



Lancing Manor
Leisure Centre
Manor Road
Lancing
BN15 0PH

Lighting Impact Assessment and External Lighting Design

September
2026



Ref: 26-16717

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Revision	Initial	Rev A	Rev B	Rev C
Date	03/09/26			
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1. Site Context

The proposed site is a part of Lancing Leisure Centre, located a suburban area at **Manor Road, Lancing, BN15 0PH**. The immediate surroundings are characterised by a mix of sports facilities, educational uses and residential properties. While the site is situated within a relatively developed area, the wider landscape includes views towards the South Downs National Park. The proposal seeks to re-use part of an existing 3G multi-use pitch to deliver three padel tennis courts.

New illumination must be carefully designed to minimise light spill, glare and sky glow, ensuring that impacts on nearby residential receptors and views from the surrounding landscape are appropriately controlled. The proposed external lighting strategy has been carefully developed, considering the site's context and its surrounding environment.

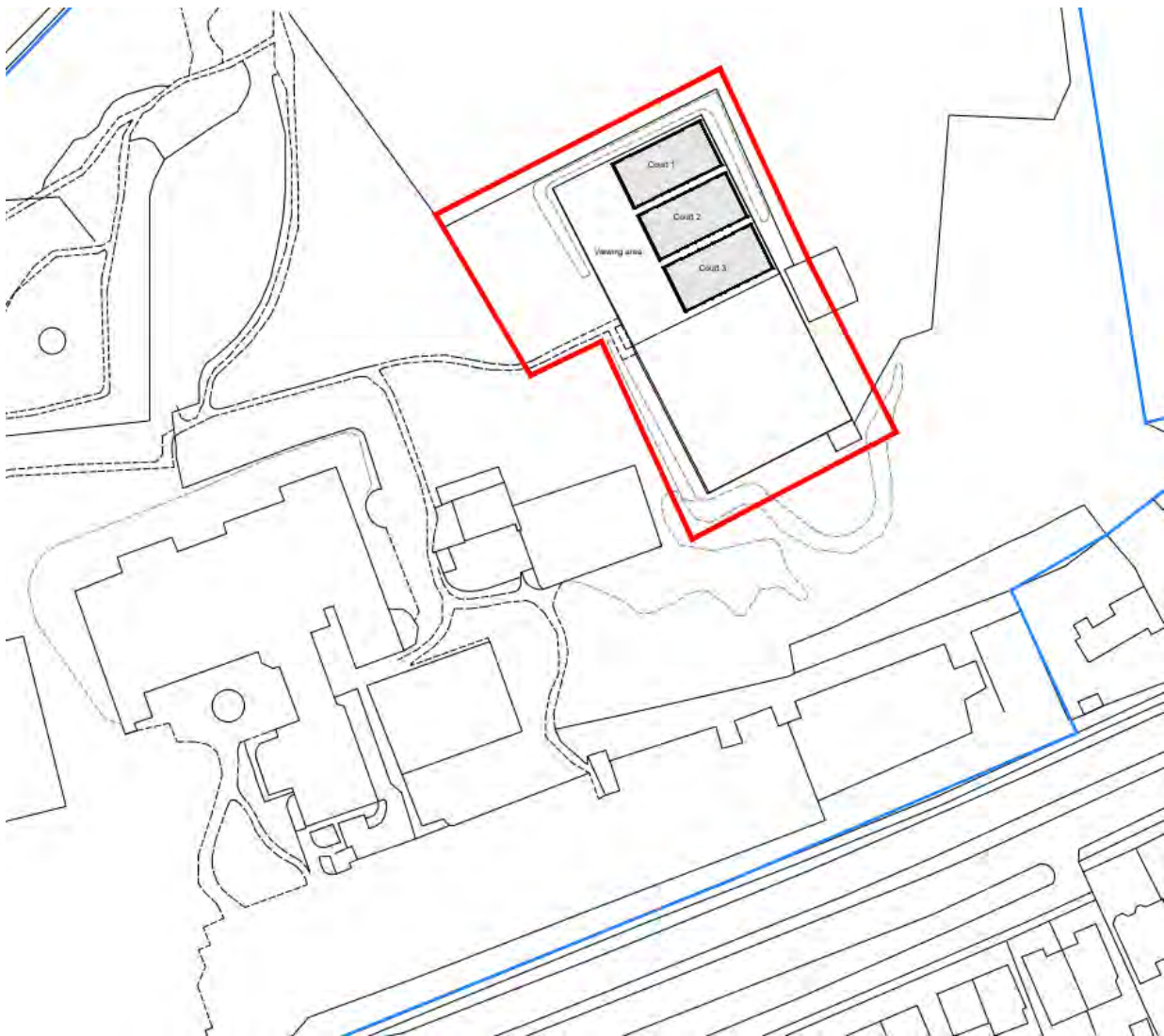


Figure 1 shows the site (marked in red) and the surrounding context

2. Lighting Design Summary

The proposed external lighting scheme has been designed in accordance with the guidance set out within the following documents:

- The SLL Code for Lighting 2018
- ILP Guidance: The Reduction of Obtrusive Light GN01: 2021
- BS 5489-1: 2013, Lighting of Roads and Public Amenity Areas

The proposed lighting scheme has been designed to provide appropriate illumination for the three new padel courts whilst minimising obtrusive light and maintaining compatibility with the site's existing lighting environment. The development is located within Lancing Manor Leisure Centre, which already contains two floodlit 3G pitches and therefore benefits from an established baseline of artificial lighting during evening hours.

The luminaires have been selected and positioned to deliver the required lighting levels for recreational padel activities whilst directing light towards the playing surfaces. The lighting design seeks to achieve a balance between providing a safe and attractive sporting environment and reducing potential impacts on nearby receptors.

The proposed lighting design comprises of two lighting elements: low-level bollard luminaires along pedestrian routes and floodlighting for the padel courts. Decorative ground-mounted bollards are positioned along the paths to and from the courts to provide safe access and assist with wayfinding. The courts themselves are illuminated by floodlights mounted around the court perimeter, with the arrangement working alongside the existing lighting infrastructure serving the remaining 3G pitch.

All lighting fixtures have been carefully selected to provide directional illumination while minimising light spill. Downward-facing designs ensure that lighting remains focused on the intended areas without impacting neighbouring properties, maintaining a balance between functionality and environmental sensitivity. The proposed courts are situated relatively far from the nearest residential properties, and in combination with the retention of existing boundary vegetation, this separation distance helps reduce the potential for light intrusion and visual impacts on neighbouring receptors and the wider surrounding area.

However, please note that this LIA and the DIALUX lighting calculation demonstrate that no form of dimming, or automatic on/off control of fittings is required as the lighting is modelled at 100% brightness/output with no significant disturbance on the neighbouring properties.

Please refer to 3D images for visuals of the proposed lighting scheme (*refer to Section 6*). The modelling was produced using DIALux Evo.

3. Lighting Impact Assessment

The assessment includes a horizontal lux calculation for each neighbouring building and a vertical calculation at the facing elevation of the surrounding buildings on Manor Road and Old Shoreham Road that may be affected with light from the development. Refer to site layout (*Figure 1*) in the report.

ILP GN01, BS 5489, the CIBSE and the Society of Light & Lighting guidance documents all apply a common Environmental Zoning system, which is summarised in the table below. As per the pre-application advice of the Environmental Health Officer, the site is classified as being in zone E2 (Low district brightness areas) due to its proximity and visibility from the South Downs National Park.

Table – 1 Environnemental Zones (Source : ILP GN01)

Zone	Surrounding	Lighting Environment	Examples
E0	Protected	Dark	UNESCO Starlight Reserves, IDA Dark Sky Parks
E1	Natural	Intrinsically dark	National parks, Areas of Outstanding Natural Beauty etc
E2	Rural	Low district brightness	Village or relatively dark outer suburban locations
E3	Suburban	Medium district brightness	Small town centres or suburban locations.
E4	Urban	High district brightness	Town / city centres with high levels of night-time activity.

Based on the Zoning above see below the limits of obtrusive light into neighbouring properties as outlined within the above guidance.

Table 2 – Obtrusive Light Limitations for Exterior Lighting Installations

Environmental Zone	Sky Glow ULR (Max %)	Light Intrusion (into windows) Ev (Lux)		Source Intensity I (cd)		Building Luminance Pre-curfew
		Pre-Curfew	Post-Curfew	Pre-Curfew	Post-curfew	Average L (cd/m ²)
E0	0	0	0	0	0	0
E1	0	2	0	2500	0	0
E2	2.5	5	1	7500	500	5
E3	5.0	10	2	10000	1000	10
E4	15.0	25	5	25000	2500	25

The lighting impact assessment indicates that the proposed scheme is generally compliant with the relevant ILP obtrusive light limits for an E2 environmental zone. The lighting model assumes that the existing floodlights serving the 3G pitches have standard performance characteristics consistent with the proposed floodlights.

There are some assessed surfaces, as shown in Figure 2, which exceed the recommended pre- and post-curfew illuminance limits, these occur on the main leisure centre building and the adjacent nursery rather than residential receptors. Both buildings are non-residential and not considered sensitive receptors in the context of light intrusion. The main leisure centre building also forms part of the wider site to which the proposed courts will be physically and operationally connected. Thus, the exceeded illuminances identified on these building façades do not represent an adverse lighting impact.

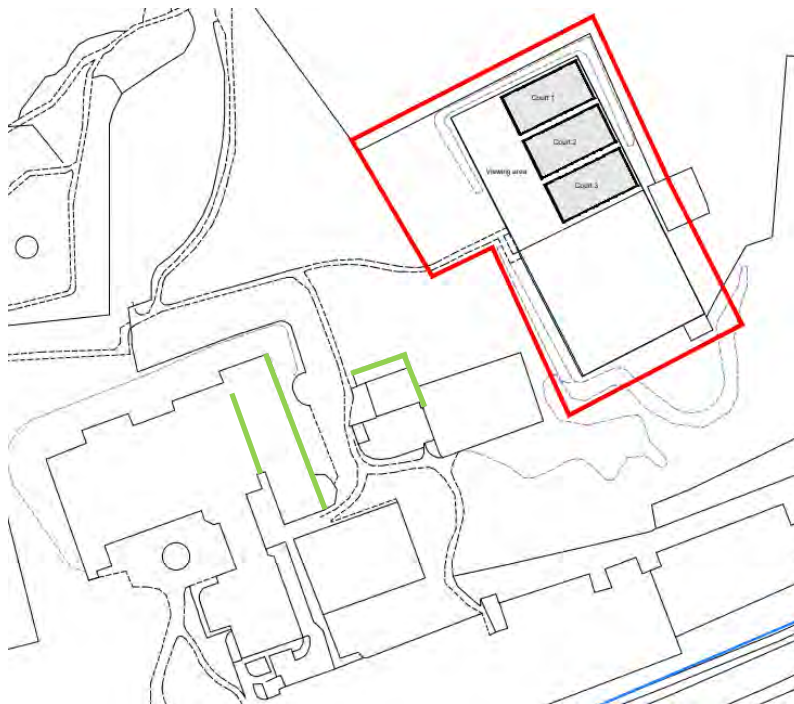


Figure 2 shows the surfaces (marked in green) that exceed the illuminance limits

Overall, the analysis results suggest that none of the surrounding residential properties experience light intrusion higher than the pre- or post-curfew levels.

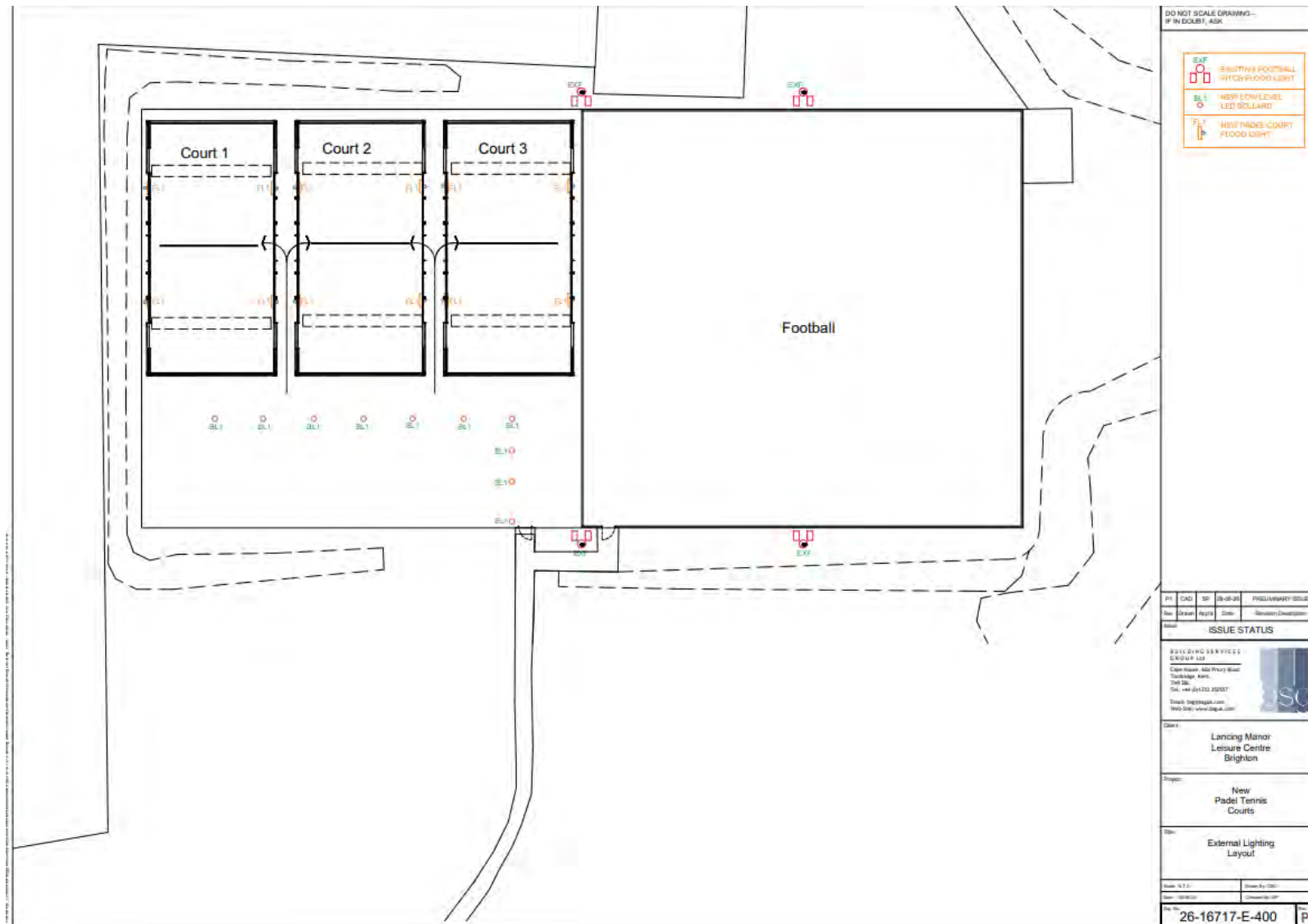
Note that the assessment model has included landscaping elements like fences and boundary walls as obstacles, but no foliage. Foliage would be expected to decrease lux levels on neighbouring buildings further i.e. the worst-case scenario has been assessed in this case.

