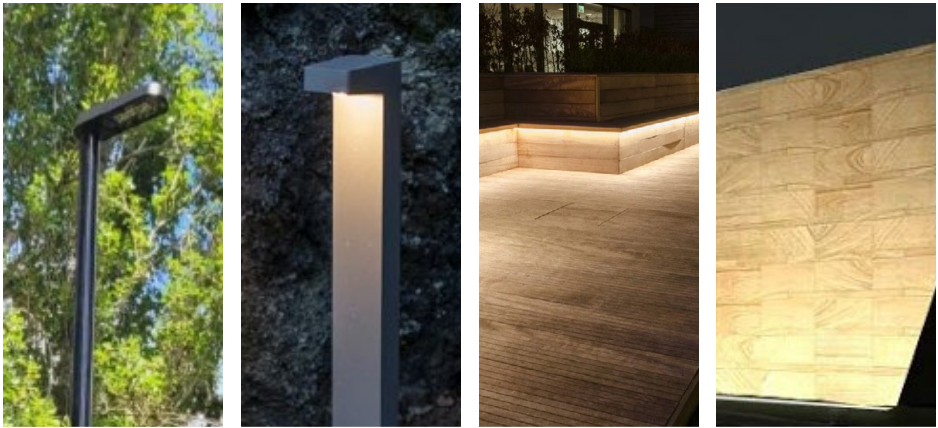
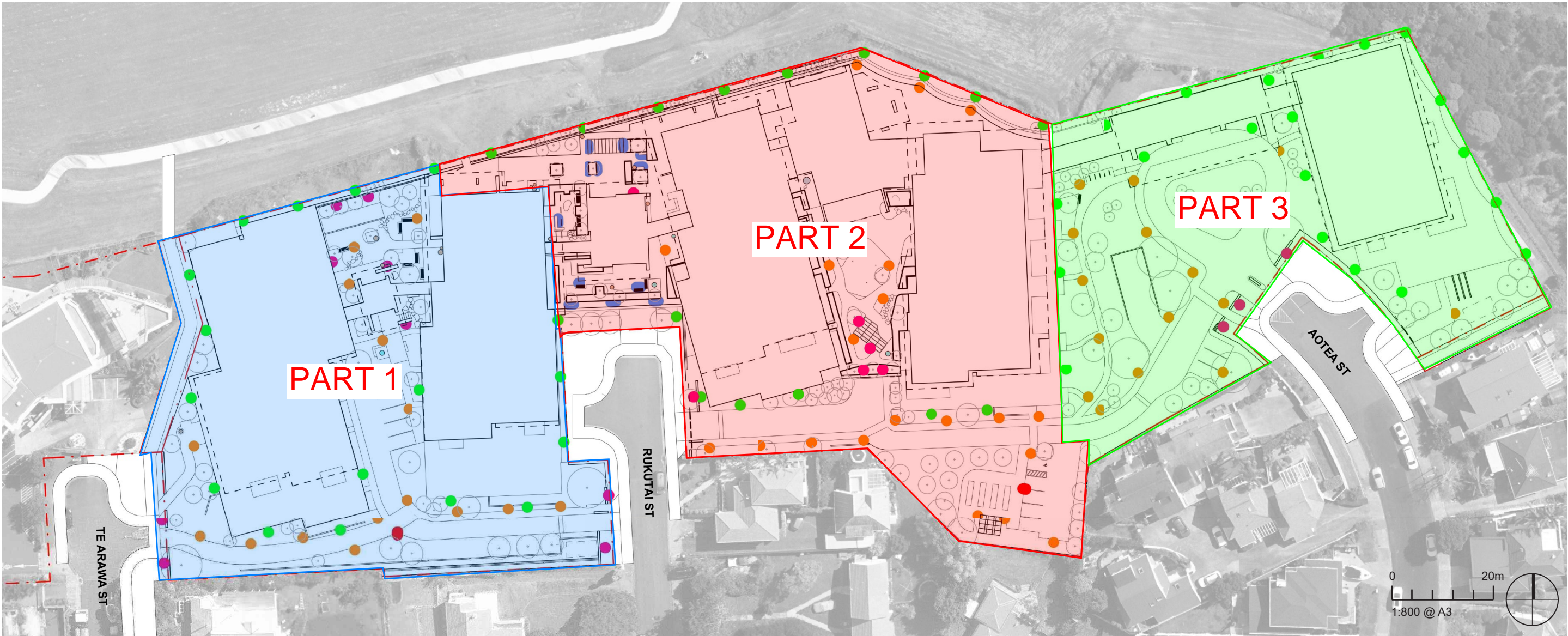
The attached calculation report details the calculation plots and a summary of the assessment undertaken. Based on this, we confirm the lighting design will comply with the relevant requirements of Chapter E24 Lighting of the Unitary Plan. The following are the list of appendices:


- **Appendix A** for exterior lighting site plan.
- **Appendix B & C (part 1 – 3)** for exterior lighting calculation plots (maintained illuminance).
- **Appendix D & E (part 1 – 3)** for spill / obtrusive lighting calculation plots.
- **Appendix F** for luminaire information.

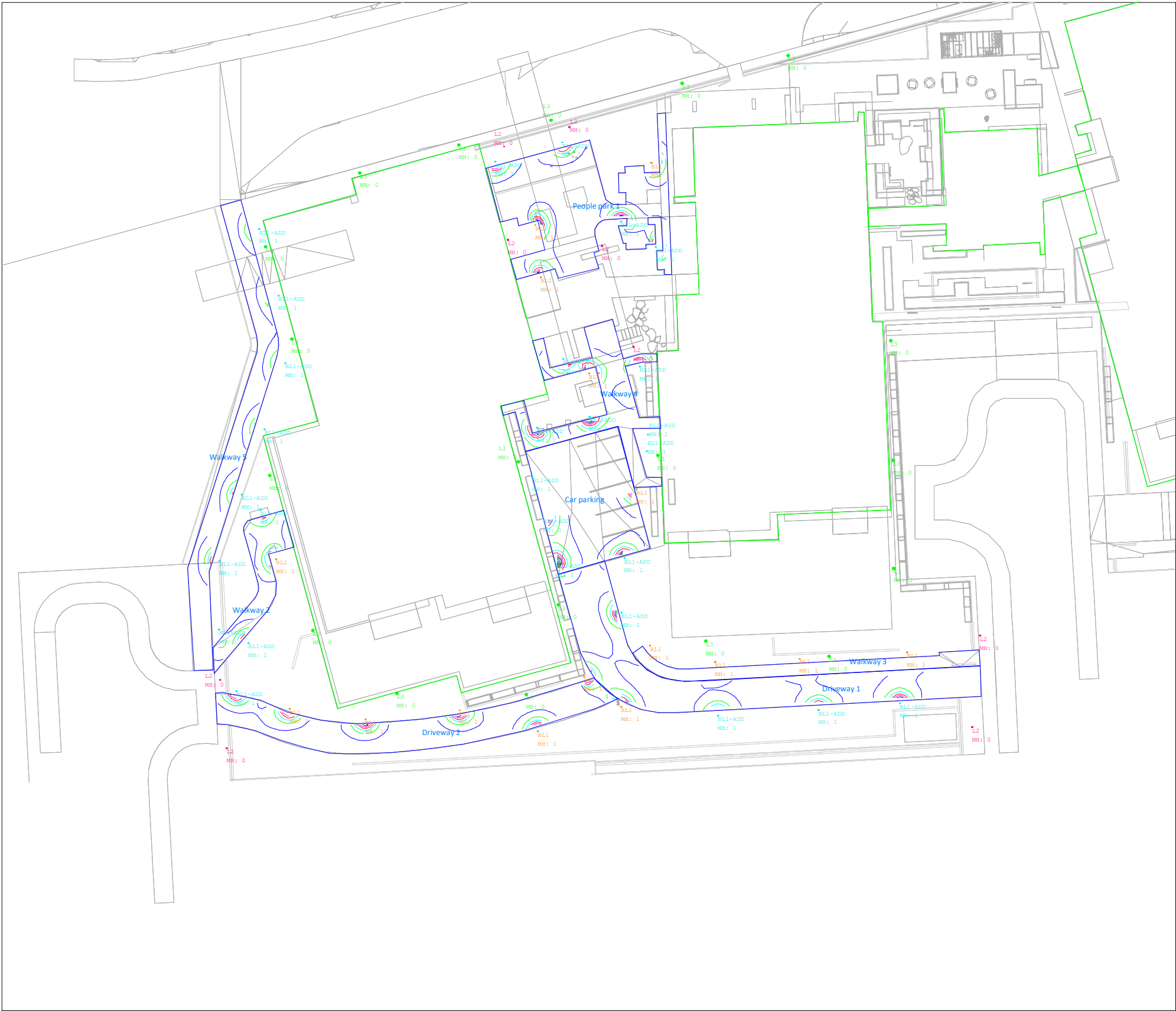
Prepared by:

