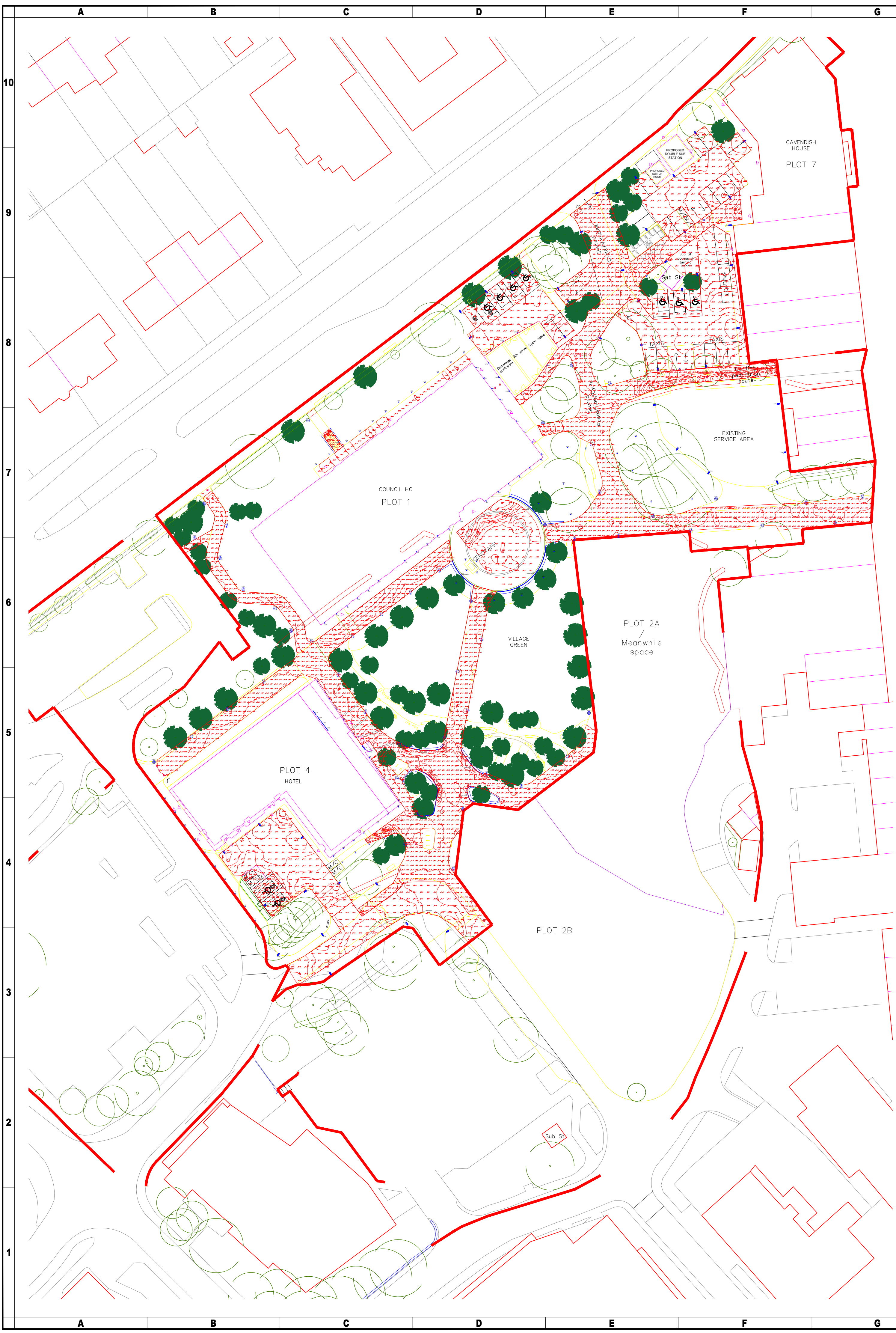




TYPE LT1a
ISARO PRO M

tbc
IP 48L35-730 EWR (at 50% output)

For illuminating spaces exclusively for vehicles and those shared by pedestrians/cycles & vehicles.

Mounted on 4m column.

TYPE LT1b
AVENUE F2

tbc
AVF 18L70-730 RS

For illuminating spaces exclusively for pedestrians/cycles.

Mounted on 4m column

TYPE LT2a
PIAZZA 3

96800094
PIAZZA3 9-16-27
827-830-840 HF ANT (set to low, 3000K)

For illuminating surrounding areas of outbuildings.