The proposed lighting strategy has been developed to minimise impacts on biodiversity and wildlife through a sensitive design approach.

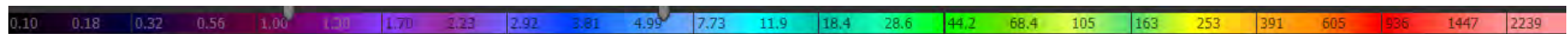
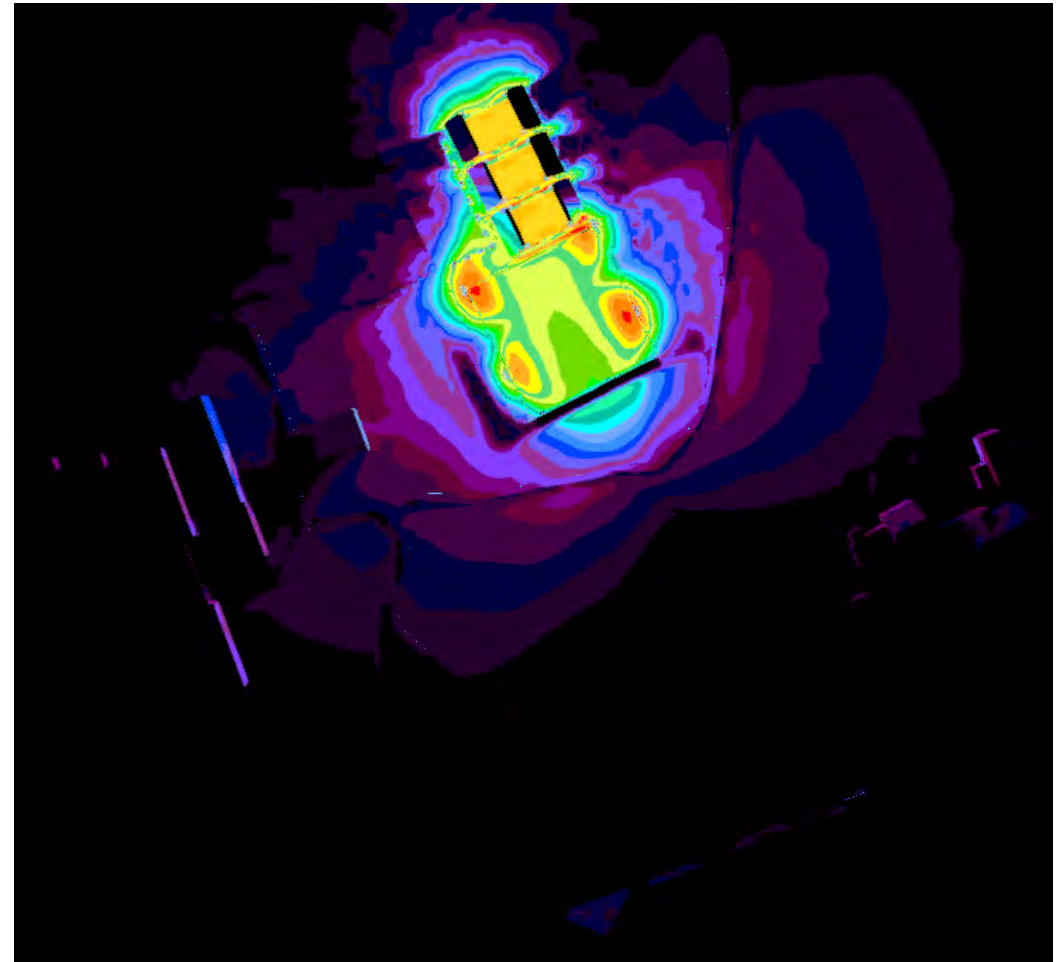
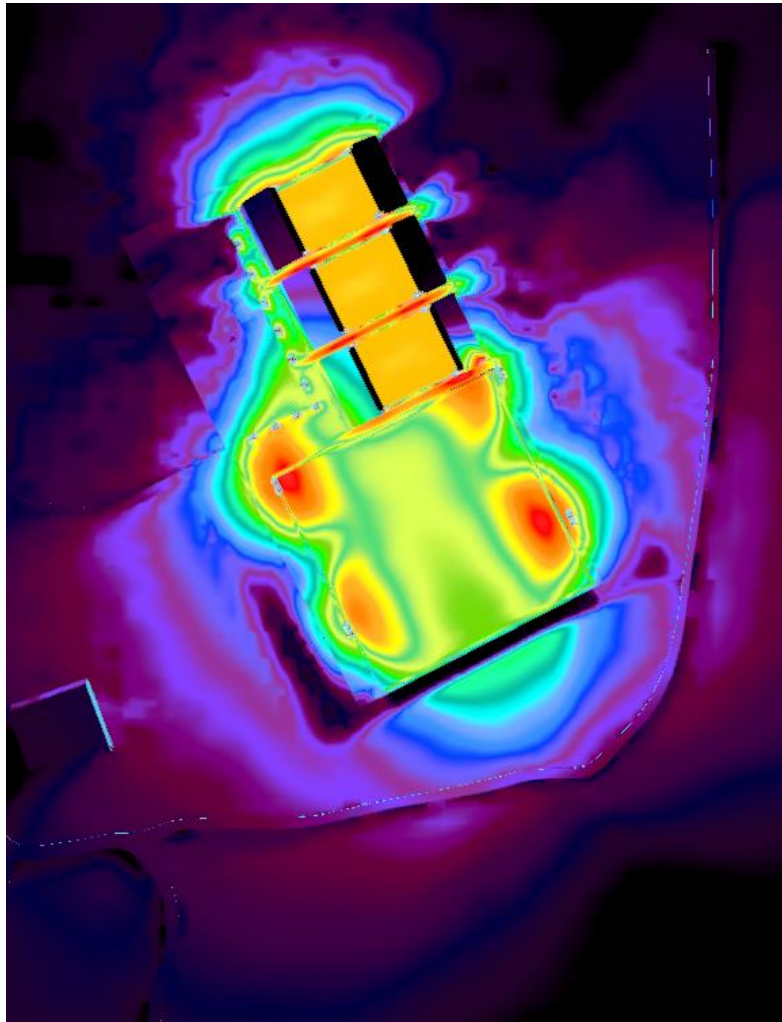
4. Lighting Fitting Schedule

Ref	Manufacturer and Model	Model Number	Description	Wattage/Lumens	Colour Temperature	Photo
FL1 	Diamond Lighting Sportluma Glimmer	GLI 350W-5000k	IP66 Rated Flood Light	350W 48500 lumens	5000K	
BL1 	DW Windsor	Parola	LED Bollard c/w back shield. Finished in black.	12W LED 785 lumens	2700K	

5. External Lighting Layout



6. Lighting Design Images

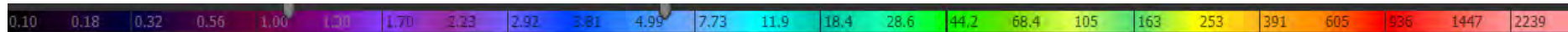
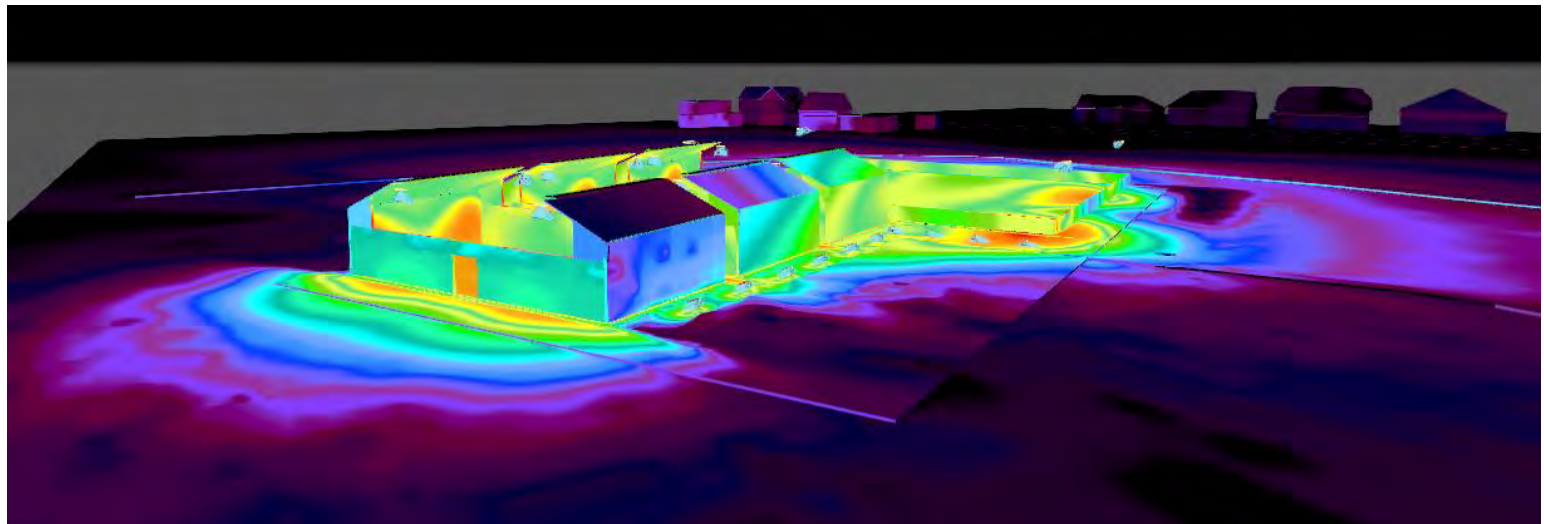
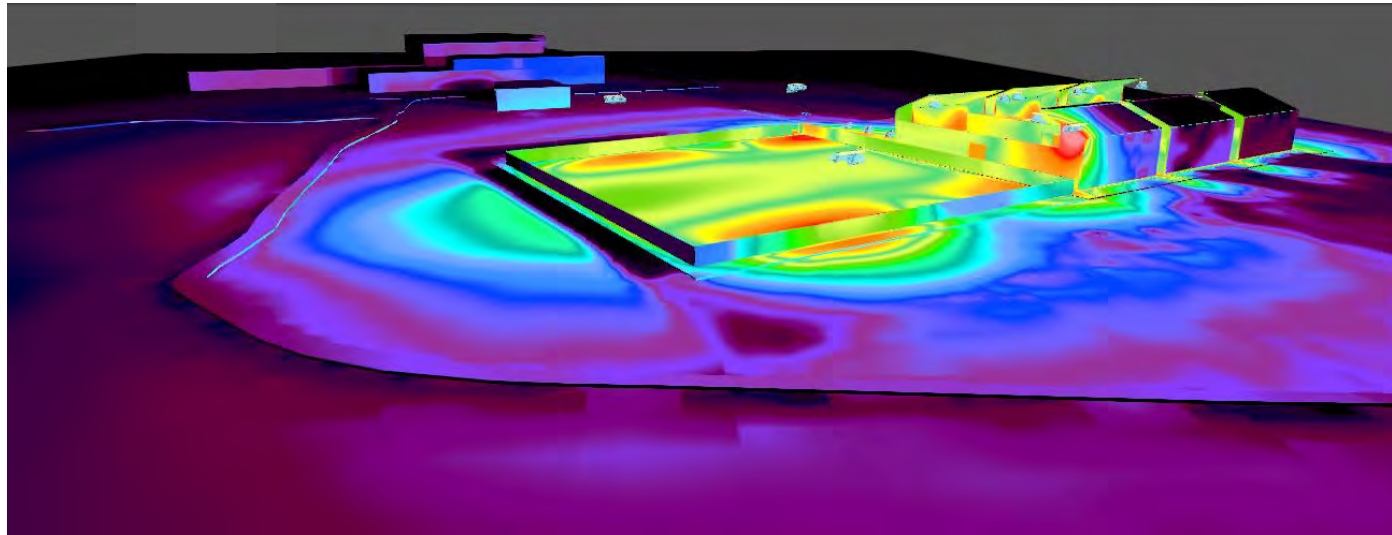


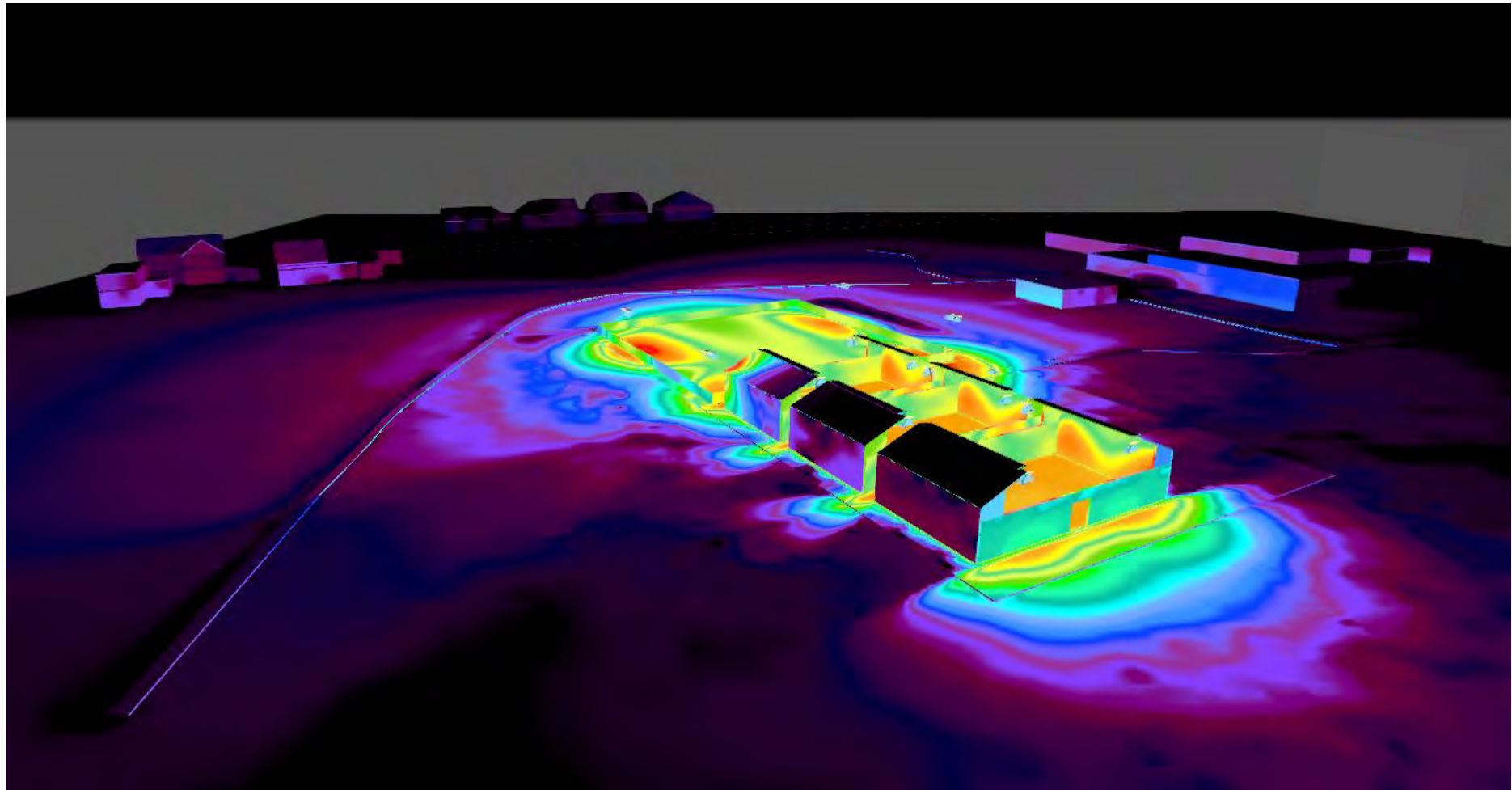
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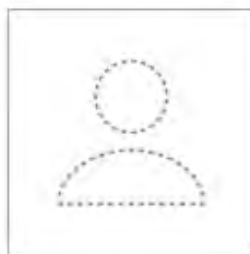