Rajiv Ramouthar
Electrical Engineer

LIGHTING STRATEGY

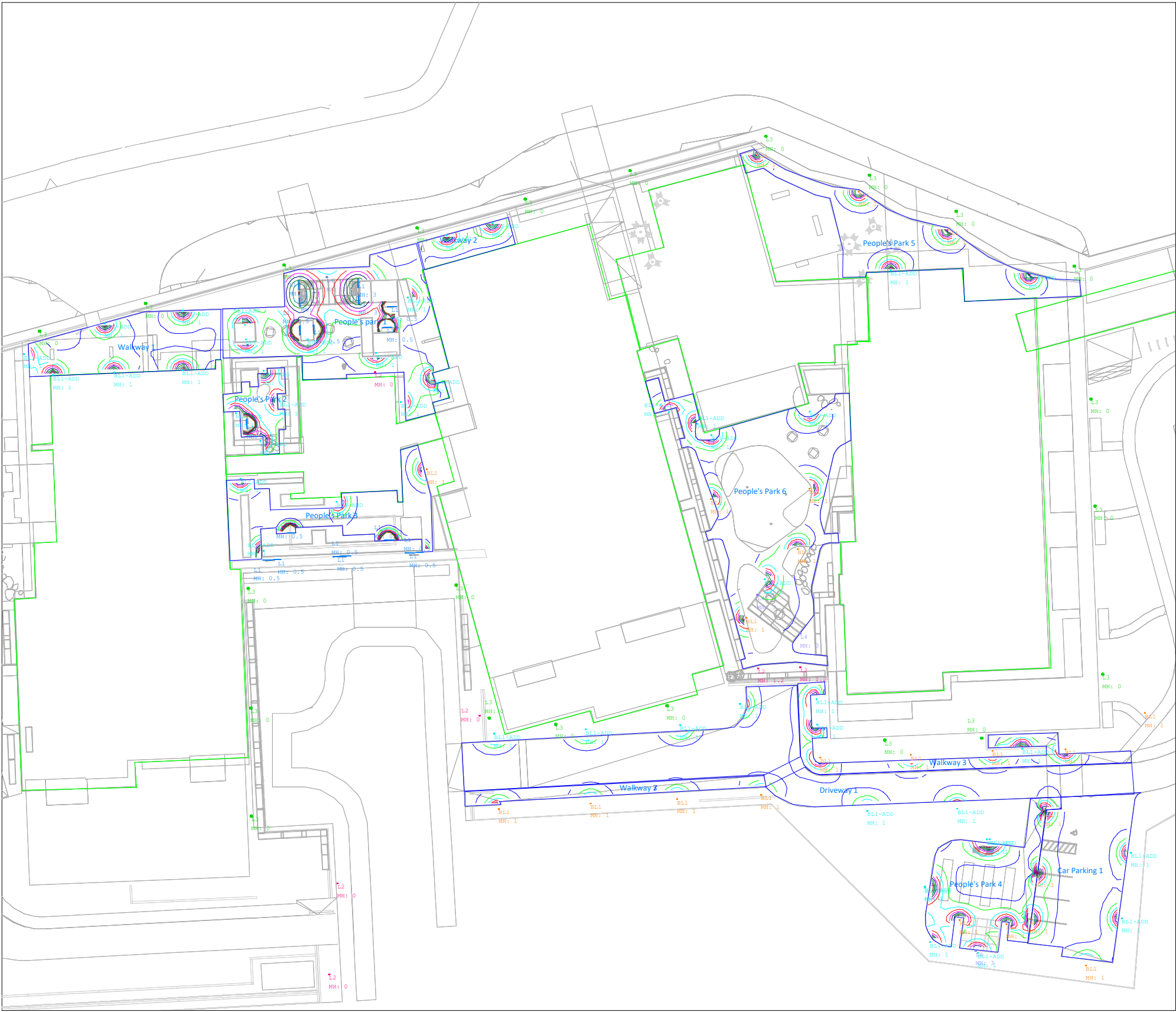


RC LIGHTING - SITE PLAN APPENDIX A	 <small>Level 1, 272 Richmond Road Grey Lynn Auckland 1021, New Zealand tel: +64 9 809 5300 www.meshconsulting.co.nz</small>	NOT TO SCALE				PROJECT25002.250925.The point mission bay E24 (part 3)-additional light.AGI		DESIGN #	
						CUSTOMER		REVISION	A
		DESIGNED BYAD		CHECKED BYLL		DATE		25/09/2025	
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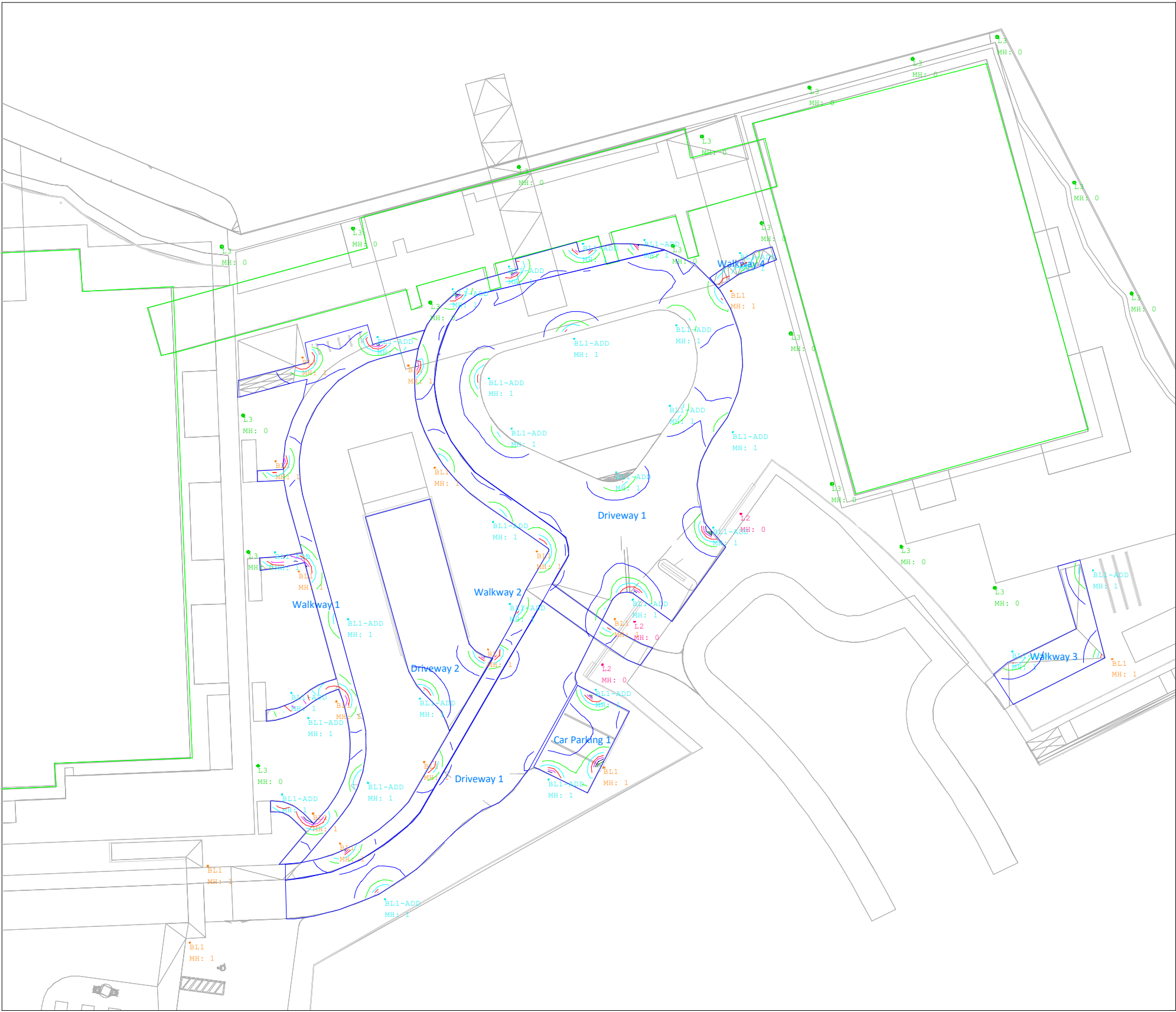
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Illuminance (Lux)	
Color	Value
■	5
■	10
■	15
■	20
■	25
■	30
■	35
■	40
■	45
■	50
■	60