Wall surface mounted (as high as possible)

TYPE LT2b
EYEKON VS

96628455
EYE VS LED400-830 HF S ANT

For illuminating pedestrians steps.

Wall surface mounted (as high as possible)

TYPE LT3
MYSTRID FLEX

For decorative illuination of benches and surrounding area.

Mounted under benches.

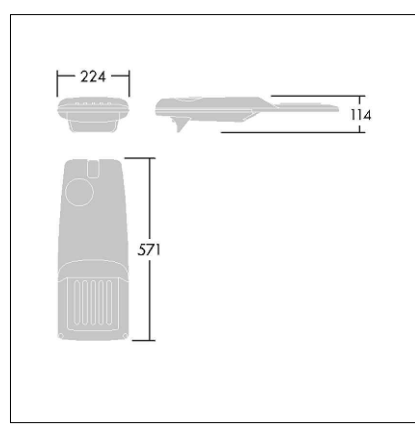
Location for remote LED drivers to be provided.

TYPE LT4
URBA BOLLARD

96275589
URBA BOLLARD 4L105 730

For illuminating spaces exclusively for pedestrians/cycles.

Ground mounted.



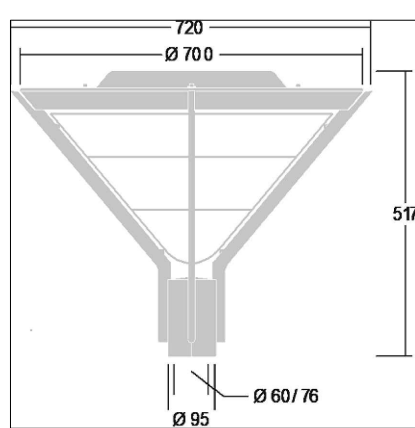
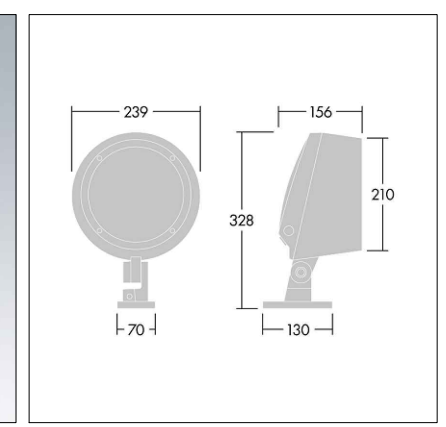
TYPE LT5
CONTRAST M

96633689
CONT3 L450 830 MB HF ANT

For uplighting of feature trees.

Ground mounted.

Could also be used mounted to Council HQ facade to provide uplighting of vertical window reveal (not currently considered. To be confirmed)

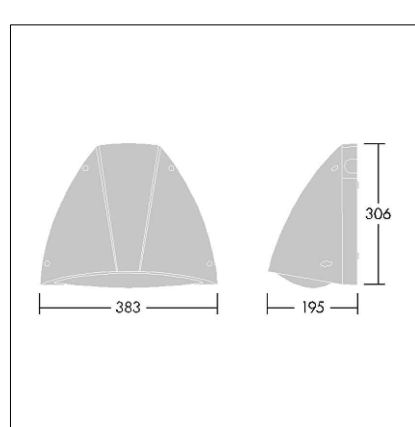
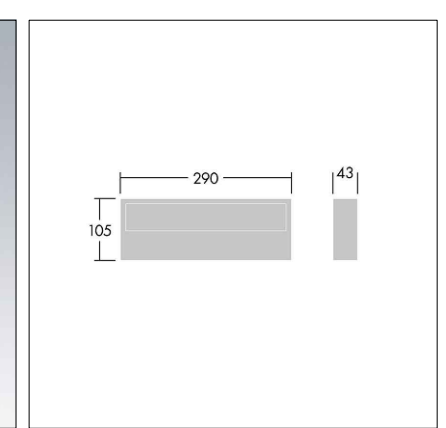
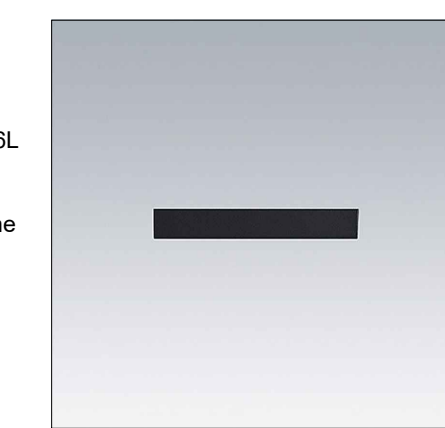


TYPE LT6
AXYL GREET W

96701653
AXYL GREETW L DWN 56L 930 WB RD BK

For decorative lighting of the Hotel entrance with "way-guidance" effect.