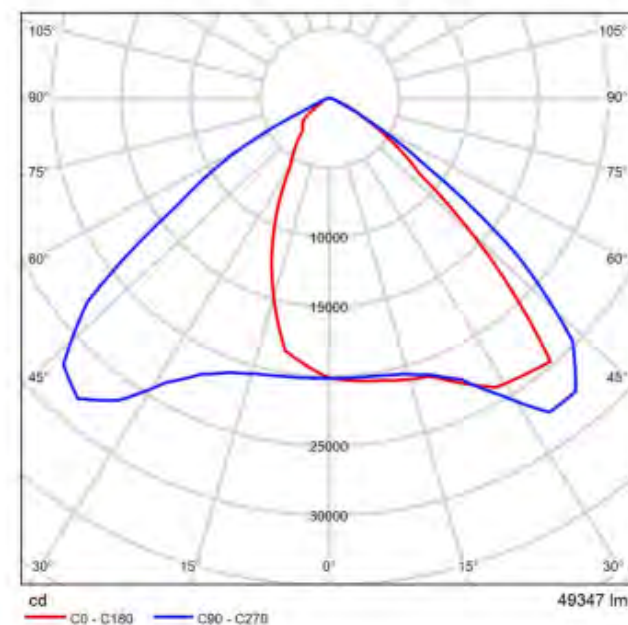
7. Product Data Sheets

FL1

Not yet a DIALux member - M17B320L-100X60



P	315.9 W
Φ_{Lamp}	—
$\Phi_{\text{Luminaire}}$	49347 lm
η	—
Luminous efficacy	156.2 lm/W
CCT	3000 K
CRI	100



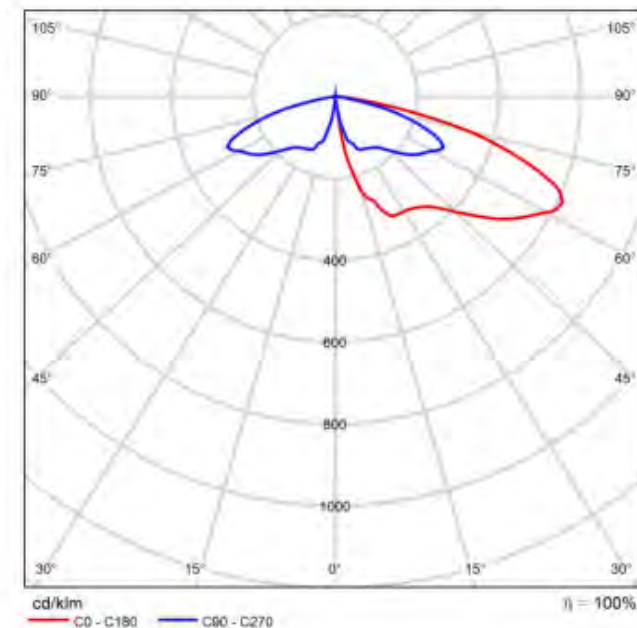
Polar LDC

BL1
O

DW Windsor - Pharola DS 2.7k



Article No.	Pharola DS 2.7k 700mA shielded
P	20.0 W
Φ_{Lamp}	696 lm
$\Phi_{\text{Luminaire}}$	696 lm
η	100.00 %
Luminous efficacy	34.8 lm/W
CCT	3000 K
CRI	100

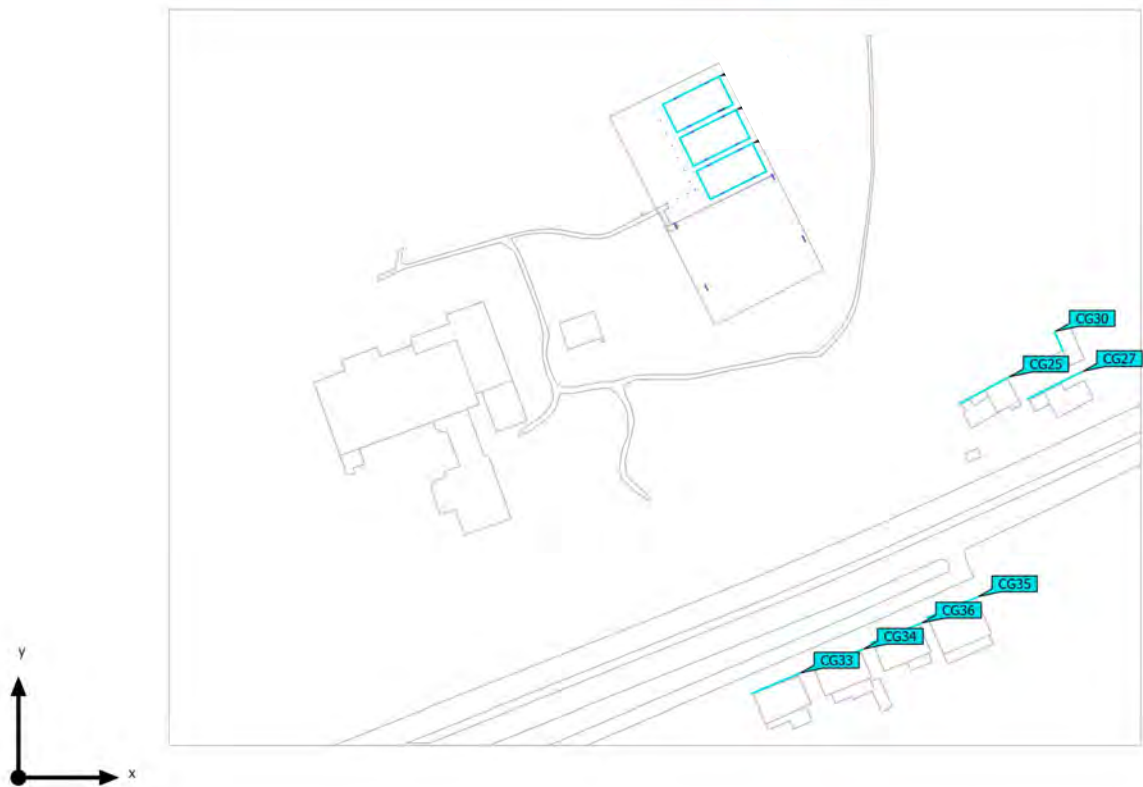


Polar LDC

8. Calculation Results

Lancing Manor Leisure Centre (Light scene 1)

Calculation objects



Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

Calculation surfaces

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 25 Horizontal illuminance Height: 3.720 m	0.13 lx	0.000 lx	0.51 lx	0.00	0.00	CG25
Calculation surface 25 Vertical illuminance Rotation: 0.0°, Height: 3.720 m	0.24 lx	0.053 lx	0.61 lx	0.22	0.087	CG25
Calculation surface 27 Horizontal illuminance Height: 4.080 m	0.080 lx	0.000 lx	0.30 lx	0.00	0.00	CG27
Calculation surface 27 Vertical illuminance Rotation: 0.0°, Height: 4.080 m	0.12 lx	0.006 lx	0.40 lx	0.050	0.015	CG27
Calculation surface 31 Horizontal illuminance Height: 2.626 m	0.39 lx	0.11 lx	0.71 lx	0.28	0.15	CG30
Calculation surface 31 Vertical illuminance Rotation: 0.0°, Height: 2.626 m	0.72 lx	0.48 lx	0.95 lx	0.67	0.51	CG30
Calculation surface 34 Horizontal illuminance Height: 3.702 m	0.058 lx	0.000 lx	0.15 lx	0.00	0.00	CG33
Calculation surface 34 Vertical illuminance Rotation: 0.0°, Height: 3.702 m	0.11 lx	0.008 lx	0.22 lx	0.073	0.036	CG33
Calculation surface 35 Horizontal illuminance Height: 4.230 m	0.027 lx	0.000 lx	0.16 lx	0.00	0.00	CG34
Calculation surface 35 Vertical illuminance Rotation: 0.0°, Height: 4.230 m	0.047 lx	0.007 lx	0.11 lx	0.15	0.064	CG34
Calculation surface 38 Horizontal illuminance Height: 2.601 m	0.016 lx	0.000 lx	0.11 lx	0.00	0.00	CG35

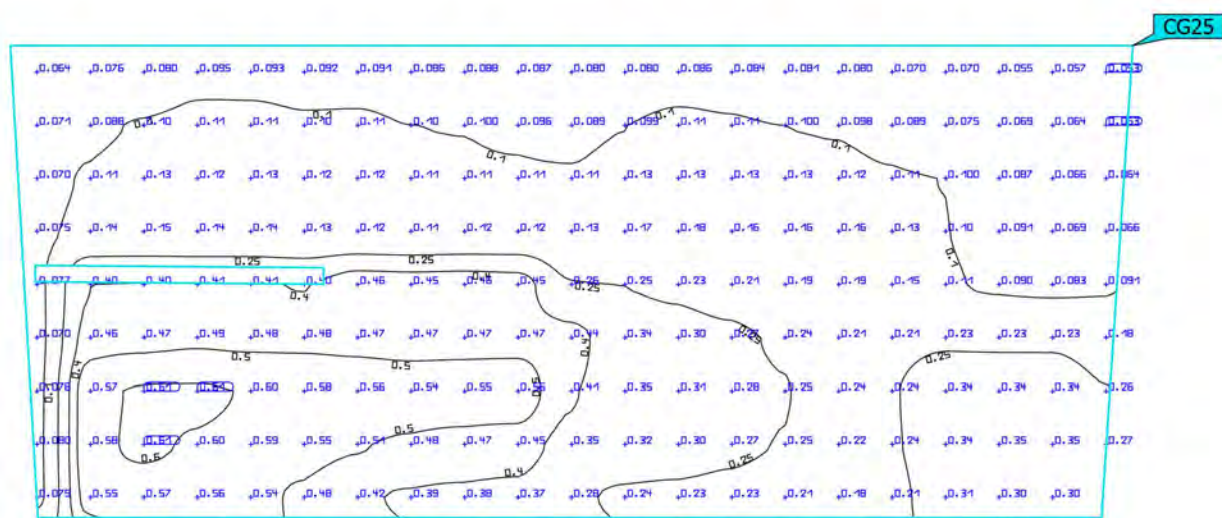
Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

Calculation surface 38 Vertical illuminance Rotation: 0.0°, Height: 2.601 m	0.030 lx	0.001 lx	0.10 lx	0.033	0.010	CG35
Calculation surface 40 Horizontal illuminance Height: 3.189 m	0.026 lx	0.000 lx	0.069 lx	0.00	0.00	CG36
Calculation surface 40 Vertical illuminance Rotation: 0.0°, Height: 3.189 m	0.039 lx	0.000 lx	0.077 lx	0.00	0.00	CG36

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

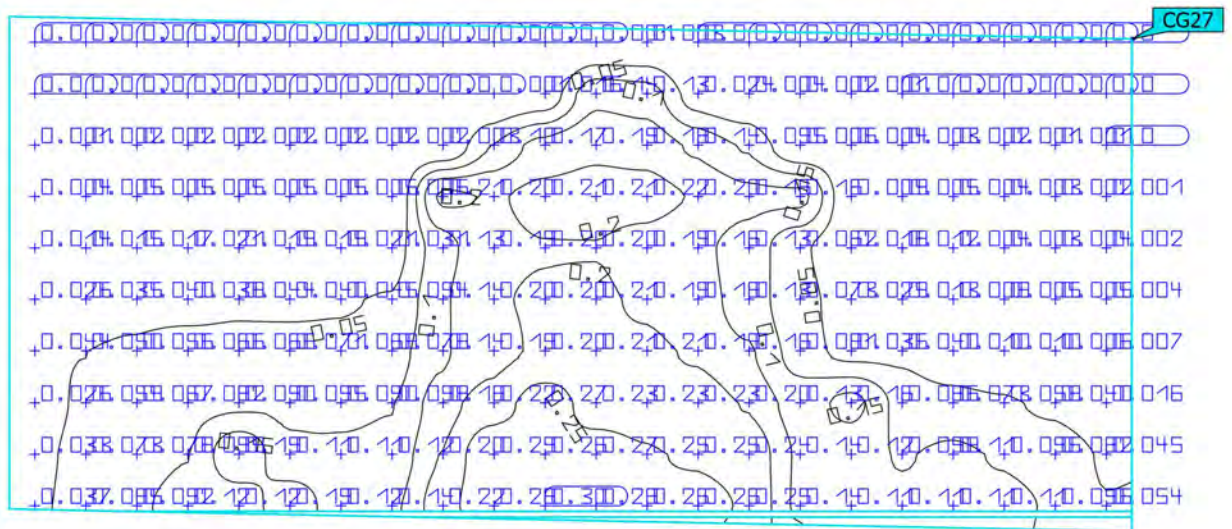
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 25

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 25	0.24 lx	0.053 lx	0.61 lx	0.22	0.087	CG25
Vertical illuminance						
Rotation: 0.0°, Height: 3.720 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

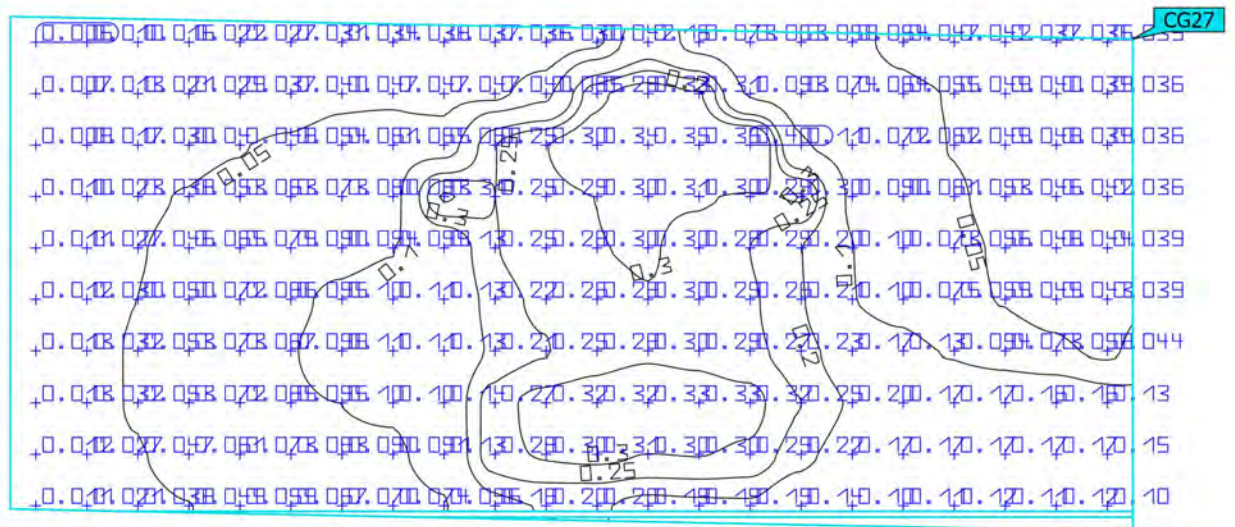
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 27