Luminaire Schedule			
Symbol	Qty	Description	Tag
	9	ewo_PM468273_C125 SLICE E-Series_Narrow---EGM01-HL-12led	L2
	28	BL1 - ewo_if_PM430499_if_AP06-sat-4led_80CRI-3000K-250mA-356lm	BL1-ADD
	16	ewo_if_PM430499_if_AP06-sat-4led_80CRI-3000K-250mA-356lm	BL1
	19	7511313_0	L3



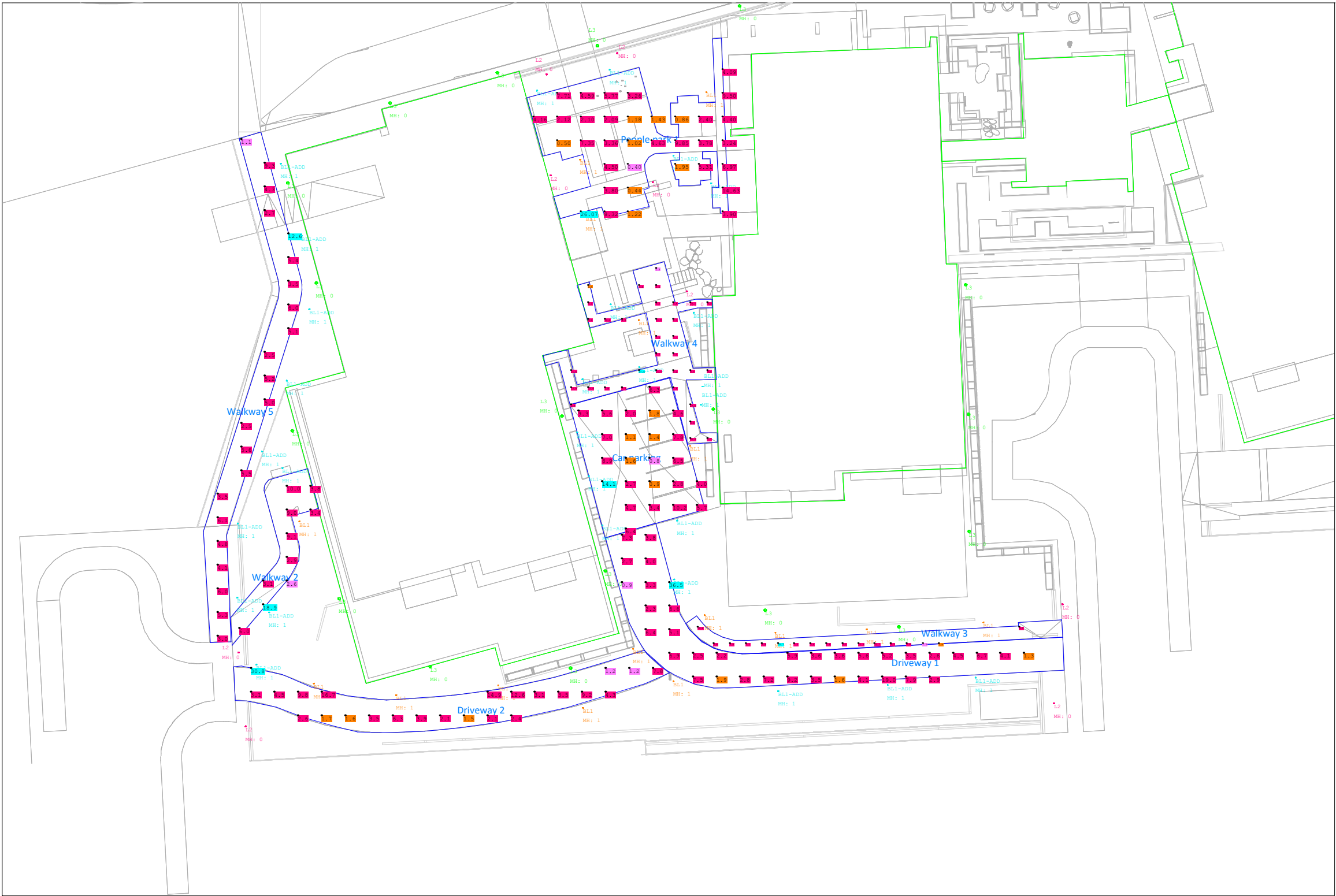
Isoline Legend	
Illuminance (Lux)	
Color	Value
■	5
■	10
■	15
■	20
■	25
■	30
■	35
■	40
■	45
■	50
■	60

Luminaire Schedule			
Symbol	Qty	Description	Tag
	4	ewo_PM430603_ifround-WD_AP06-4led_80CRI-3000K-300mA-301lm	L4
	46	ewo_if_PM430499_if_AP06-sat-4led_80CRI-3000K-250mA-356lm	BL1-ADD
	22	7511313-0	L3
	17	TORINO-X12_3090_xx	L1
	6	ewo_PM468273_C125 SLICE E-Series_Narrow---EGM01-HL-12led	L2
	24	ewo_if_PM430499_if_AP06-sat-4led_80CRI-3000K-250mA-356lm	BL1