Wall surface mounted at approx. 2.5m AFFL.

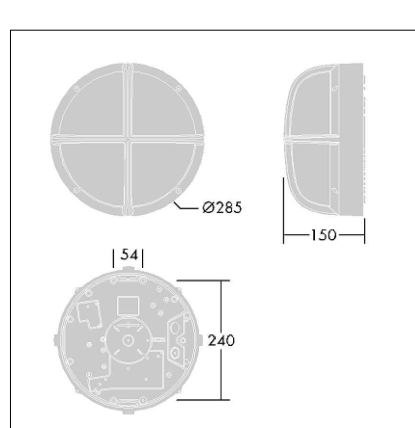
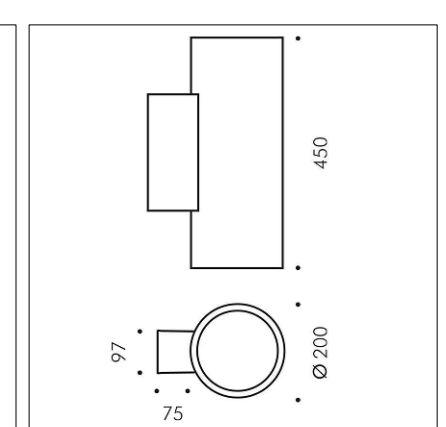


TYPE LT7
CESAR AMP L

96700123
CESAR AMP L U/D
2L940FM HFX BK

For decorative Up/Down lighting effect on Council HQ building facade.

Wall surface mounted at approx. 11.3m AFFL.

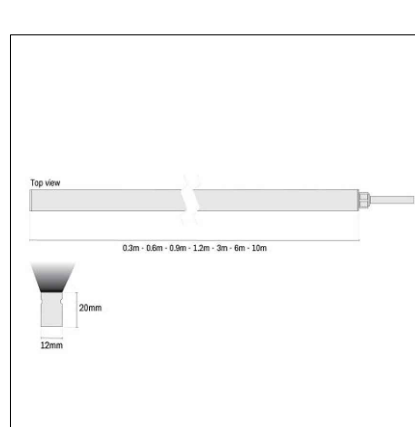
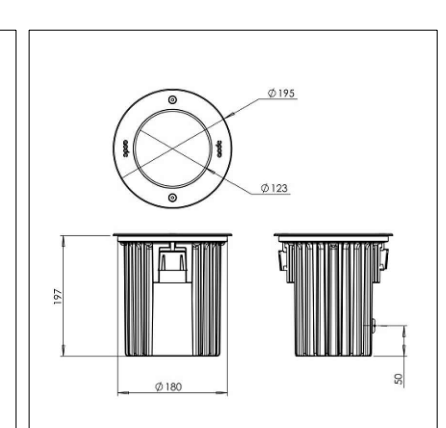
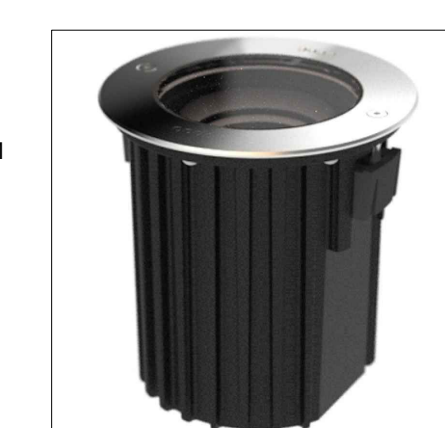


TYPE LT8
CAELON R12i M

tbc
CAELON R12i 1200-840 M

For decorative uplighting effect on Hotel building facade.

In-ground mounted.
Walk-over.