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 27	0.080 lx	0.000 lx	0.30 lx	0.00	0.00	CG27
Horizontal illuminance						
Height: 4.080 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

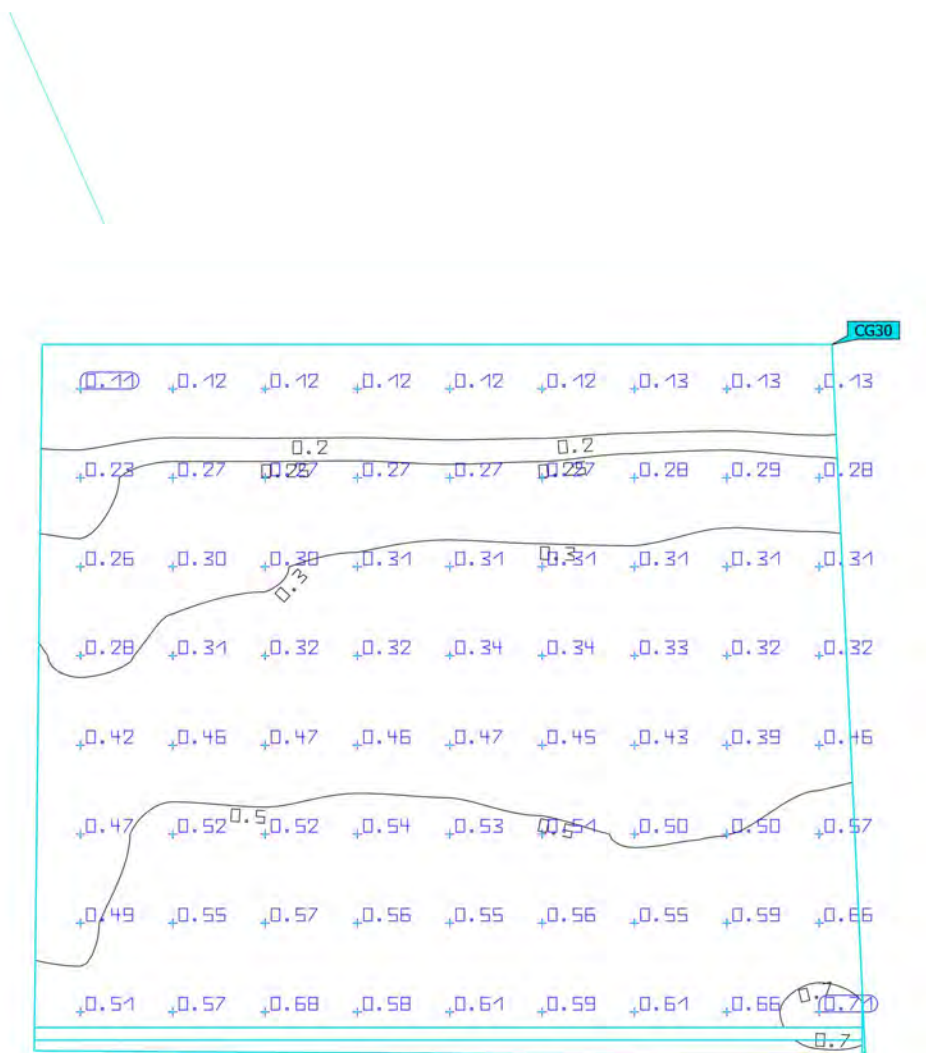
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 27

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 27	0.12 lx	0.006 lx	0.40 lx	0.050	0.015	CG27
Vertical illuminance						
Rotation: 0.0°, Height: 4.080 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

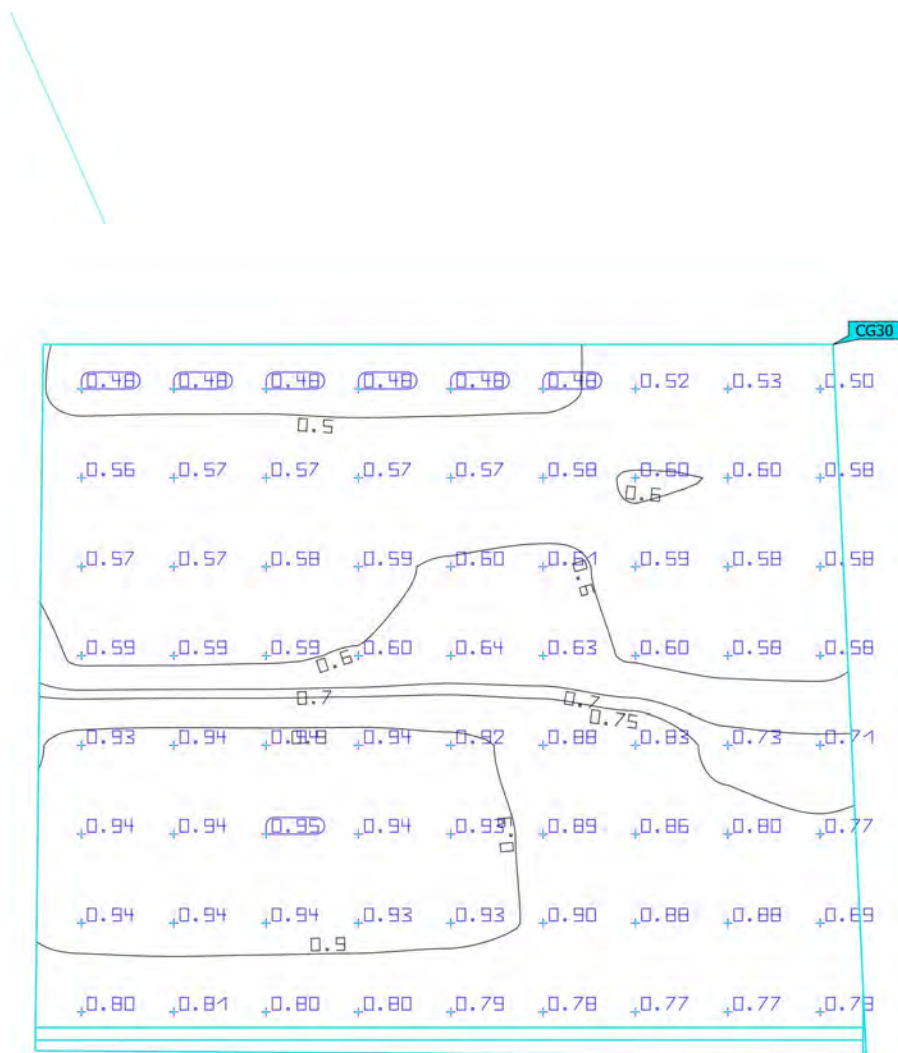
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 31

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 31	0.39 lx	0.11 lx	0.71 lx	0.28	0.15	CG30
Horizontal illuminance						
Height: 2.626 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

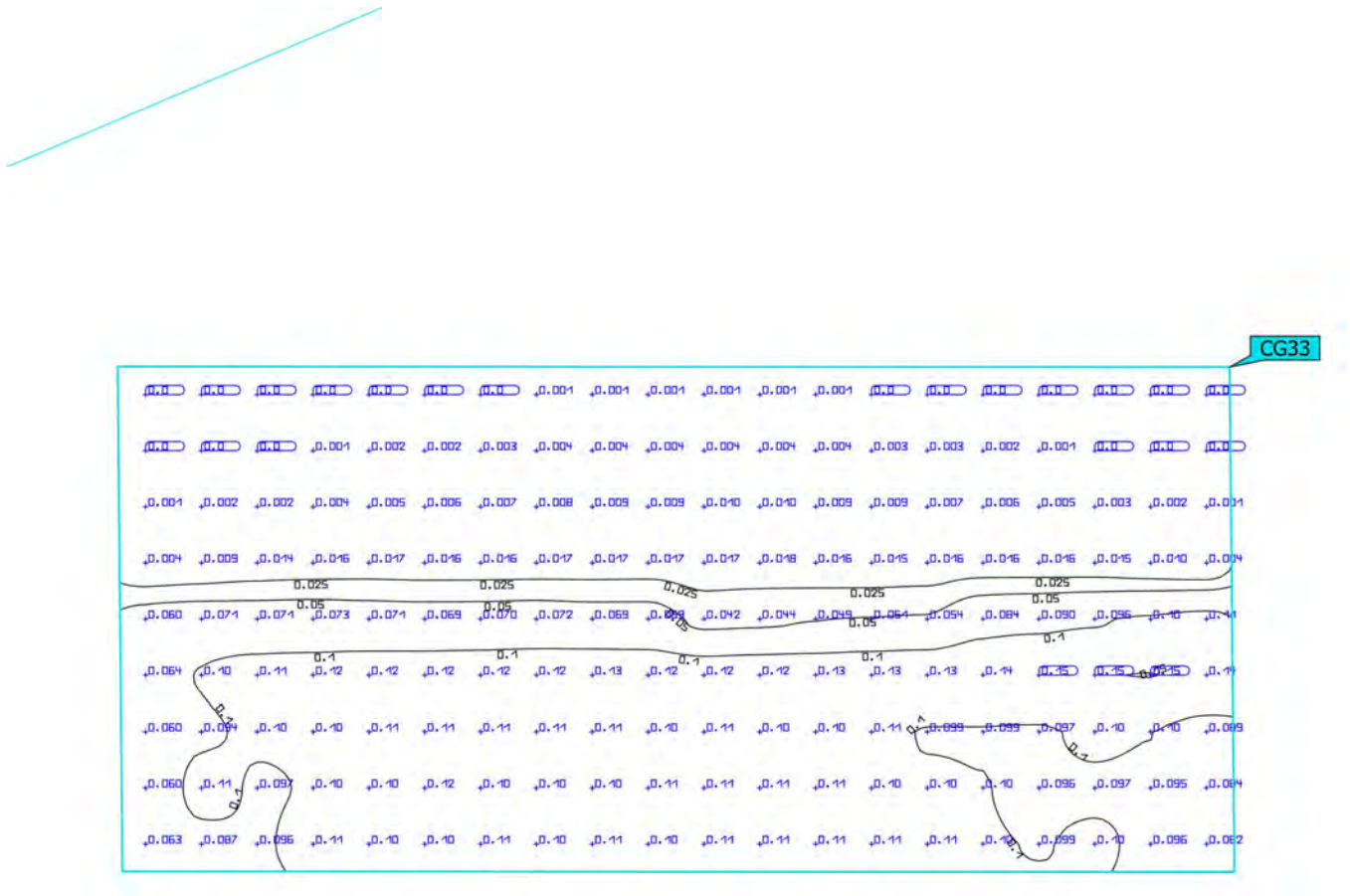
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 31

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Calculation surface 31	0.72 lx	0.48 lx	0.95 lx	0.67	0.51	CG30
Vertical illuminance						
Rotation: 0.0°, Height: 2.626 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

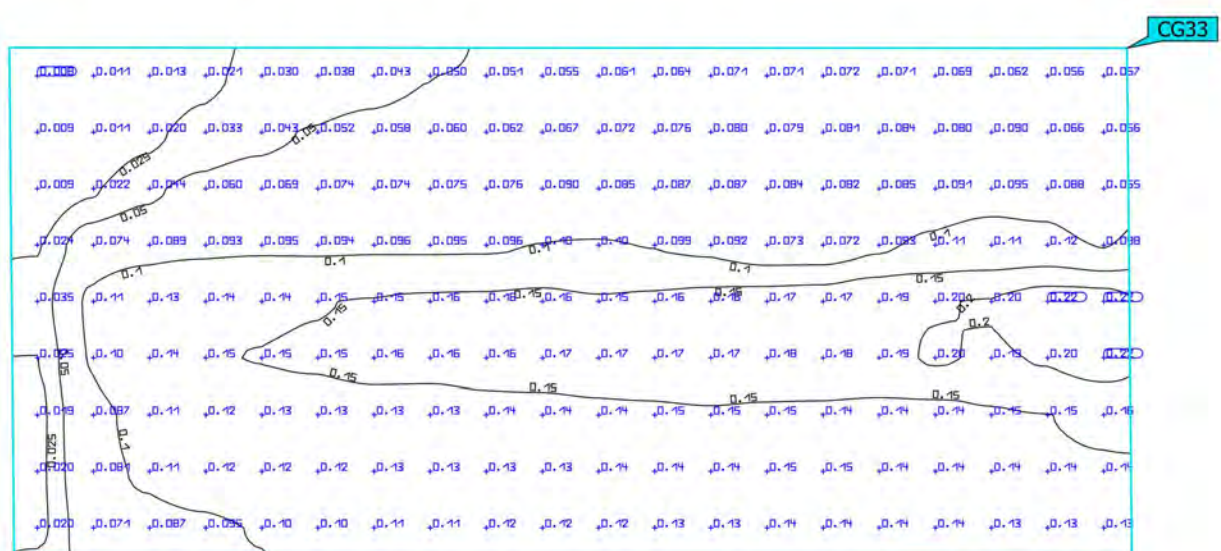
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 34

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 34	0.058 lx	0.000 lx	0.15 lx	0.00	0.00	CG33
Horizontal illuminance						
Height: 3.702 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

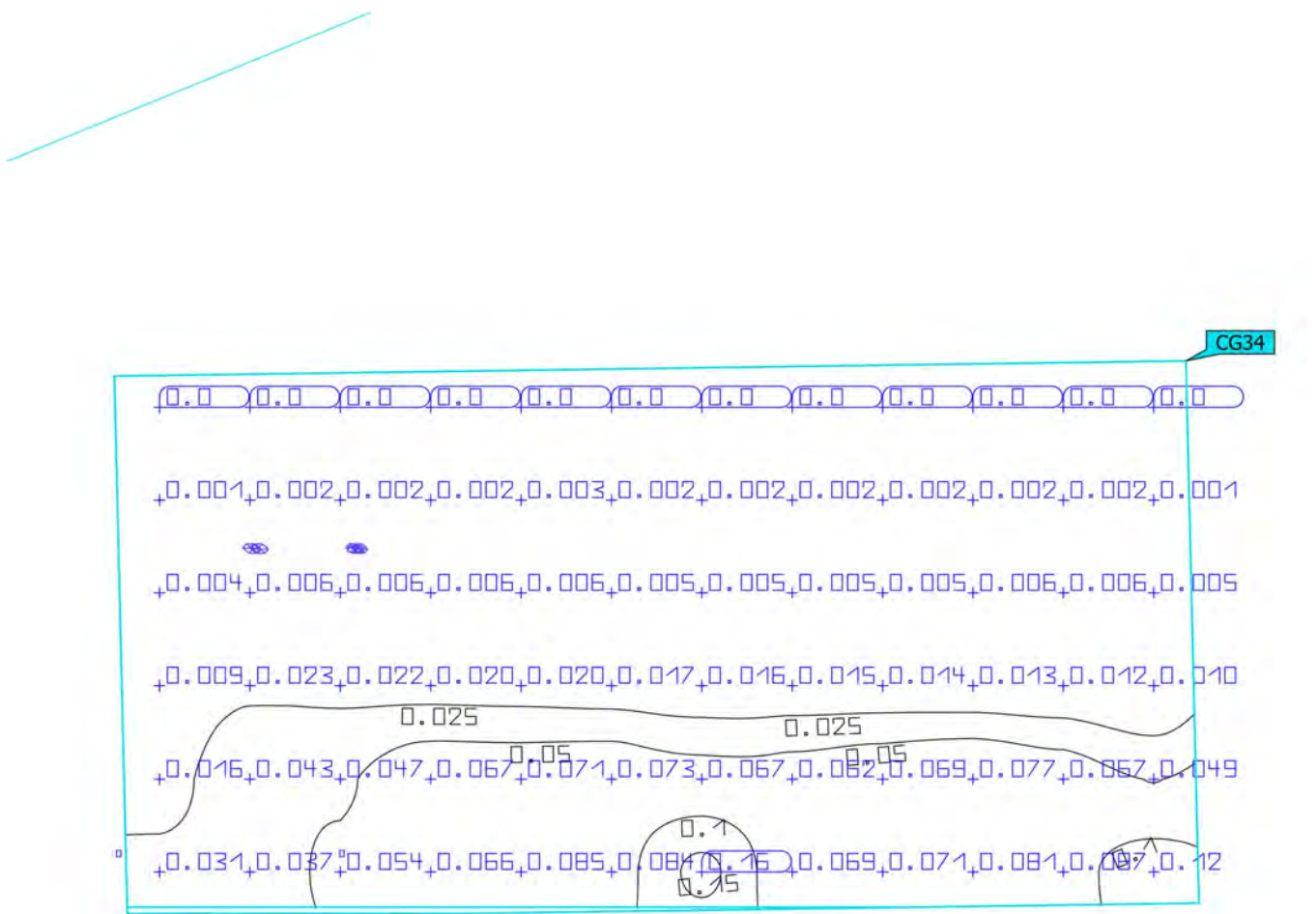
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 34