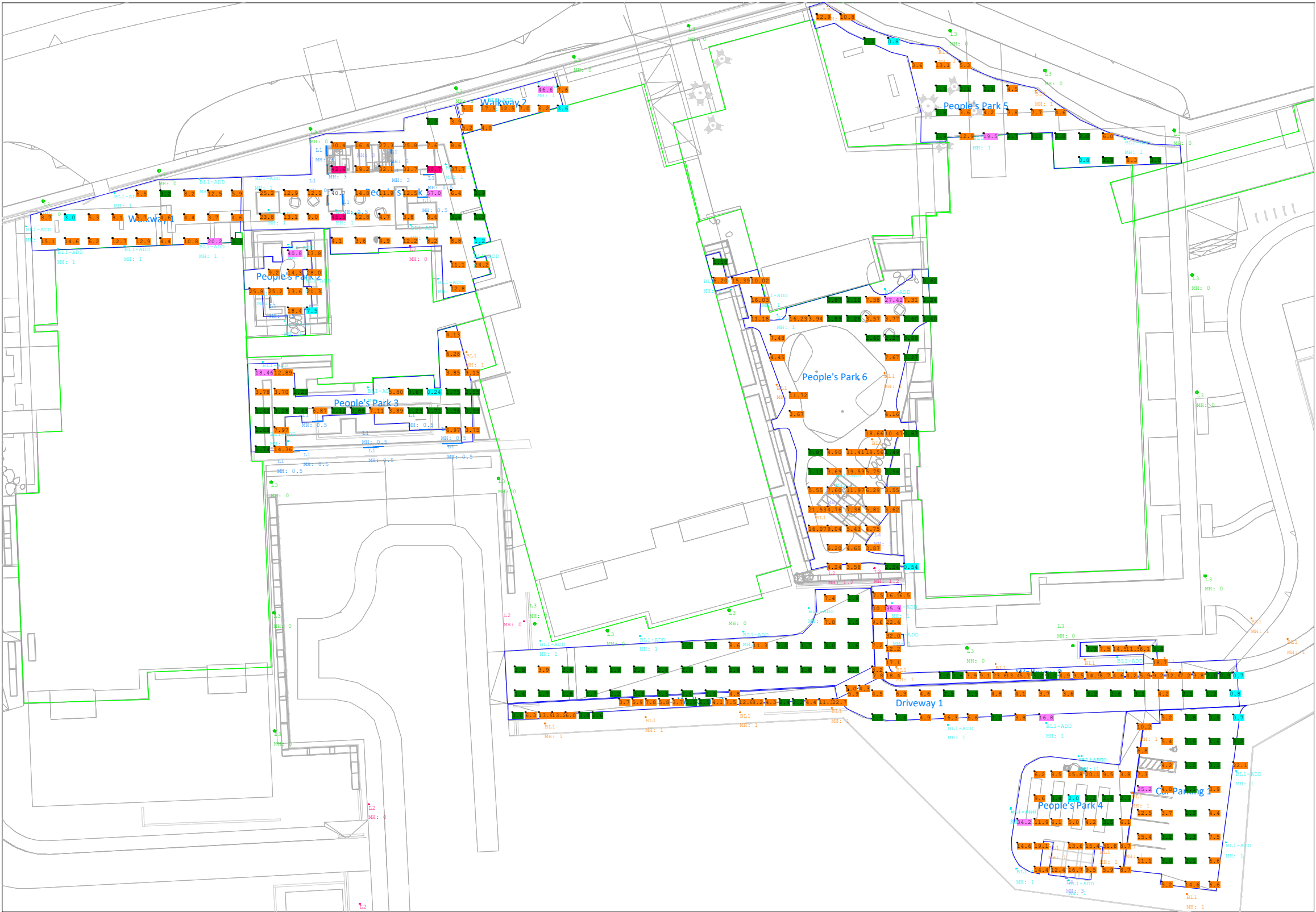


Isoline Legend	
Illuminance (Lux)	
Color	Value
■	5
■	10
■	15
■	20
■	25
■	30
■	35
■	40
■	45
■	50
■	60

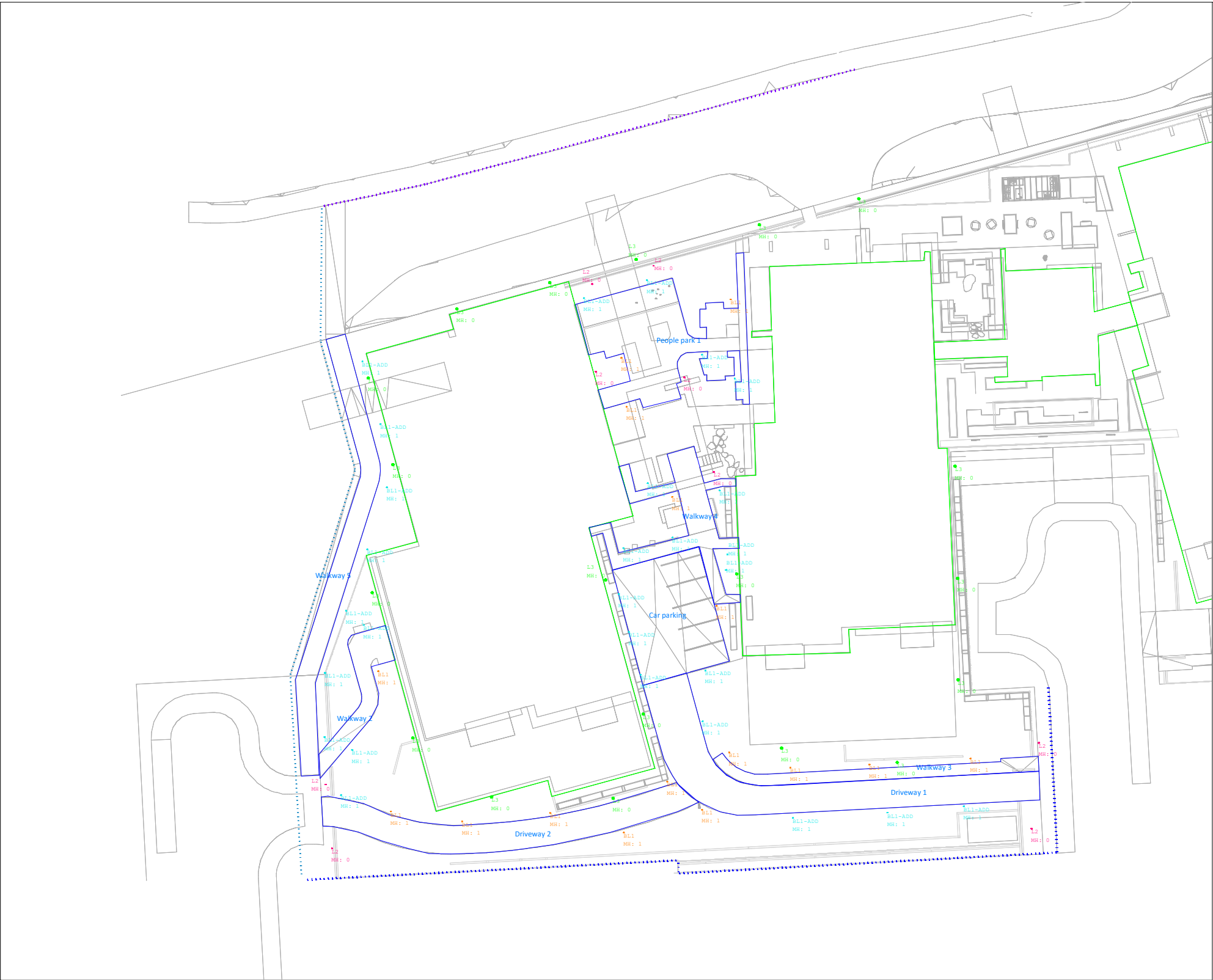
Luminaire Schedule			
Symbol	Qty	Description	Tag
	29	ewo_if_PM430499_if_AP06-sat-4led_80CRI-3000K-250mA-356lm	BL1-ADD
	21	7511313_0	L3
	3	ewo_PM468273_C125 SLICE E-Series_Narrow---EGM01-HL-12led	L2
	17	ewo_if_PM430499_if_AP06-sat-4led_80CRI-3000K-250mA-356lm	BL1



Calculation Summary (Horizontal Plane)						AS/NZS 1158.3.1:2020 Design Criteria (Eh)				Compliance Test
Project: Eh						Project: Eh				Project: Eh
Label	CalcType	Units	Avg	Min	Max/Avg	Lighting Sub-category (Table 1158.3.1)	Avg. Lux Value Req.	Min. Lux Value Req.	Uniformity Max/Avg Req.	Complied to Design Criteria?
Eh_Car parking_Planar	Illuminance	Lux	4.98	0.8	2.83	PC3	3.5	0.7	8	PASS
Eh_Driveway 1_Planar	Illuminance	Lux	5.69	0.9	6.41	PR5	0.85	0.14	10	PASS
Eh_Driveway 2_Planar	Illuminance	Lux	6.27	1.2	4.91	PR5	0.85	0.14	10	PASS
Eh_People park 1_Planar	Illuminance	Lux	4.77	0.40	5.47	PR4	1.3	0.22	8	PASS
Eh_Walkway 2_Planar	Illuminance	Lux	6.88	2.6	2.75	PP4	1.5	0.25	5	PASS
Eh_Walkway 3_Planar	Illuminance	Lux	6.33	1.5	2.95	PP4	1.5	0.25	5	PASS
Eh_Walkway 4_Planar	Illuminance	Lux	9.77	0.8	4.87	PP4	1.5	0.25	5	PASS
Eh_Walkway 5_Planar_plane	Illuminance	Lux	4.96	1.1	2.54	PP4	1.5	0.25	5	PASS