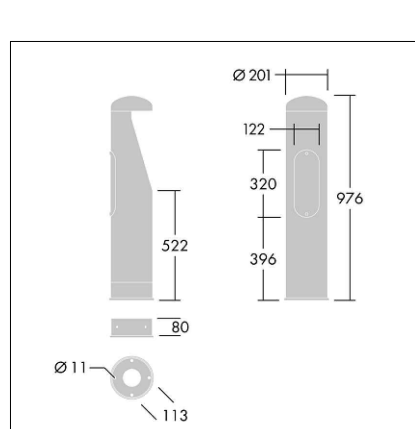
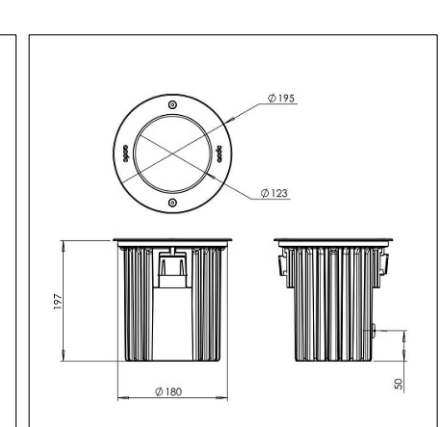


TYPE LT9
CAELON R12i AM

tbc
CAELON R12i 1200-840 AM

For decorative uplighting of the "Huyton With Roby" memorial.

In-ground mounted.
Walk-over.

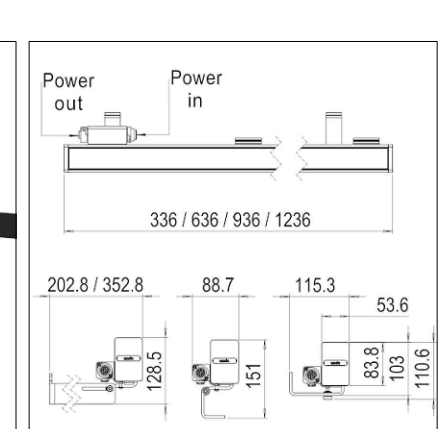


TYPE LT10
EROA SI L12 M

tbc
EROA SI L12 1900-840 M LA

For downlighting the Hotel signs (if not self illuminating)

Wall surface mounted.



This CAD drawing represents the luminaire choice and layout as used for the lighting calculations:
"ZG-EVO-0002420007-EXT-R03-040826".

It does not show or consider all luminaires or final total quantities. This will need to be confirmed one the building facade designs (for both Hotel & Council HQ) have been finalised.

However, the general the design principle for the facade lighting is to use 1x type LT7 & 1x Type LT8 between each column of windows, for the Hotel & Council HQ building respectively.

Hence this drawing represents an initial lighting concept and so is not exhaustive or definitive. Once the design and construction for the entire site has been finalised, the lighting solution will need to be reviewed and updated to establish whether all client expectations, lighting targets and planning requirements are all fulfilled. Any quote will also need to be revised accordingly.

#	Name	Min	Max	Average	Min /average	Min /max
1	Most Pedestrian Area	8.21 lx	146 lx	27.0 lx	0.30	0.056
2	Car Park Roadway Area (Hotel)	17.4 lx	55.8 lx	33.7 lx	0.52	0.31
3	Acc./EV Car Park Bays & M/C Bays (Hotel)	17.7 lx	39.6 lx	24.6 lx	0.72	0.45
4	Roadway (Hotel)	12.0 lx	47.3 lx	26.8 lx	0.45	0.25
5	Caravap Area	9.02 lx	112 lx	22.1 lx	0.41	0.081
6	Shared Pedestrian (incl. existing)/Cycle Walkways	10.4 lx	338 lx	31.8 lx	0.33	0.031
7	Existing Taxis & Loading Bays	15.7 lx	60.8 lx	37.3 lx	0.42	0.26
8	Existing Acc. Car Park Bays	22.5 lx	44.9 lx	31.5 lx	0.71	0.50
9	Sub Station/Turning Head	40.6 lx	61.0 lx	49.1 lx	0.83	0.67
10	Pedestrian Steps (Council HQ Rear)	20.1 lx	88.1 lx	63.6 lx	0.32	0.23
11	Pedestrian Path (Council HQ Rear)	24.2 lx	39.3 lx	30.0 lx	0.81	0.62
12	Acc./EV Car Park Bays & M/C Bays (Council HQ)	22.1 lx	57.0 lx	40.2 lx	0.55	0.39
13	Car Park Roadway Area (Council HQ)	25.3 lx	61.3 lx	40.5 lx	0.62	0.41
14	Car Park Roadway Area (Corner)	21.0 lx	46.9 lx	35.7 lx	0.59	0.45
15	M/C Bays (Corner)	21.8 lx	59.4 lx	45.5 lx	0.48	0.37
16	4x Car Park Bays (Corner)	23.1 lx	51.1 lx	37.7 lx	0.61	0.45
17	2x Car Park Bays (Corner)	30.4 lx	41.4 lx	35.8 lx	0.85	0.73
18	2x Car Park Bays (Corner)	27.2 lx	42.8 lx	33.6 lx	0.81	0.64
19	2x Car Park Bays (Corner)	27.9 lx	46.4 lx	37.4 lx	0.75	0.60