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 34	0.11 lx	0.008 lx	0.22 lx	0.073	0.036	CG33
Vertical illuminance						
Rotation: 0.0°, Height: 3.702 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

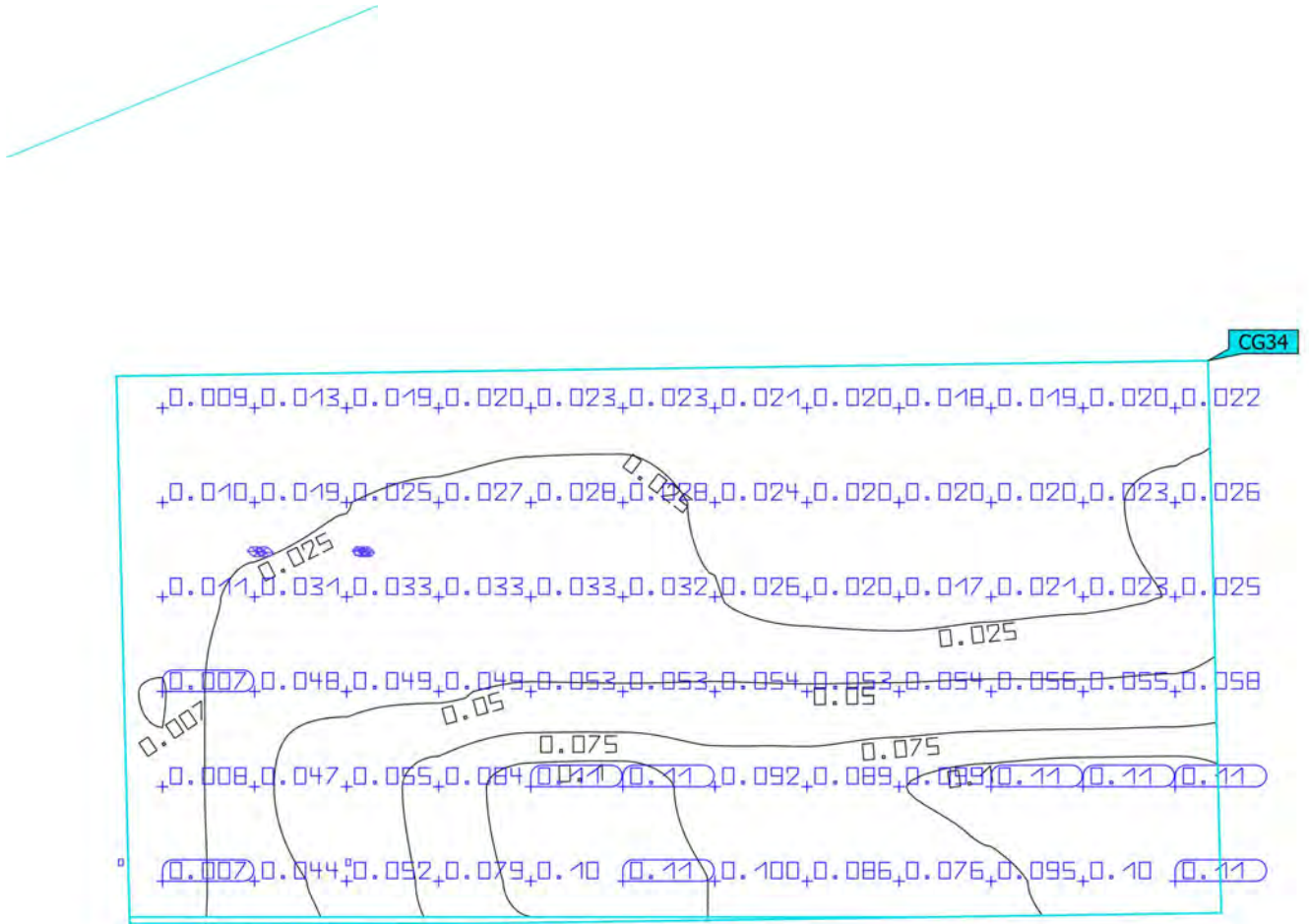
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 35

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 35	0.027 lx	0.000 lx	0.16 lx	0.00	0.00	CG34
Horizontal illuminance						
Height: 4.230 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

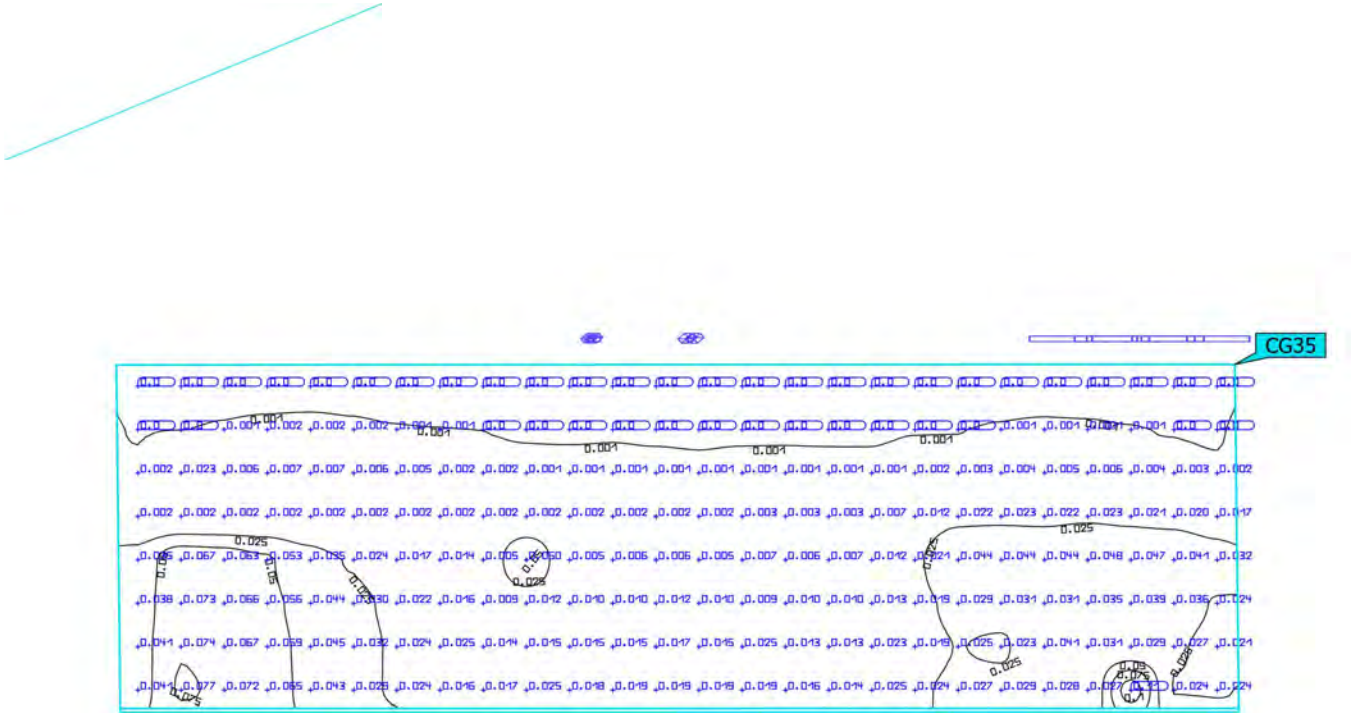
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 35

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 35	0.047 lx	0.007 lx	0.11 lx	0.15	0.064	CG34
Vertical illuminance						
Rotation: 0.0°, Height: 4.230 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

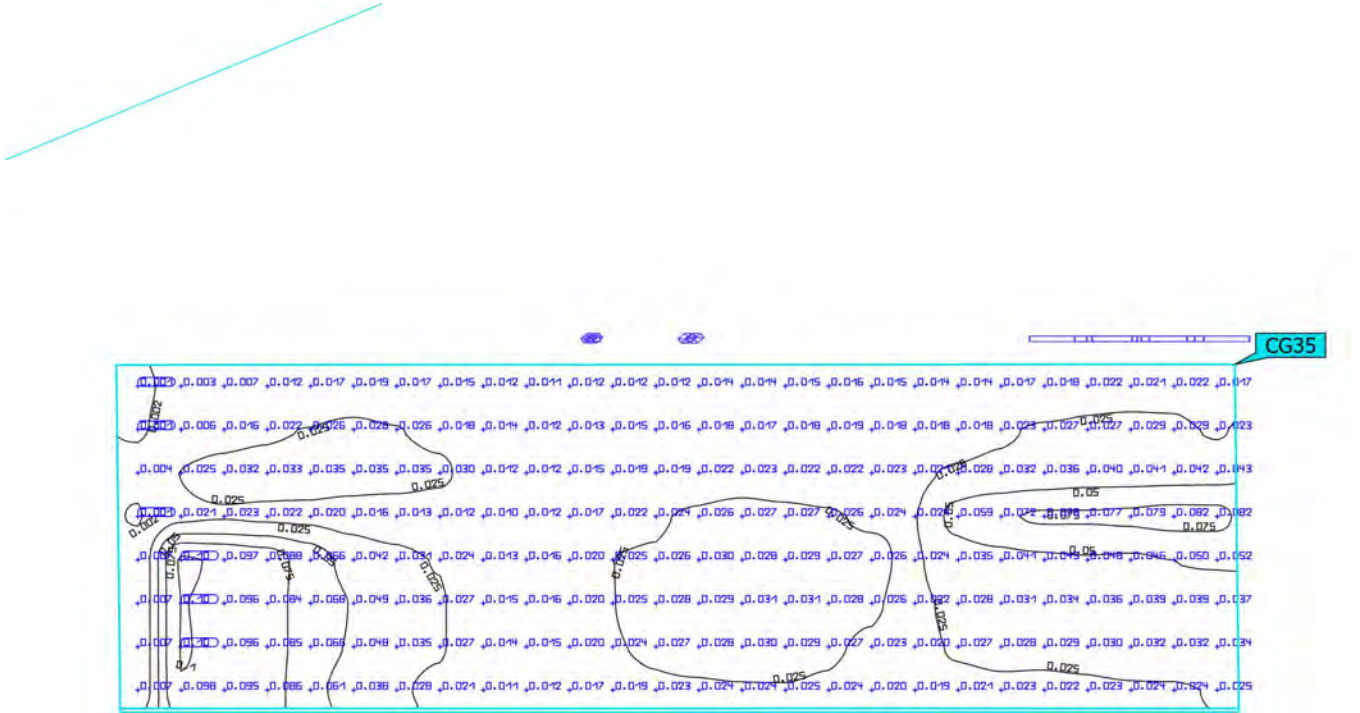
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 38

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 38	0.016 lx	0.000 lx	0.11 lx	0.00	0.00	CG35
Horizontal illuminance						
Height: 2.601 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

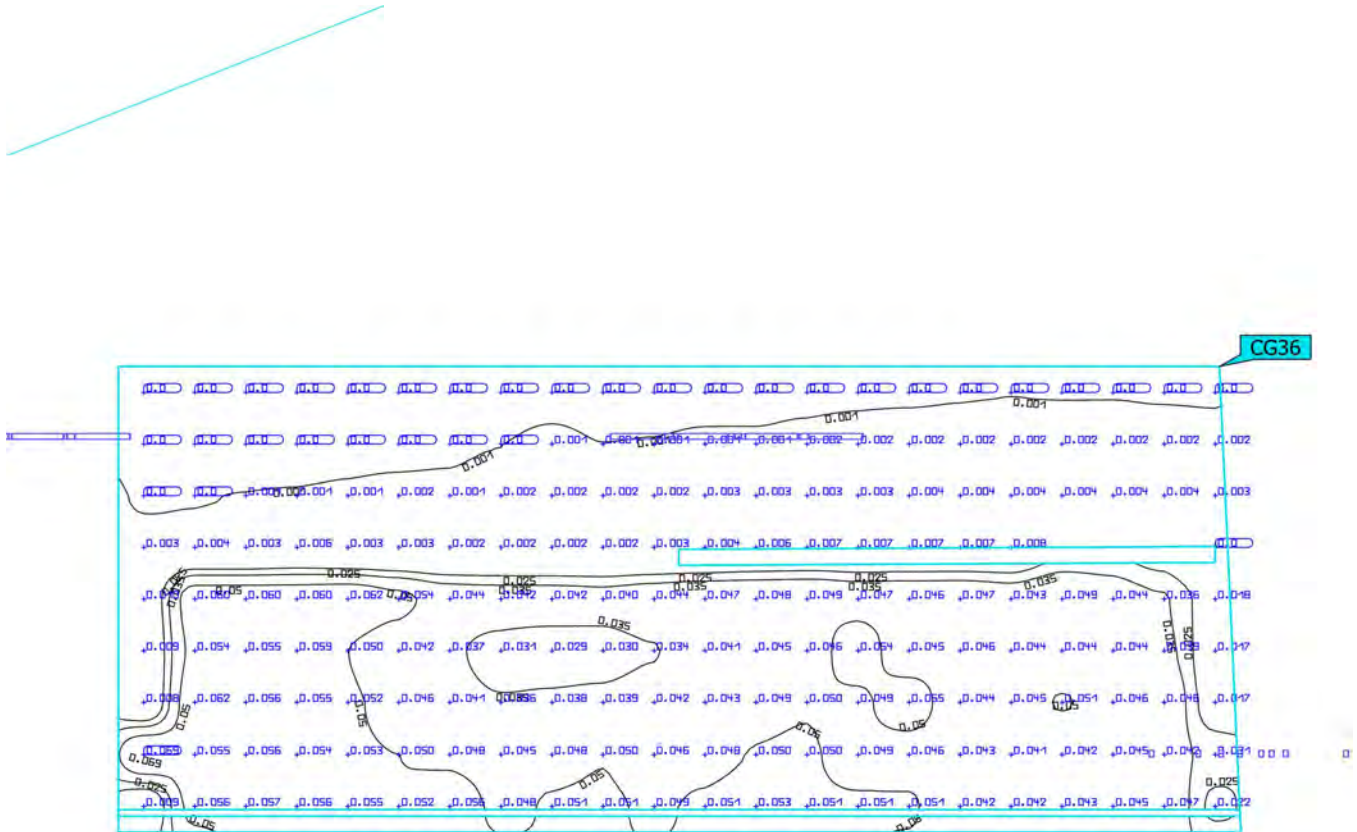
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 38