Calculation Summary (Horizontal Plane)						AS/NZS 1158.3.1:2020 Design Criteria (Eh)				Compliance Test	
Project: Eh						Project: Eh				Project: Eh	
Label	CalcType	Units	Avg	Min	Max/Avg	Lighting Sub-category (Table 1158.3.1)		Avg. Lux Value Req.	Min. Lux Value Req.	Uniformity Max/Avg Req.	Complied to Design Criteria?
Eh_Car Parking 1_Planar	Illuminance	Lux	5.86	0.7	4.30	PC3		3.5	0.7	8	PASS
Eh_Driveway 1_Planar	Illuminance	Lux	3.84	0.8	4.38	PR5		0.85	0.14	10	PASS
Eh_People's park 1_Planar	Illuminance	Lux	17.06	1.2	3.34	PR4		1.3	0.22	8	PASS
Eh_People's Park 2_Planar	Illuminance	Lux	19.81	7.5	2.06	PR4		1.3	0.22	8	PASS
Eh_People's Park 3_Planar	Illuminance	Lux	4.54	0.24	4.07	PR4		1.3	0.22	8	PASS
Eh_People's Park 4_Planar	Illuminance	Lux	10.35	2.0	3.30	PR4		1.3	0.22	8	PASS
Eh_People's Park 5_Planar	Illuminance	Lux	5.05	0.8	3.86	PR4		1.3	0.22	8	PASS
Eh_People's Park 6_Planar	Illuminance	Lux	6.62	0.54	4.14	PR4		1.3	0.22	8	PASS
Eh_Walkway 1	Illuminance	Lux	8.03	3.0	2.52	PP4		1.5	0.25	5	PASS
Eh_Walkway 2_Planar	Illuminance	Lux	11.53	3.6	4.04	PP4		1.5	0.25	5	PASS
Eh_Walkway 3_Planar	Illuminance	Lux	8.55	0.7	4.20	PP4		1.5	0.25	5	PASS



Calculation Summary (Vertical Plane)			E24 Lighting Auckland Unitary Plan Design Criteria (superceeds AS/NZS 1158)			Compliance Test
Project: Cd			Project: Cd			Project: Cd
Label	CalcType	Max	Lighting Category Classification	Precurfew (7am - 10pm) or Curfew (10pm - 7am)	Max. Luminous Intensity Limit (Cd)	Complied to Design Criteria?
Cd_Southern Boundary_Cd_Seg1	Obtrusive - Cd	124	Lighting Category 4	Curfew	2500	PASS
Cd_Southern Boundary_Cd_Seg2	Obtrusive - Cd	45	Lighting Category 4	Curfew	2500	PASS
Cd_Southern Boundary_Cd_Seg3	Obtrusive - Cd	46	Lighting Category 4	Curfew	2500	PASS
Cd_Southern Boundary_Cd_Seg4	Obtrusive - Cd	74	Lighting Category 4	Curfew	2500	PASS
Cd_Western Boundary_Cd_Seg1	Obtrusive - Cd	182	Lighting Category 4	Curfew	2500	PASS
Cd_Western Boundary_Cd_Seg2	Obtrusive - Cd	174	Lighting Category 4	Curfew	2500	PASS
Cd_Western Boundary_Cd_Seg3	Obtrusive - Cd	104	Lighting Category 4	Curfew	2500	PASS
Cd_Western Boundary_Cd_Seg4	Obtrusive - Cd	129	Lighting Category 4	Curfew	2500	PASS
Spill Light_Northern Boundary_Cd_Seg1	Obtrusive - Cd	31	Lighting Category 4	Curfew	2500	PASS
Spill Light_Northern Boundary_Cd_Seg2	Obtrusive - Cd	33	Lighting Category 4	Curfew	2500	PASS

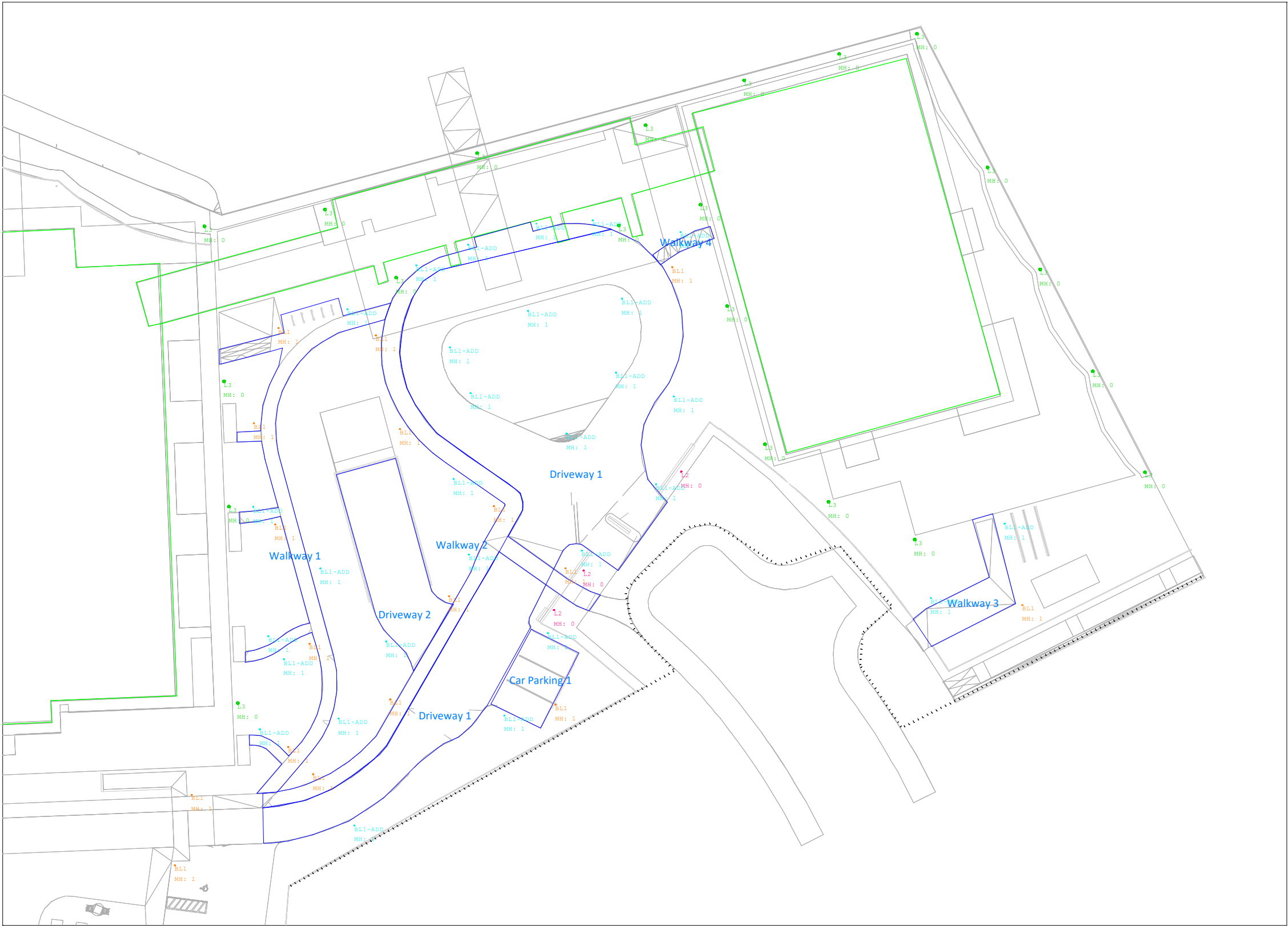
EXTERIOR LIGHTING CALCULATION - Cd Cals

APPENDIX D (PART 1)