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NOTES:
This CAD drawing represents the luminaire choice and layout as used for the lighting calculations: "ZG-EVO-0002420007-EXT-R03-040826".

It represents an initial lighting concept and so is not exhaustive or definitive and should not be used for construction.

Please refer to the lighting calculations: "ZG-EVO-0002420007-EXT-R03-040826" for further details.

INFORMATION PROVIDED & USED
260715_SMP-LUD-P1-ZZ-DR-L-91-00-01_03_Ph1_GA_Plans.dwg

And all information contained with project E-Mails, conversations and comments up to and including the date of the calculations shown.

ACCURACY
Please note the current 3D model created within these lighting calculations is based on the original information provided in only PDF format (such as building elevations) therefore the tolerance in accuracy of the illuminance results and lit effect shown and that achieved on-site would be expected to be significantly higher than normal.

ASSUMPTIONS
Surface Reflectance's = Building (23%), Ground (soft landscaping 15%, hard landscaping 45%).
Maintenance Factor (Light Loss Factor) = 0.8
Illuminance = See summary page for results.

LIGHTING CALCULATIONS
The area has been calculated using a basic 3D model to represent the main buildings, soft & hard landscaping and other main furniture to more accurately consider the main obstructions.

It should be noted that, the contribution of daylight and any other luminaires (existing or to be supplied by others) have not been included or considered in these lighting renders and that some luminaires have been dimmed on the lighting calculation therefore the use of some form of lighting control, presence detection and dimming is required to achieve the calculated results shown, maximise energy efficiency and reduce W/m2.

All areas have been calculated as empty and flat spaces (so with no obstruction effect from hard or soft landscaping features) except the main external architectural walls.

Therefore, regular pruning and upkeep of all soft landscaping must be carried out to prevent the foliage from blocking the useful light.

OBTRUSIVE / UPWARD LIGHT
Considering all luminaires used within the current lighting calculation (not the final design) the total upward light, R(UL) = 1.2% (worst case scenario)

However, any post curfew planning permission requirements will also need to be confirmed and considered within the final design.

INITIAL LIGHTING CONCEPT
The 3D renders and calculated results contained within this document represent an initial lighting concept and what is possible to achieve, and not a final design.

It should be considered solely a guide as to what can be achieved.

Once the design and construction for the entire site has been finalised, the lighting solution will need to be reviewed and updated to establish whether all client expectations, lighting targets and planning requirements are all fulfilled. Any quote will also need to be revised accordingly.

LUMINAIRE SAMPLES
In order to show the design team and client exactly what lit effect can be achieved it is essential for some sample luminaires to be shown and tried on-site or as part of a mock-up.

REV.	DESCRIPTION OF CHANGES	DATED	BY
THIS DRAWING HAS BEEN BASED ON ARCHITECTURAL LAYOUT:			
DRAWING NUMBER		REVISION	DATED
THIS DRAWING WAS PRODUCED IN AUTOCAD			
☐ INFORMATION ONLY		☐ PRELIMINARY ISSUE	
☐ FOR APPROVAL		☐ FOR CONSTRUCTION	
Dodd Group APPROVED CONTRACTOR Unit 8 Rugby Park Bletchley Road Heaton Mersey Industrial Estate Stockport, Cheshire, SK4 3EJ tel: (0161) 443 4287			
CLIENT:			
PROJECT: SMP HUYTON			
DRAWING TITLE: SITE LIGHTING LAYOUT			
CAD: PAS DS	DRAWN: JL	CHK'D: JL	DATED: 03/08/26
SCALE: N.T.S @ A1		REV.:	
DRAWING No: 108126-EX1			