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 38	0.030 lx	0.001 lx	0.10 lx	0.033	0.010	CG35
Vertical illuminance						
Rotation: 0.0°, Height: 2.601 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

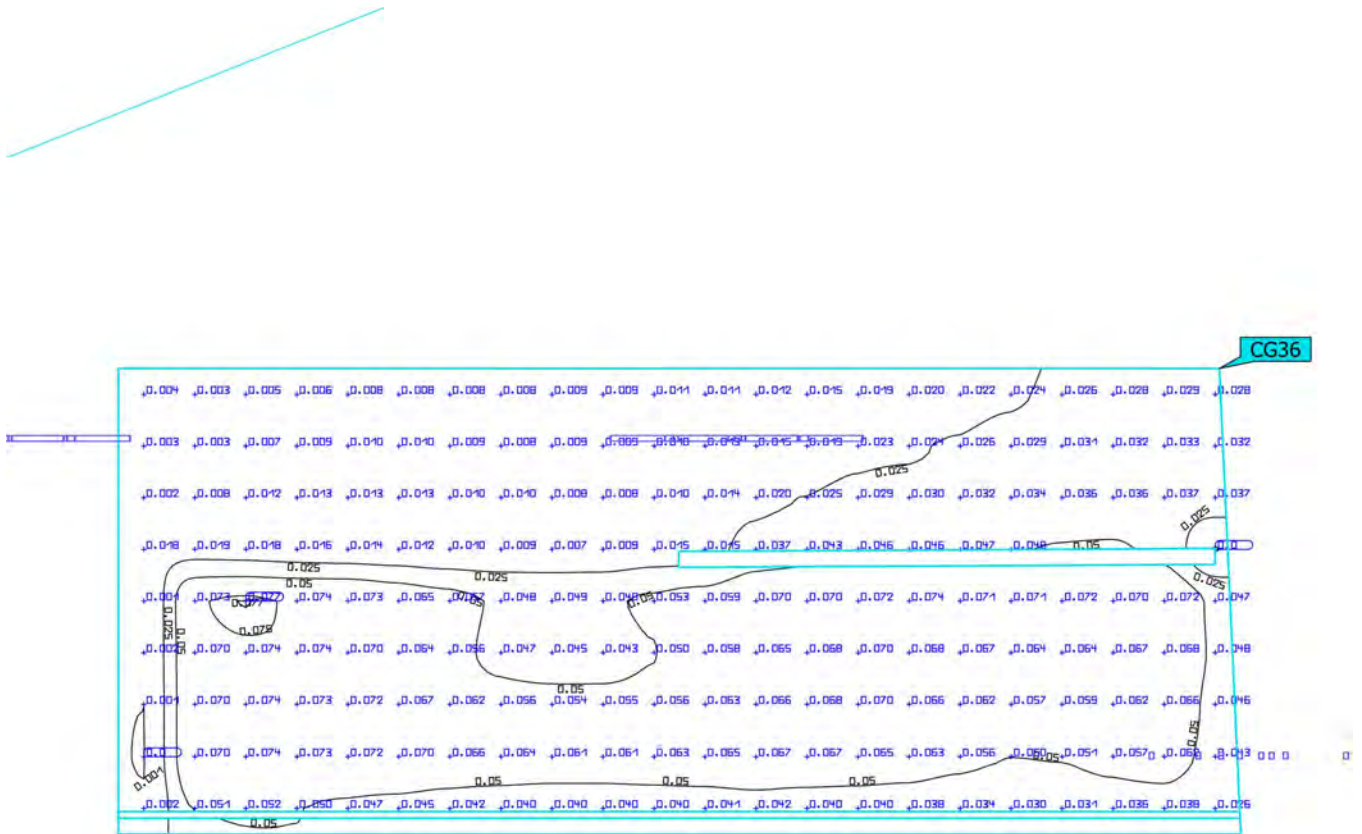
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 40

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 40	0.026 lx	0.000 lx	0.069 lx	0.00	0.00	CG36
Horizontal illuminance						
Height: 3.189 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Lancing Manor Leisure Centre (Light scene 1)

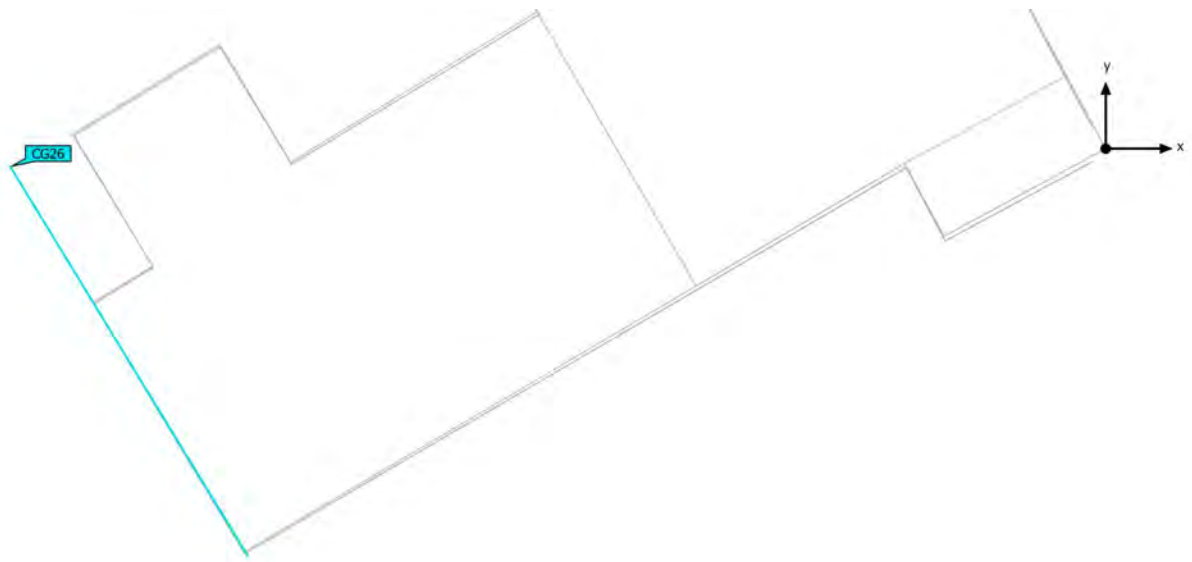
Calculation surface 40

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 40	0.039 lx	0.000 lx	0.077 lx	0.00	0.00	CG36
Vertical illuminance						
Rotation: 0.0°, Height: 3.189 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

House-1 (Light scene 1)

Calculation objects



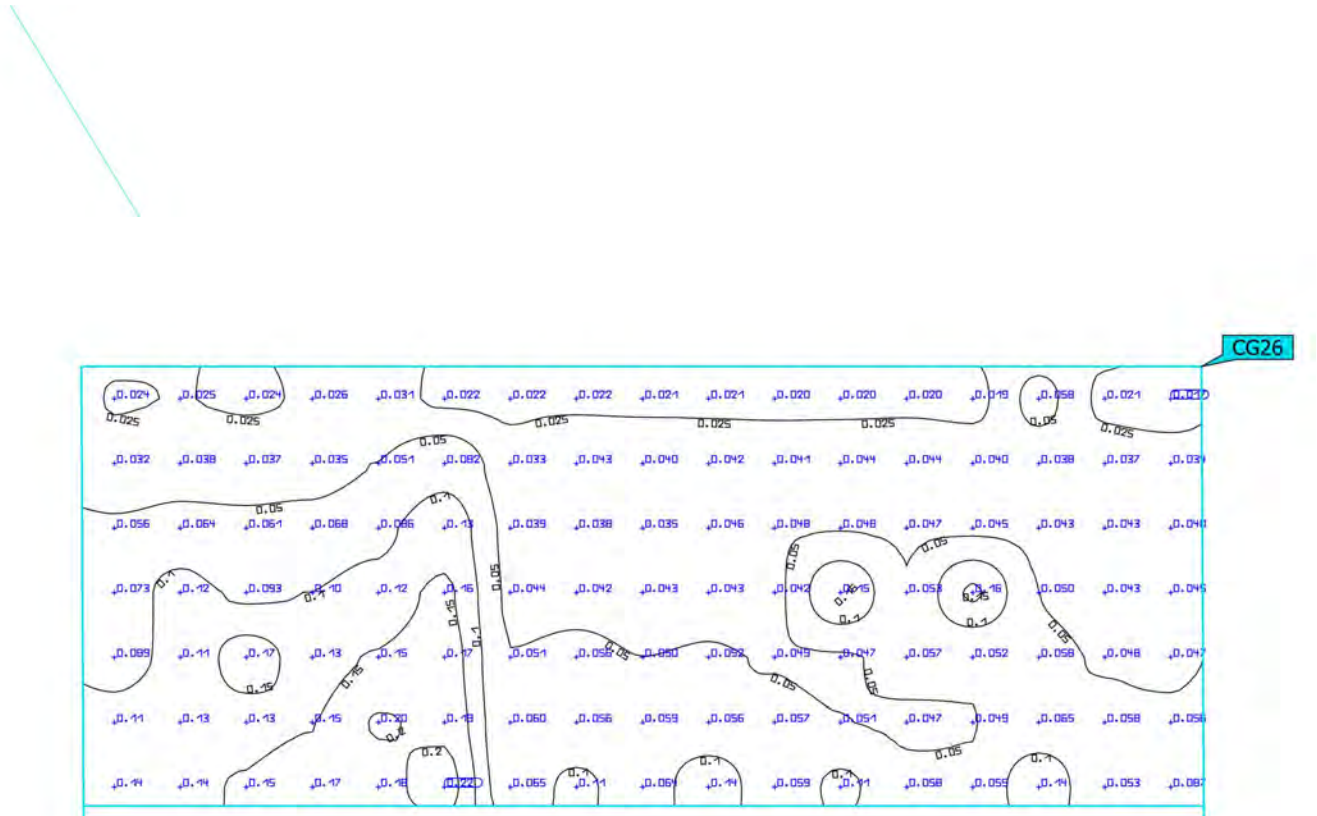
House-1 (Light scene 1)

Calculation objects

Calculation surfaces

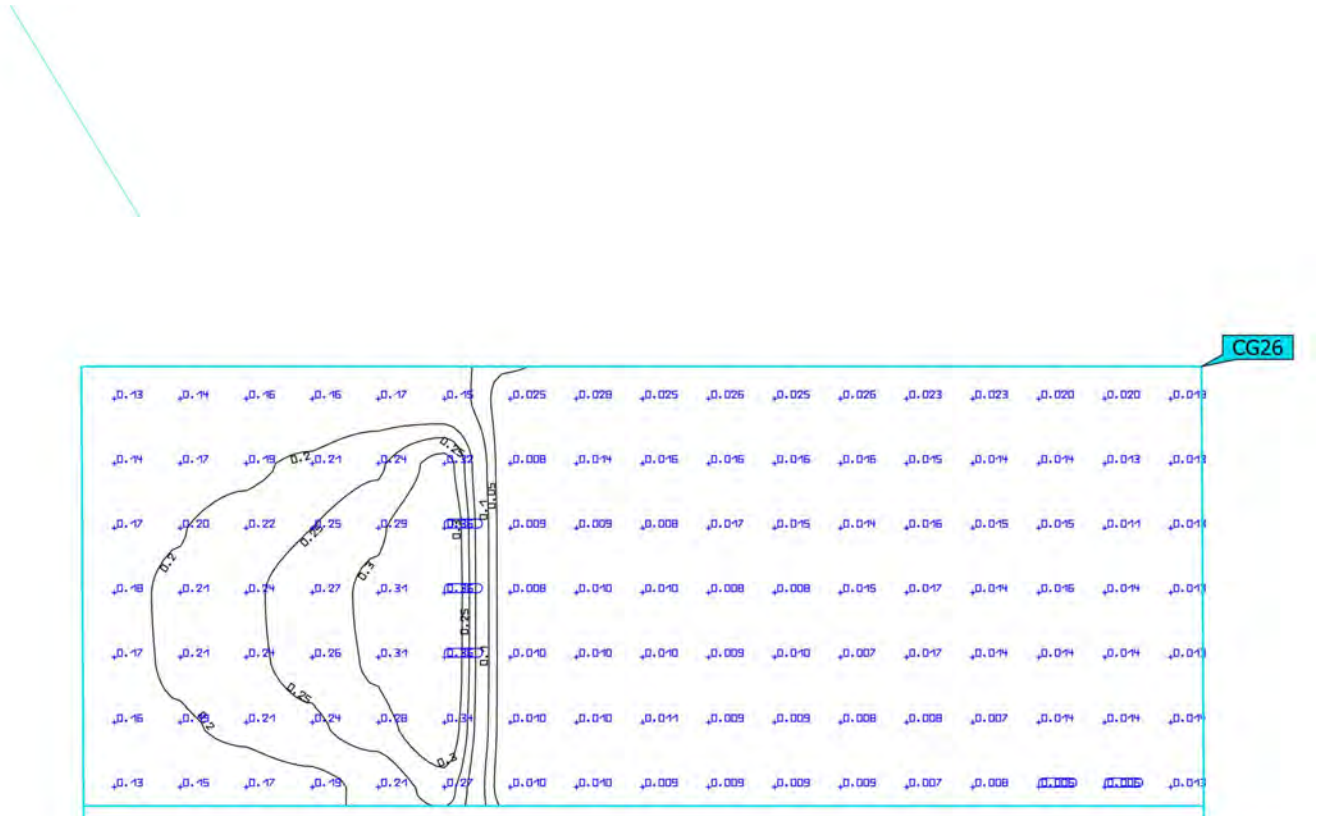
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 26 Horizontal illuminance Height: 1.600 m	0.070 lx	0.017 lx	0.22 lx	0.24	0.077	CG26
Calculation surface 26 Vertical illuminance Rotation: 0.0°, Height: 1.600 m	0.087 lx	0.006 lx	0.36 lx	0.069	0.017	CG26

House-1 (Light scene 1)