NOT TO SCALE

PROJECT	25002.250923.The point mission bay E24 (part 1)-additional lights.AGI			DESIGN #	
CUSTOMER				REVISION	A
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Calculation Summary (Vertical Plane)			E24 Lighting Auckland Unitary Plan Design Criteria (superceeds AS/NZS 1158)			Compliance Test	
Project: Cd			Project: Cd			Project: Cd	
Label	CalcType	Max	Lighting Category Classification	Precurfew (7am - 10pm) or Curfew (10pm - 7am)	Max. Luminous Intensity Limit (Cd)	Complied to Design Criteria?	
Cd_Southern Boundary_Cd_Seg1	Obtrusive - Cd	73	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg10	Obtrusive - Cd	34	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg11	Obtrusive - Cd	32	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg12	Obtrusive - Cd	120	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg2	Obtrusive - Cd	84	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg3	Obtrusive - Cd	47	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg4	Obtrusive - Cd	29	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg5	Obtrusive - Cd	21	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg6	Obtrusive - Cd	35	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg7	Obtrusive - Cd	15	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg8	Obtrusive - Cd	76	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg9	Obtrusive - Cd	172	Lighting Category 4	Curfew	2500	PASS	

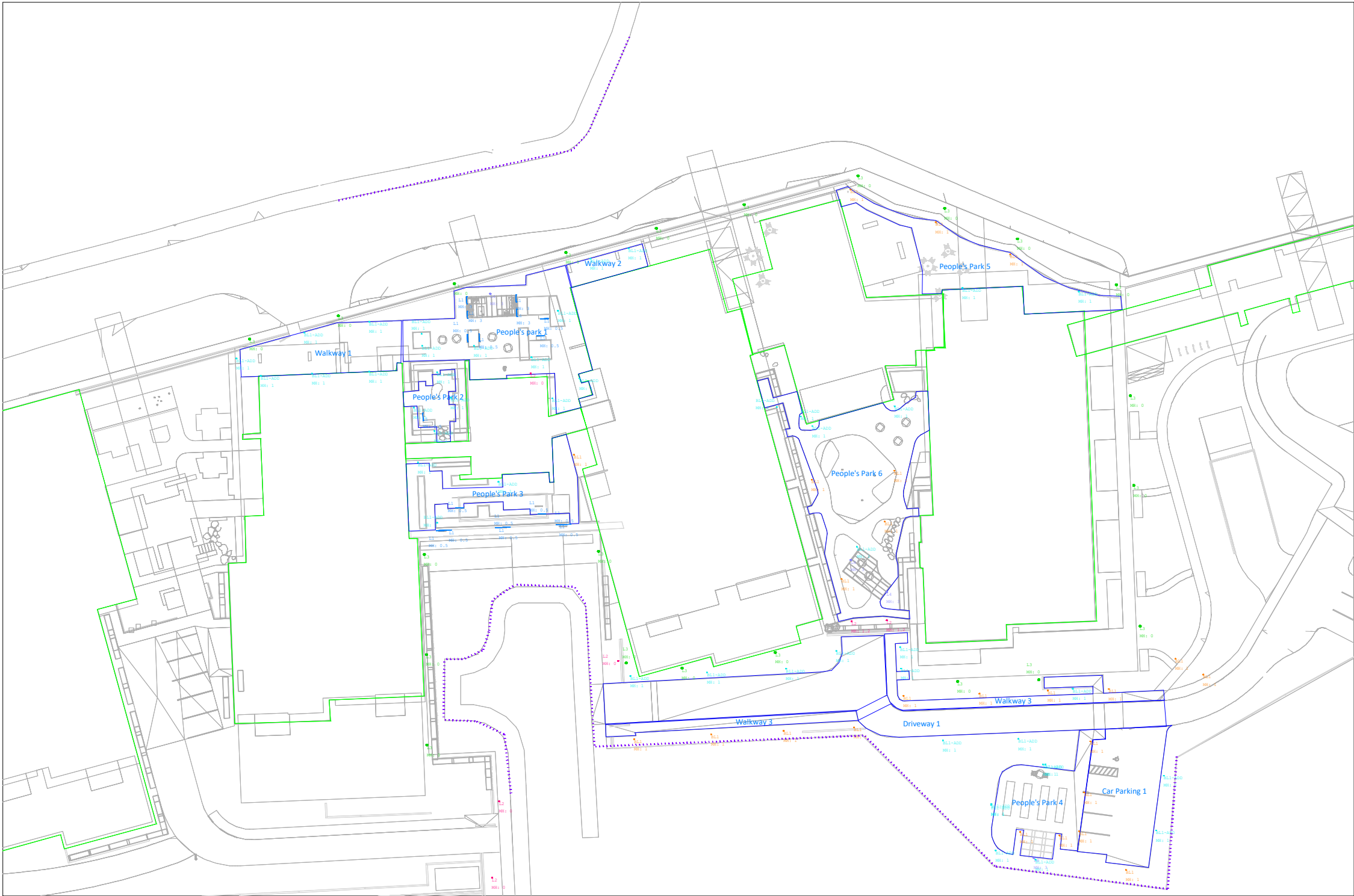
EXTERIOR LIGHTING CALCULATION - Cd Cals

APPENDIX D (PART 3)



NOT TO SCALE

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CUSTOMER				REVISION	A
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STATUS	RC	MESH CONSULTING		PAGE	Page 9 of 14



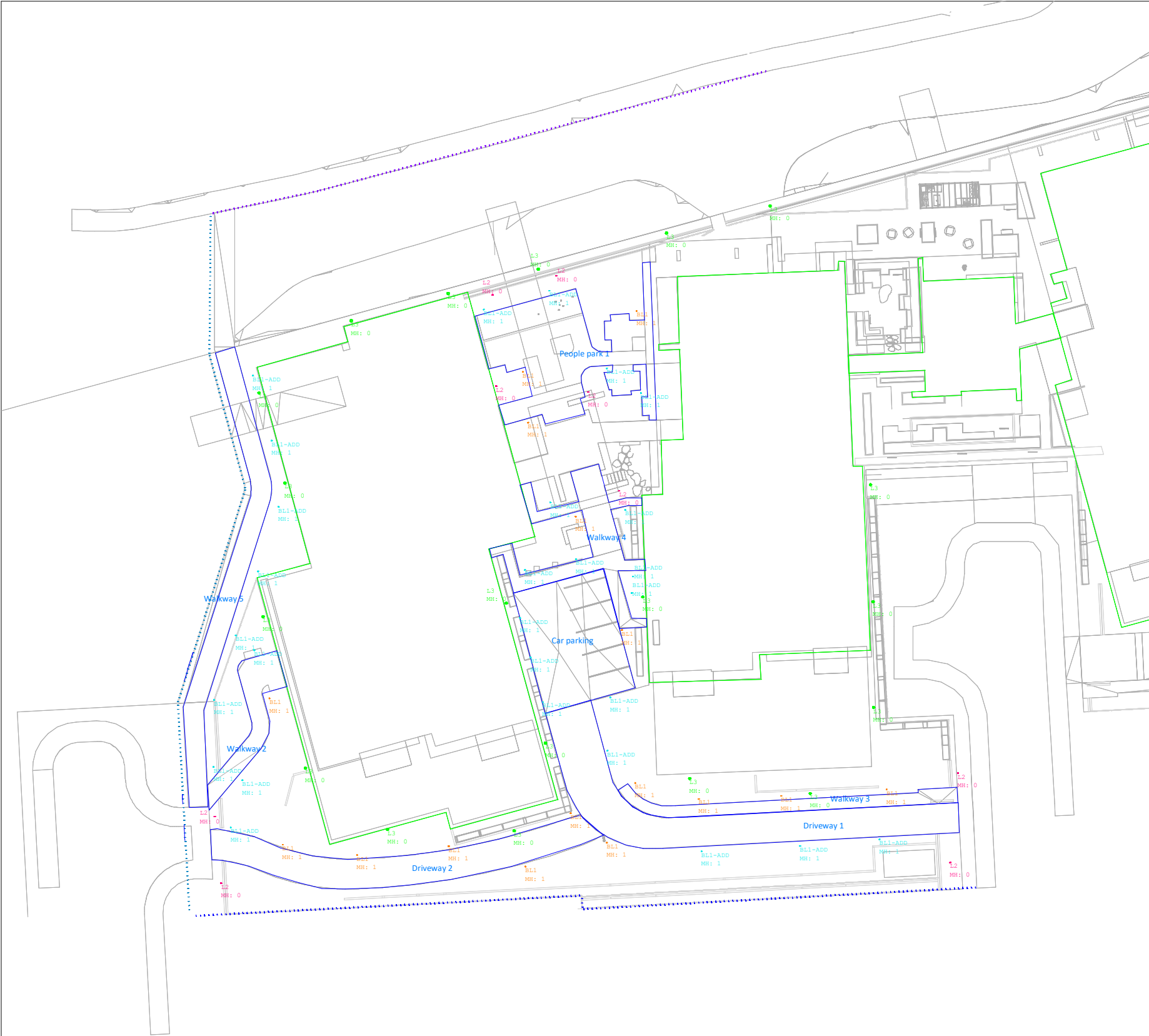
Calculation Summary (Vertical Plane)			E24 Lighting Auckland Unitary Plan Design Criteria (superceeds AS/NZS 1158)			Compliance Test	
Project: Cd			Project: Cd			Project: Cd	
Label	CalcType	Max	Lighting Category Classification	Precurfew (7am - 10pm) or Curfew (10pm - 7am)	Max. Luminous Intensity Limit (Cd)	Complied to Design Criteria?	
Cd_Northern Boundary_Cd_Seg1	Obtrusive - Cd	33	Lighting Category 4	Curfew	2500	PASS	
Cd_Northern Boundary_Cd_Seg2	Obtrusive - Cd	27	Lighting Category 4	Curfew	2500	PASS	
Cd_Northern Boundary_Cd_Seg3	Obtrusive - Cd	29	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg1	Obtrusive - Cd	8	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg10	Obtrusive - Cd	49	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg11	Obtrusive - Cd	16	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg12	Obtrusive - Cd	157	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg13	Obtrusive - Cd	62	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg14	Obtrusive - Cd	100	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg15	Obtrusive - Cd	133	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg16	Obtrusive - Cd	152	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg2	Obtrusive - Cd	13	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg3	Obtrusive - Cd	21	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg4	Obtrusive - Cd	43	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg5	Obtrusive - Cd	37	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg6	Obtrusive - Cd	24	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg7	Obtrusive - Cd	13	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg8	Obtrusive - Cd	11	Lighting Category 4	Curfew	2500	PASS	
Cd_Southern Boundary_Cd_Seg9	Obtrusive - Cd	30	Lighting Category 4	Curfew	2500	PASS	

EXTERIOR LIGHTING CALCULATION - Cd Cals



NOT TO SCALE

PROJECT	25002.250925.The point mission bay E24 (part 2)-addtional light.AGI			DESIGN #	
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STATUS	RC	MESH CONSULTING		PAGE	Page 10 of 14



Calculation Summary (Vertical Plane)			
Project: Spill Light			
Label	CalcType	Units	Max
Spill Light_Northern Boundary_III_Seg1	Obtrusive - III	Lux	0.1
Spill Light_Northern Boundary_III_Seg2	Obtrusive - III	Lux	0.1
Spill Light_Southern Boundary_III_Seg1	Obtrusive - III	Lux	0.9
Spill Light_Southern Boundary_III_Seg2	Obtrusive - III	Lux	0.4
Spill Light_Southern Boundary_III_Seg3	Obtrusive - III	Lux	0.2
Spill Light_Southern Boundary_III_Seg4	Obtrusive - III	Lux	1.0
Spill Light_Western Boundary_III_Seg1	Obtrusive - III	Lux	6.9
Spill Light_Western Boundary_III_Seg2	Obtrusive - III	Lux	7.0
Spill Light_Western Boundary_III_Seg3	Obtrusive - III	Lux	2.7
Spill Light_Western Boundary_III_Seg4	Obtrusive - III	Lux	2.3

E24 Lighting Auckland Unitary Plan Design Criteria (superceeds AS/NZS 1158)		
Project: Spill Light		
Lighting Category Classification	Precurfew (7am - 10pm) or Curfew (10pm - 7am)	Max. Lux limit (Ev)
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10
Lighting Category 4	Curfew	10

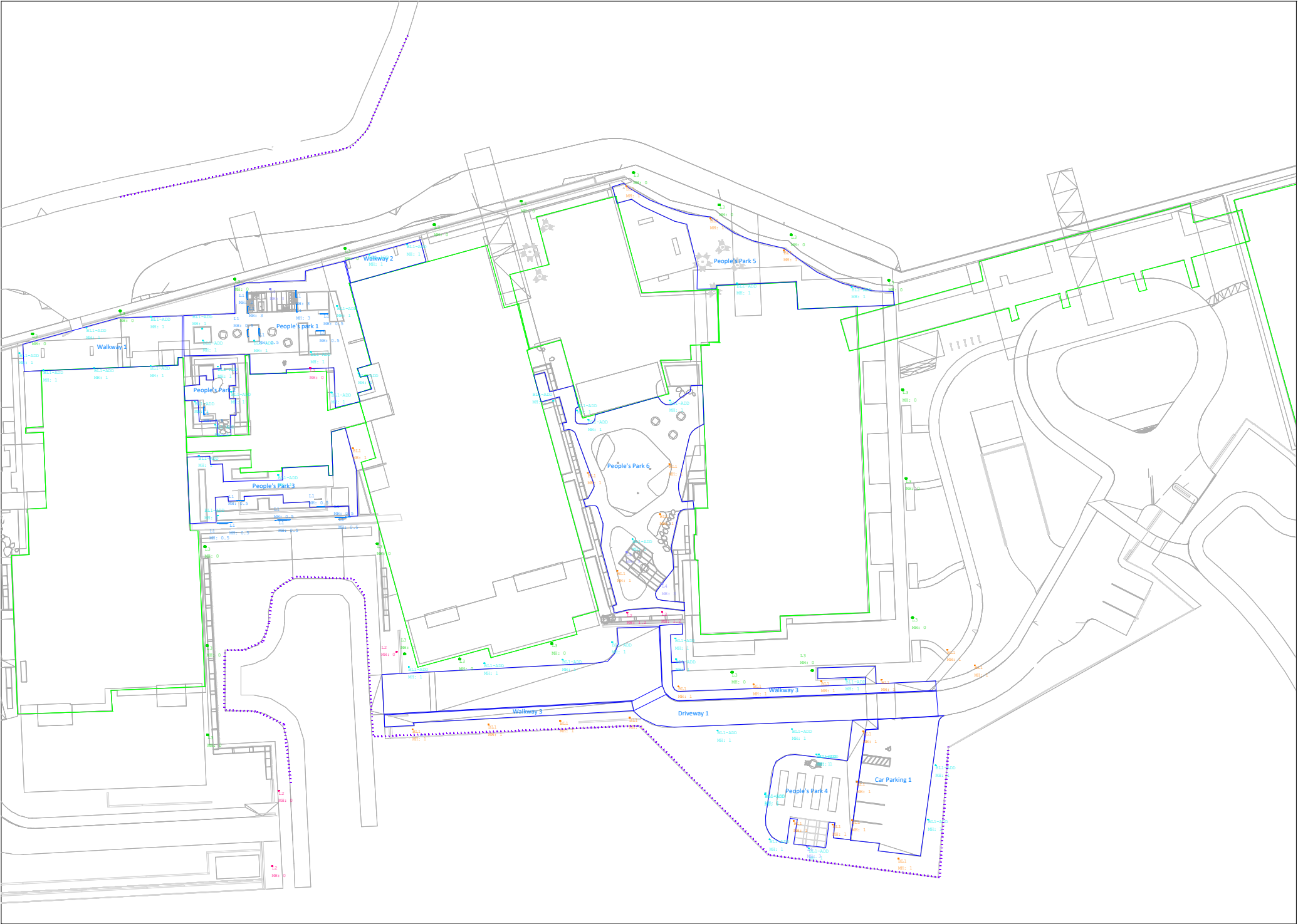
Compliance Test
Project: Spill Light
Complied to Design Criteria?
PASS
PASS
PASS
PASS
PASS
PASS
PASS
PASS
PASS