Calculation surface 26

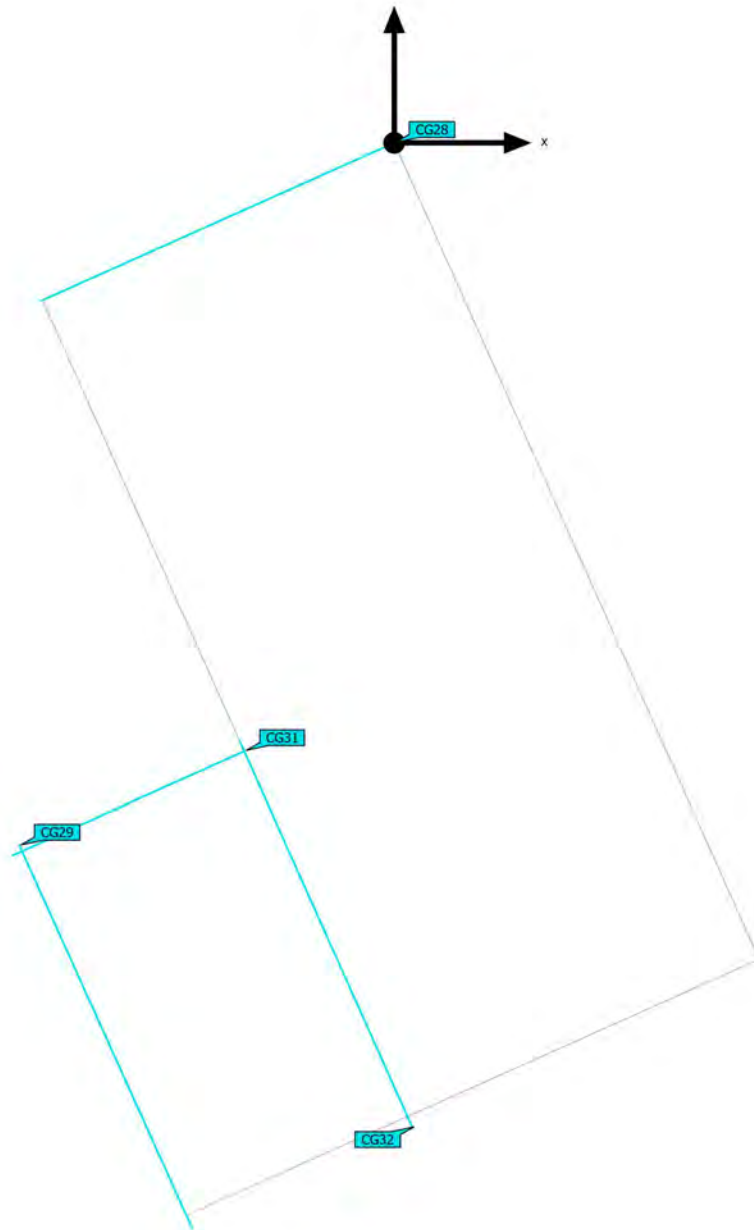
Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 26	0.070 lx	0.017 lx	0.22 lx	0.24	0.077	CG26
Horizontal illuminance						
Height: 1.600 m						

House-1 (Light scene 1)

Calculation surface 26

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 26	0.087 lx	0.006 lx	0.36 lx	0.069	0.017	CG26
Vertical illuminance						
Rotation: 0.0°, Height: 1.600 m						

House-3 (Light scene 1)
Calculation objects



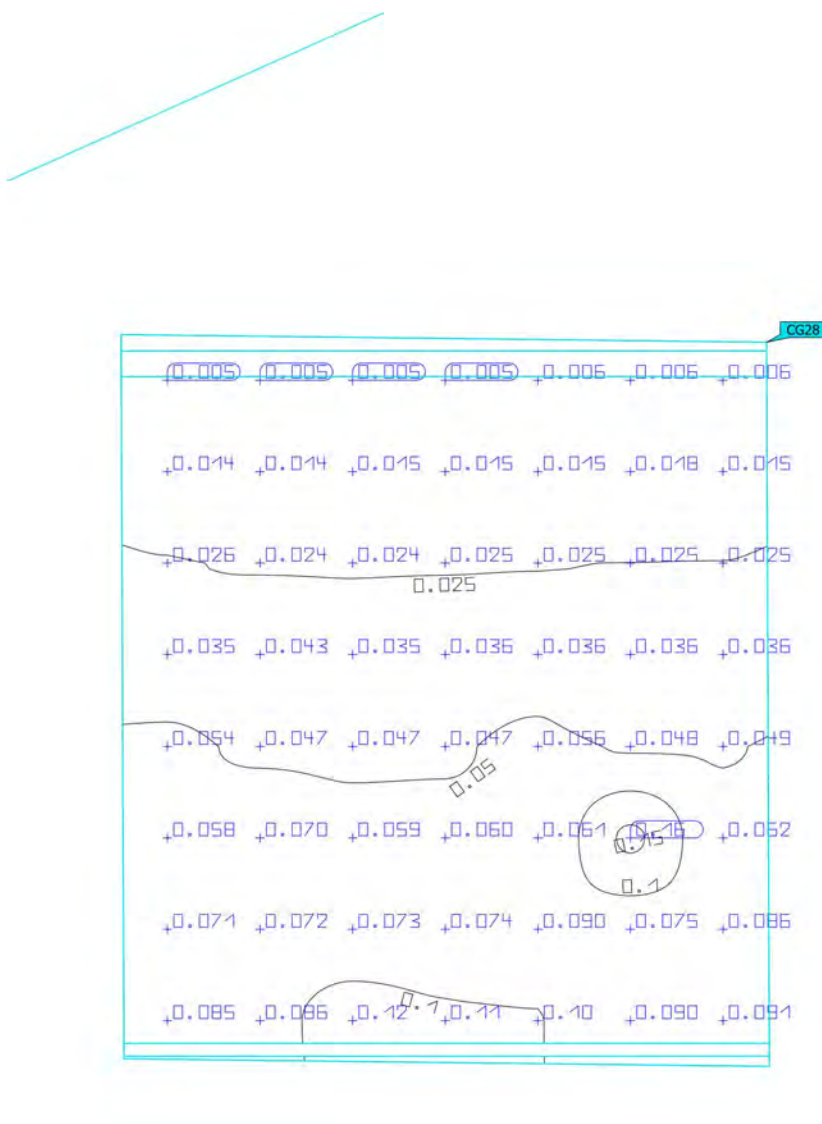
House-3 (Light scene 1)

Calculation objects

Calculation surfaces

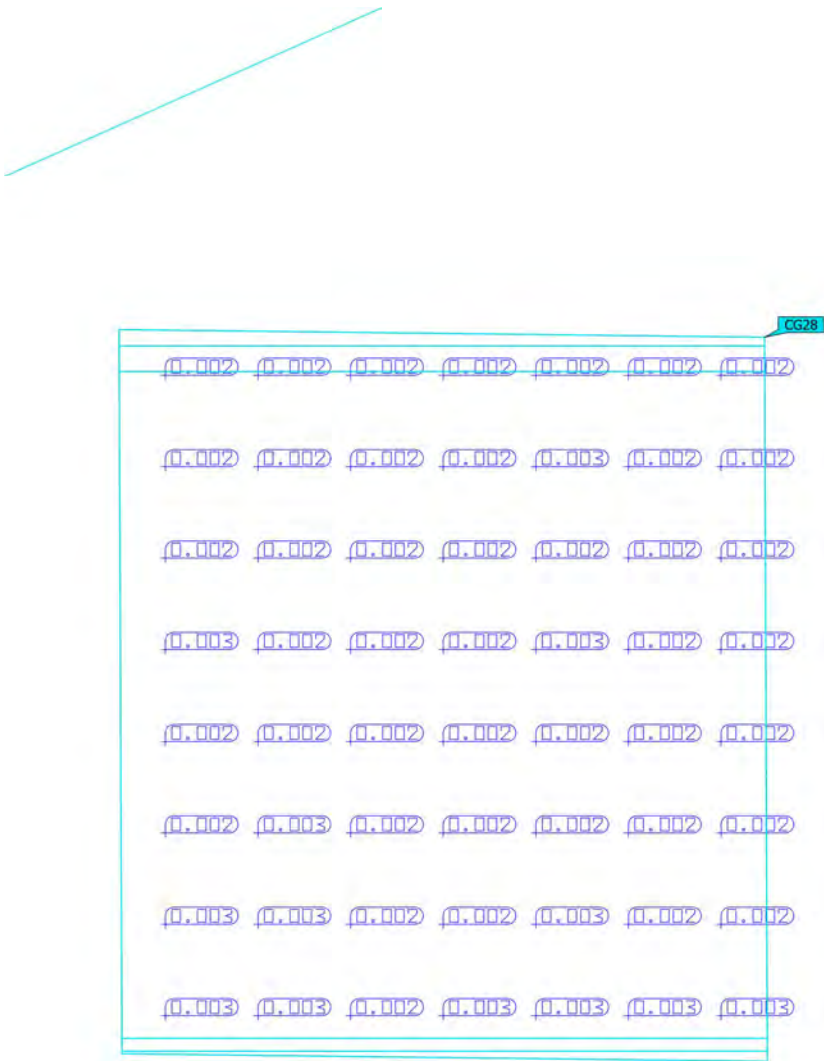
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 28 Horizontal illuminance Height: 2.674 m	0.048 lx	0.005 lx	0.16 lx	0.10	0.031	CG28
Calculation surface 28 Vertical illuminance Rotation: 0.0°, Height: 2.674 m	0.002 lx	0.002 lx	0.003 lx	-	-	CG28
Calculation surface 30 Horizontal illuminance Height: 1.310 m	0.070 lx	0.030 lx	0.12 lx	0.43	0.25	CG29
Calculation surface 30 Vertical illuminance Rotation: 0.0°, Height: 1.310 m	0.002 lx	0.000 lx	0.004 lx	-	-	CG29
Calculation surface 32 Horizontal illuminance Height: 1.350 m	0.18 lx	0.082 lx	0.37 lx	0.46	0.22	CG31
Calculation surface 32 Vertical illuminance Rotation: 0.0°, Height: 1.350 m	0.17 lx	0.11 lx	0.26 lx	0.65	0.42	CG31
Calculation surface 33 Horizontal illuminance Height: 4.051 m	0.082 lx	0.048 lx	0.14 lx	0.59	0.34	CG32
Calculation surface 33 Vertical illuminance Rotation: 0.0°, Height: 4.051 m	0.038 lx	0.021 lx	0.057 lx	0.55	0.37	CG32

House-3 (Light scene 1)

Calculation surface 28

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 28	0.048 lx	0.005 lx	0.16 lx	0.10	0.031	CG28
Horizontal illuminance						
Height: 2.674 m						

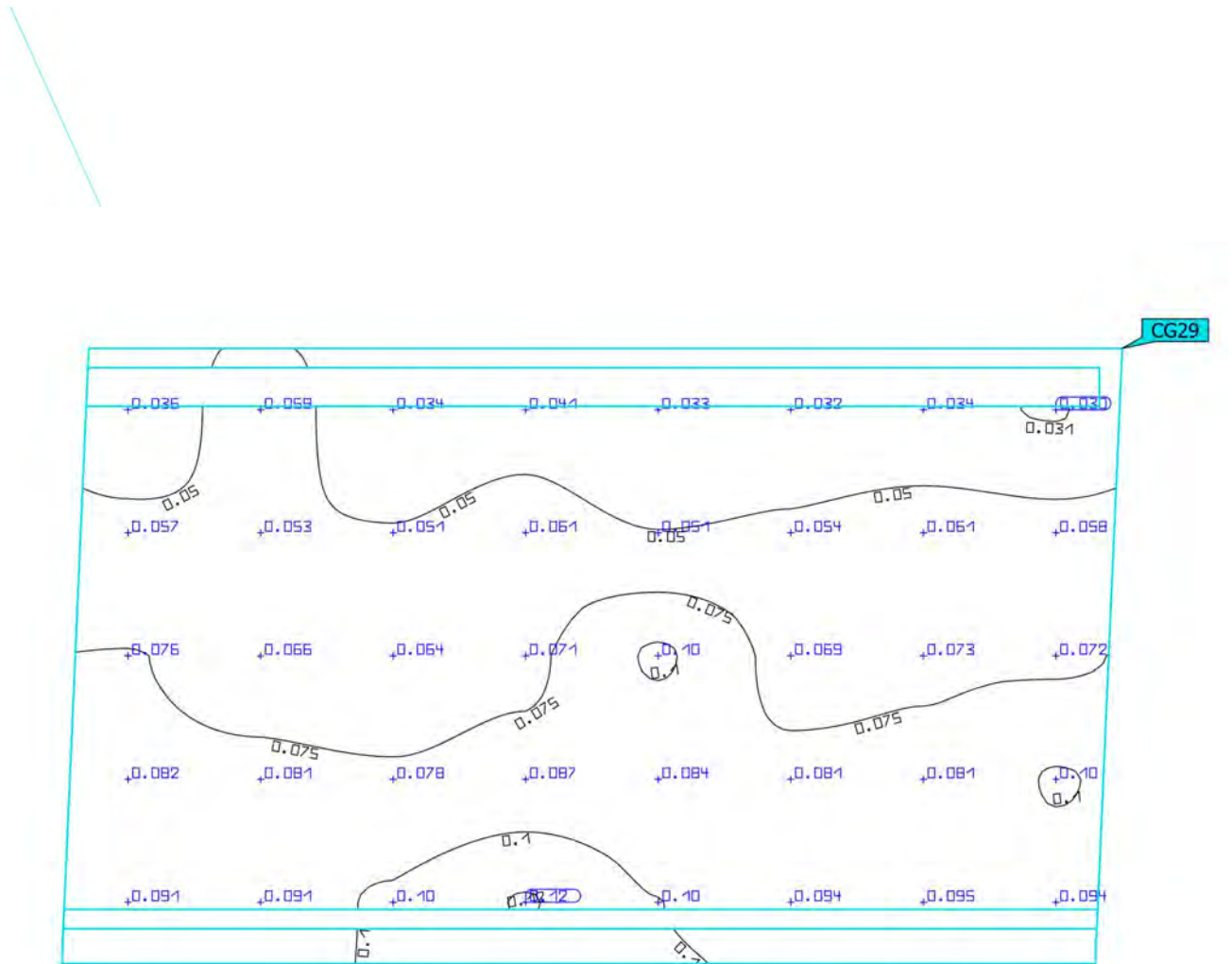
House-3 (Light scene 1)
Calculation surface 28



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 28	0.002 lx	0.002 lx	0.003 lx	-	-	CG28
Vertical illuminance						
Rotation: 0.0°, Height: 2.674 m						