**EXTERIOR LIGHTING CALCULATION -
SPILL LIGHT VERTICAL CALS**



NOT TO SCALE

PROJECT	25002.250923.The point mission bay E24 (part 1)-additional lights.AGI			DESIGN #	
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STATUS	RC	MESH CONSULTING		PAGE	Page 11 of 14



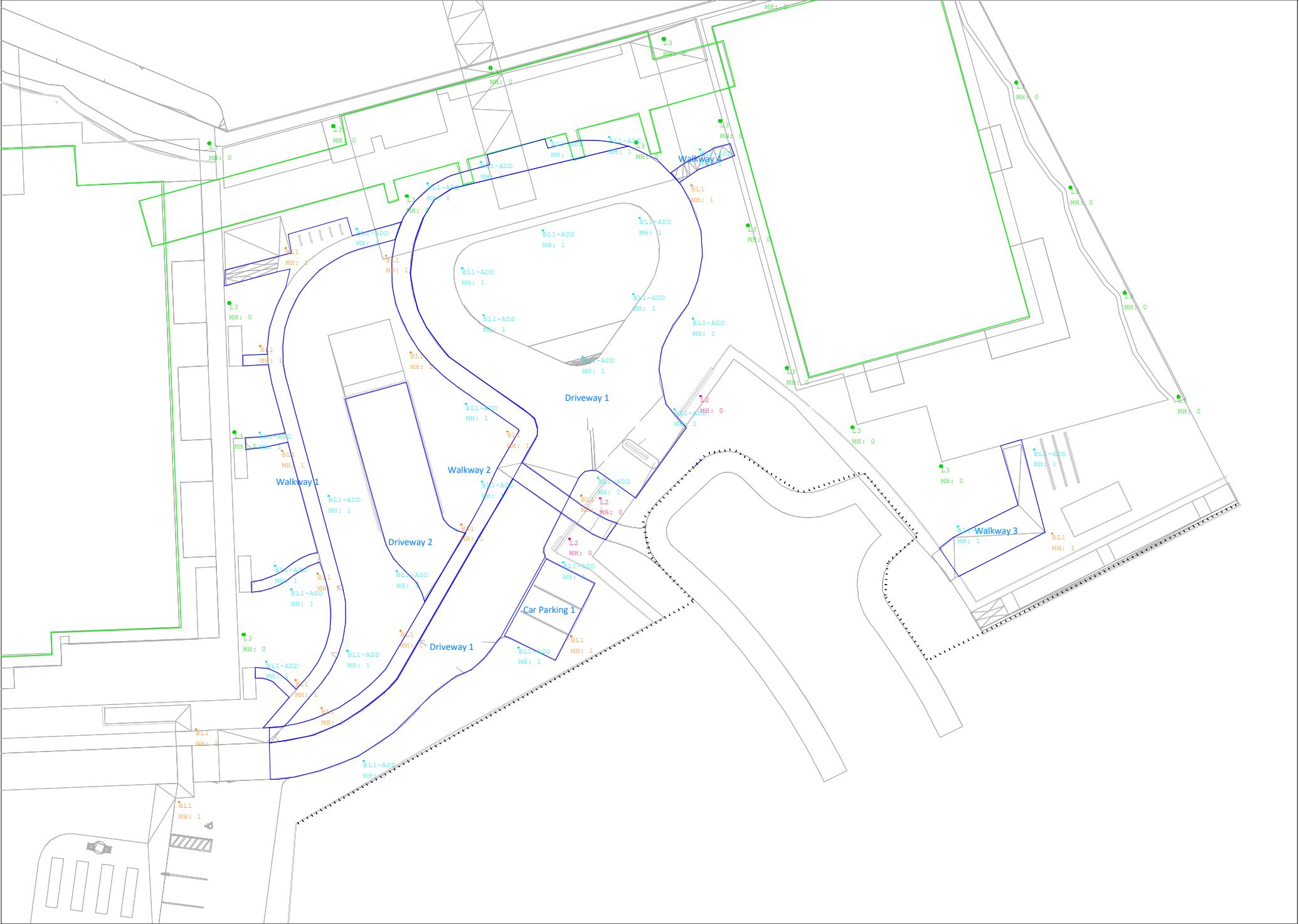
Calculation Summary (Vertical Plane)				E24 Lighting Auckland Unitary Plan Design Criteria (superceeds AS/NZS 1158)			Compliance Test	
Project: Spill Light				Project: Spill Light			Project: Spill Light	
Label	CalcType	Units	Max	Lighting Category Classification	Precurfew (7am - 10pm) or Curfew (10pm - 7am)	Max. Lux limit (Ev)	Complied to Design Criteria?	
Spill Light_Northern Boundary_III_Seg1	Obtrusive - III	Lux	0.3	Lighting Category 4	Curfew	10	PASS	
Spill Light_Northern Boundary_III_Seg2	Obtrusive - III	Lux	0.1	Lighting Category 4	Curfew	10	PASS	
Spill Light_Northern Boundary_III_Seg3	Obtrusive - III	Lux	0.0	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg1	Obtrusive - III	Lux	0.1	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg10	Obtrusive - III	Lux	0.6	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg11	Obtrusive - III	Lux	0.3	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg12	Obtrusive - III	Lux	4.4	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg13	Obtrusive - III	Lux	6.4	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg14	Obtrusive - III	Lux	4.7	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg15	Obtrusive - III	Lux	4.6	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg16	Obtrusive - III	Lux	4.2	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg2	Obtrusive - III	Lux	0.1	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg3	Obtrusive - III	Lux	0.5	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg4	Obtrusive - III	Lux	1.8	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg5	Obtrusive - III	Lux	0.4	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg6	Obtrusive - III	Lux	0.2	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg7	Obtrusive - III	Lux	0.2	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg8	Obtrusive - III	Lux	0.1	Lighting Category 4	Curfew	10	PASS	
Spill Light_Southern Boundary_III_Seg9	Obtrusive - III	Lux	0.4	Lighting Category 4	Curfew	10	PASS	

**EXTERIOR LIGHTING CALCULATION -
SPILL LIGHT VERTICAL CALS**



NOT TO SCALE

PROJECT	25002.250925.The point mission bay E24 (part 2)-addtional light.AGI			DESIGN #	
CUSTOMER				REVISION	A
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Calculation Summary (Vertical Plane)				E24 Lighting Auckland Unitary Plan Design Criteria (superceeds AS/NZS 1158)			Compliance Test
Project: Spill Light				Project: Spill Light			Project: Spill Light
Label	CalcType	Units	Max	Lighting Category Classification	Precurfew (7am - 10pm) or Curfew (10pm - 7am)	Max. Lux limit (Ev)	Complied to Design Criteria?
Spill Light_Southern Boundary_III_Seg1	Obtrusive - III	Lux	0.7	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg10	Obtrusive - III	Lux	0.8	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg11	Obtrusive - III	Lux	0.2	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg12	Obtrusive - III	Lux	3.9	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg2	Obtrusive - III	Lux	0.9	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg3	Obtrusive - III	Lux	0.4	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg4	Obtrusive - III	Lux	0.8	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg5	Obtrusive - III	Lux	1.2	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg6	Obtrusive - III	Lux	0.3	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg7	Obtrusive - III	Lux	0.1	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg8	Obtrusive - III	Lux	2.5	Lighting Category 4	Curfew	10	PASS
Spill Light_Southern Boundary_III_Seg9	Obtrusive - III	Lux	5.4	Lighting Category 4	Curfew	10	PASS

EXTERIOR LIGHTING CALCULATION -
SPILL LIGHT VERTICAL CALS

APPENDIX E (PART 3)



NOT TO SCALE

PROJECT	25002.250925.The point mission bay E24 (part 3)-additional light.AGI				DESIGN #	
	CUSTOMER				REVISION	A
	DESIGNED BY	AD	CHECKED BY	LL	DATE	25/09/2025
	STATUS	RC	MESH CONSULTING		PAGE	Page 13 of 14