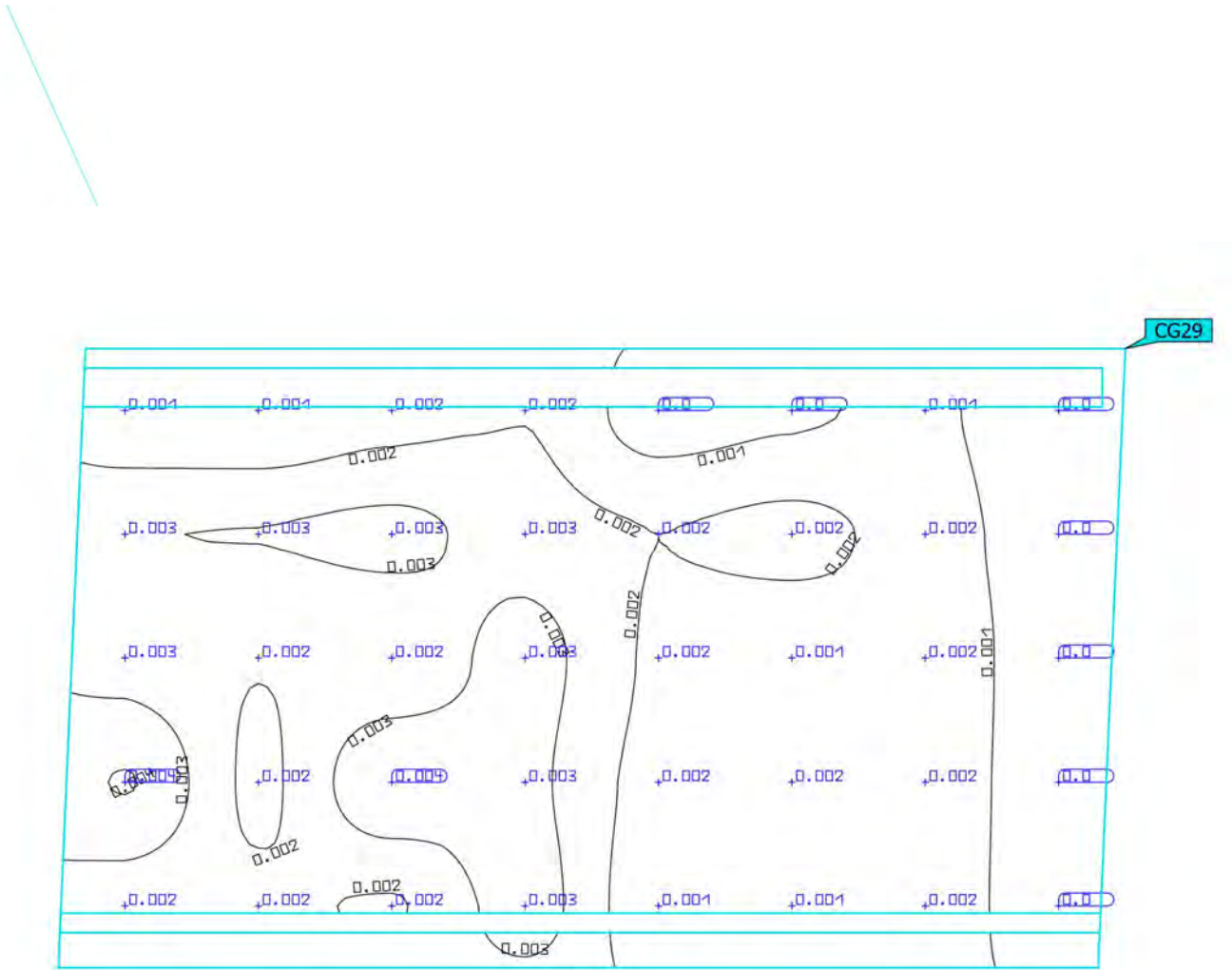
House-3 (Light scene 1)

Calculation surface 30



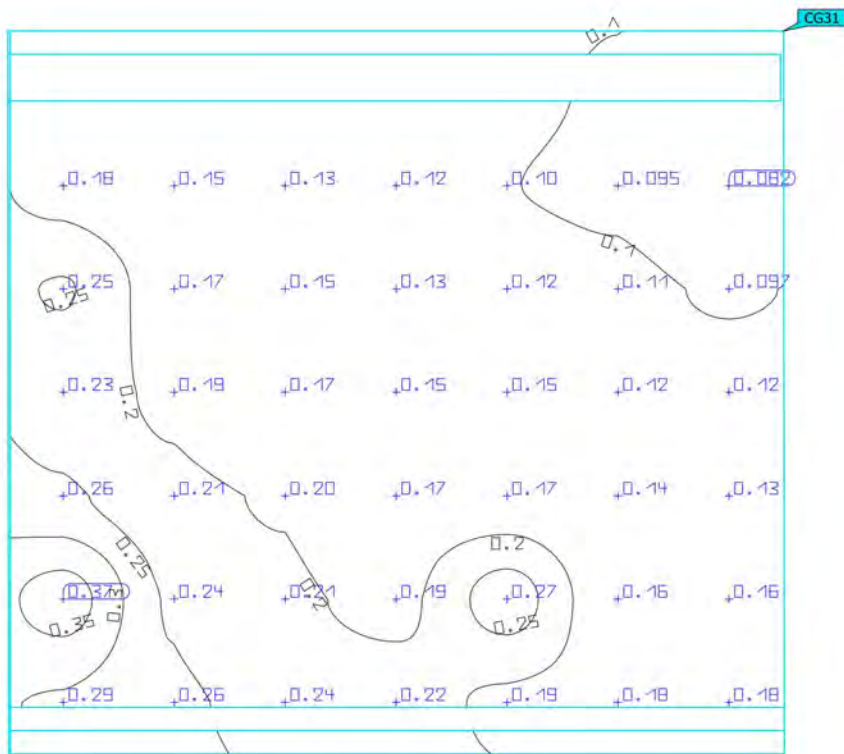
Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_0 (g_1)$	g_2	Index
Calculation surface 30	0.070 lx	0.030 lx	0.12 lx	0.43	0.25	CG29
Horizontal illuminance						
Height: 1.310 m						

House-3 (Light scene 1)
Calculation surface 30



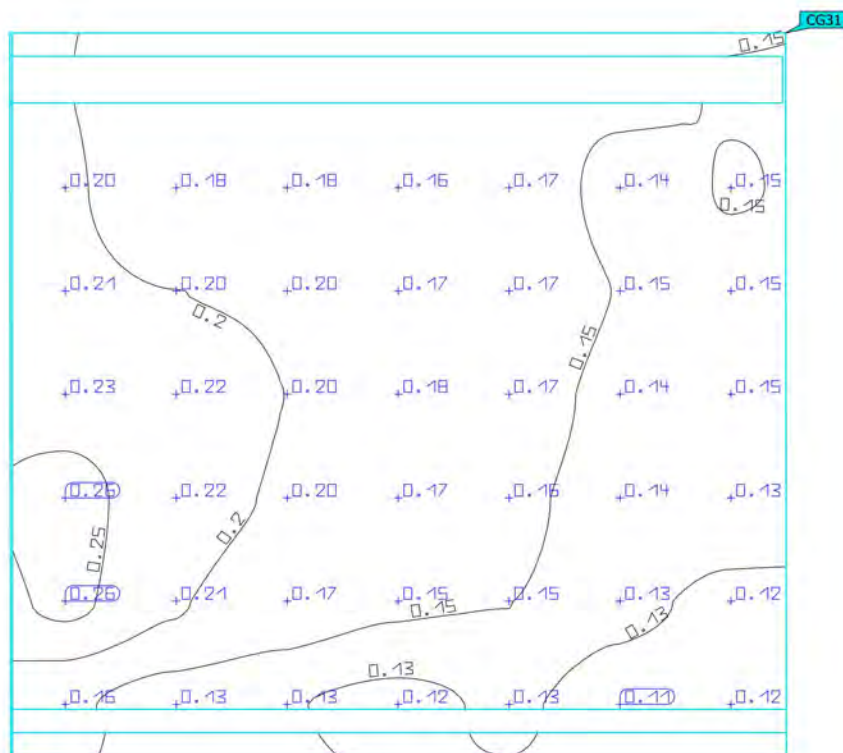
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 30	0.002 lx	0.000 lx	0.004 lx	-	-	CG29
Vertical illuminance						
Rotation: 0.0°, Height: 1.310 m						

House-3 (Light scene 1)
Calculation surface 32



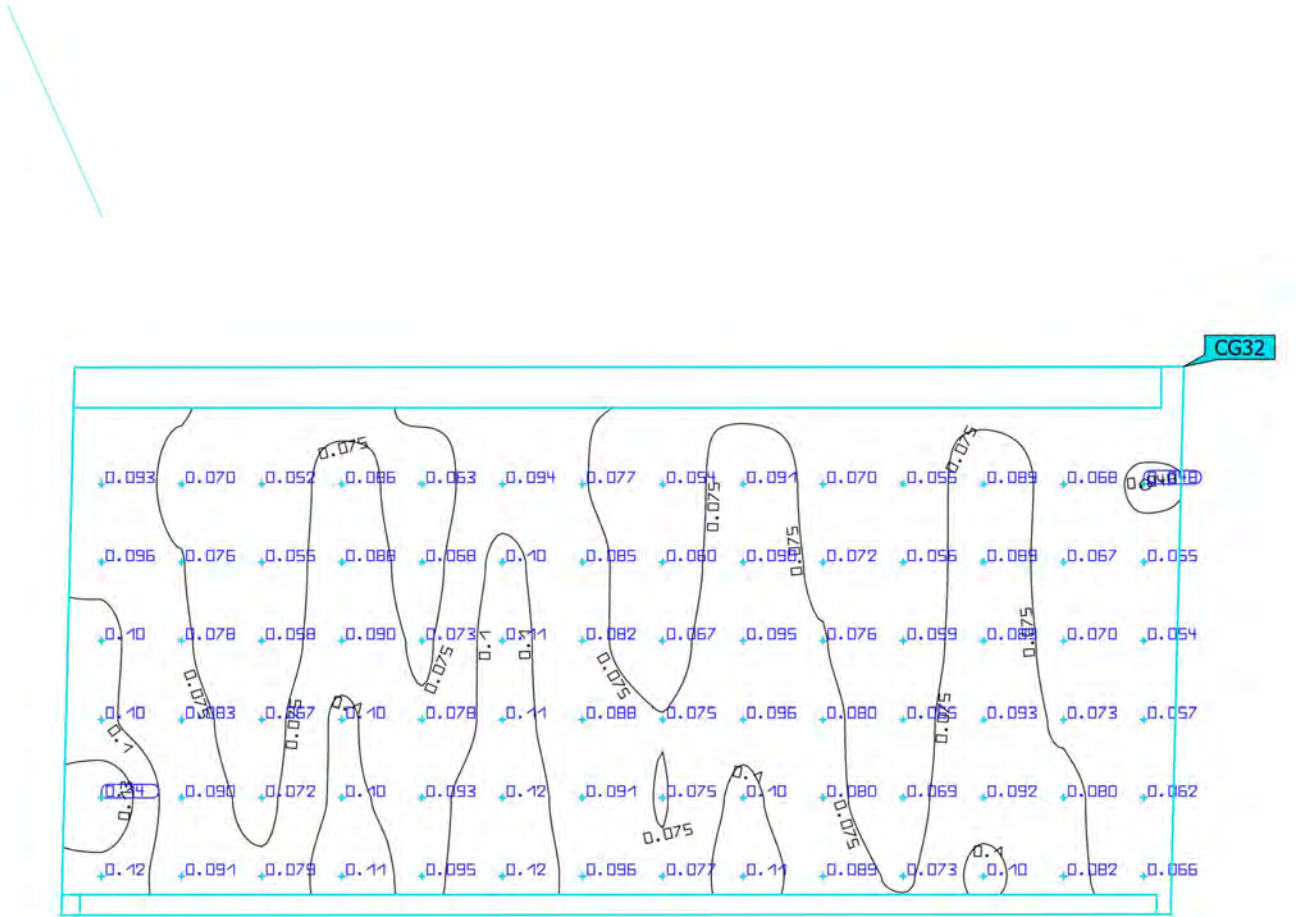
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 32	0.18 lx	0.082 lx	0.37 lx	0.46	0.22	CG31
Horizontal illuminance						
Height: 1.350 m						

House-3 (Light scene 1)

Calculation surface 32

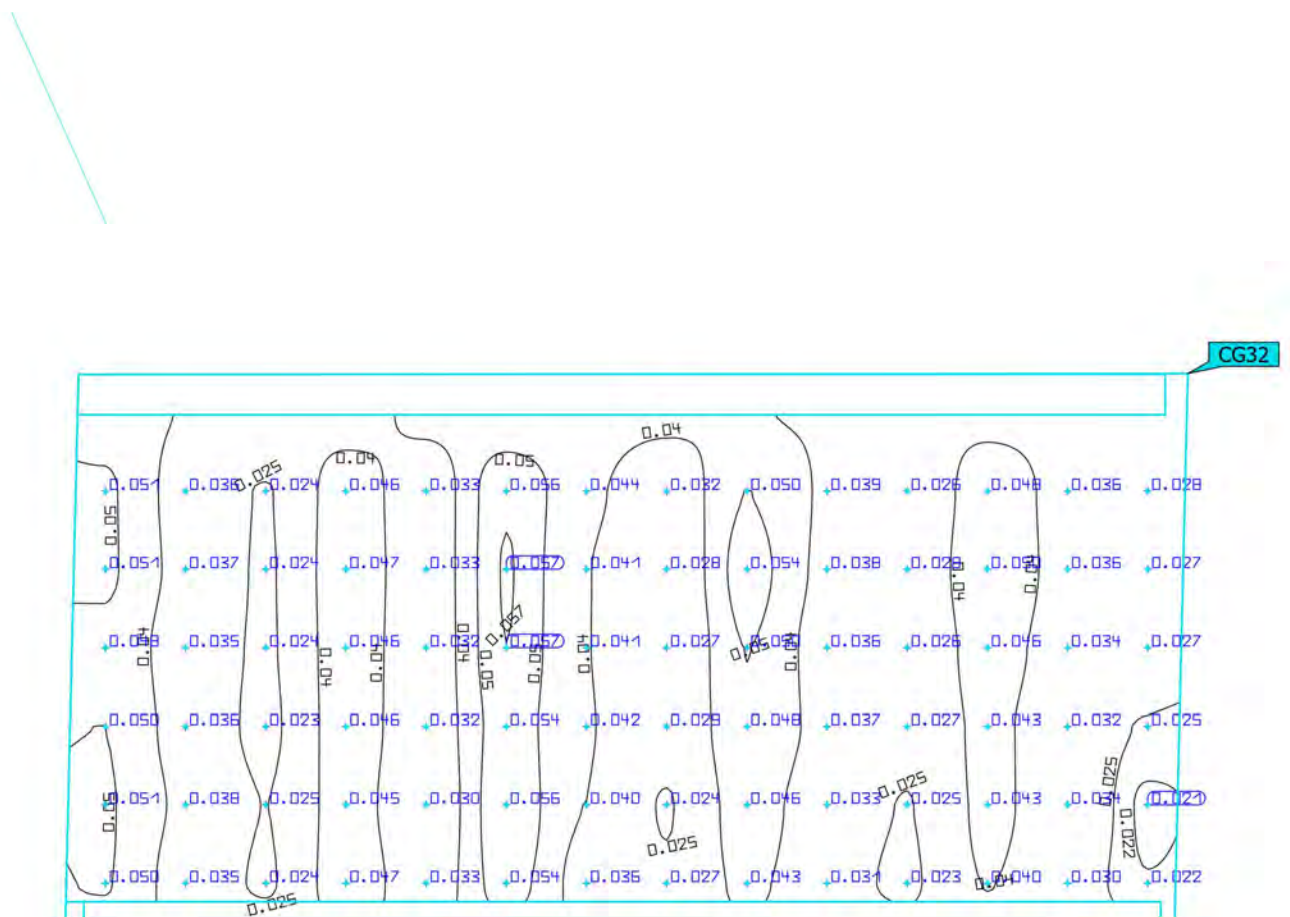
Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_0 (g_1)$	g_2	Index
Calculation surface 32	0.17 lx	0.11 lx	0.26 lx	0.65	0.42	CG31
Vertical illuminance						
Rotation: 0.0°, Height: 1.350 m						

House-3 (Light scene 1)
Calculation surface 33



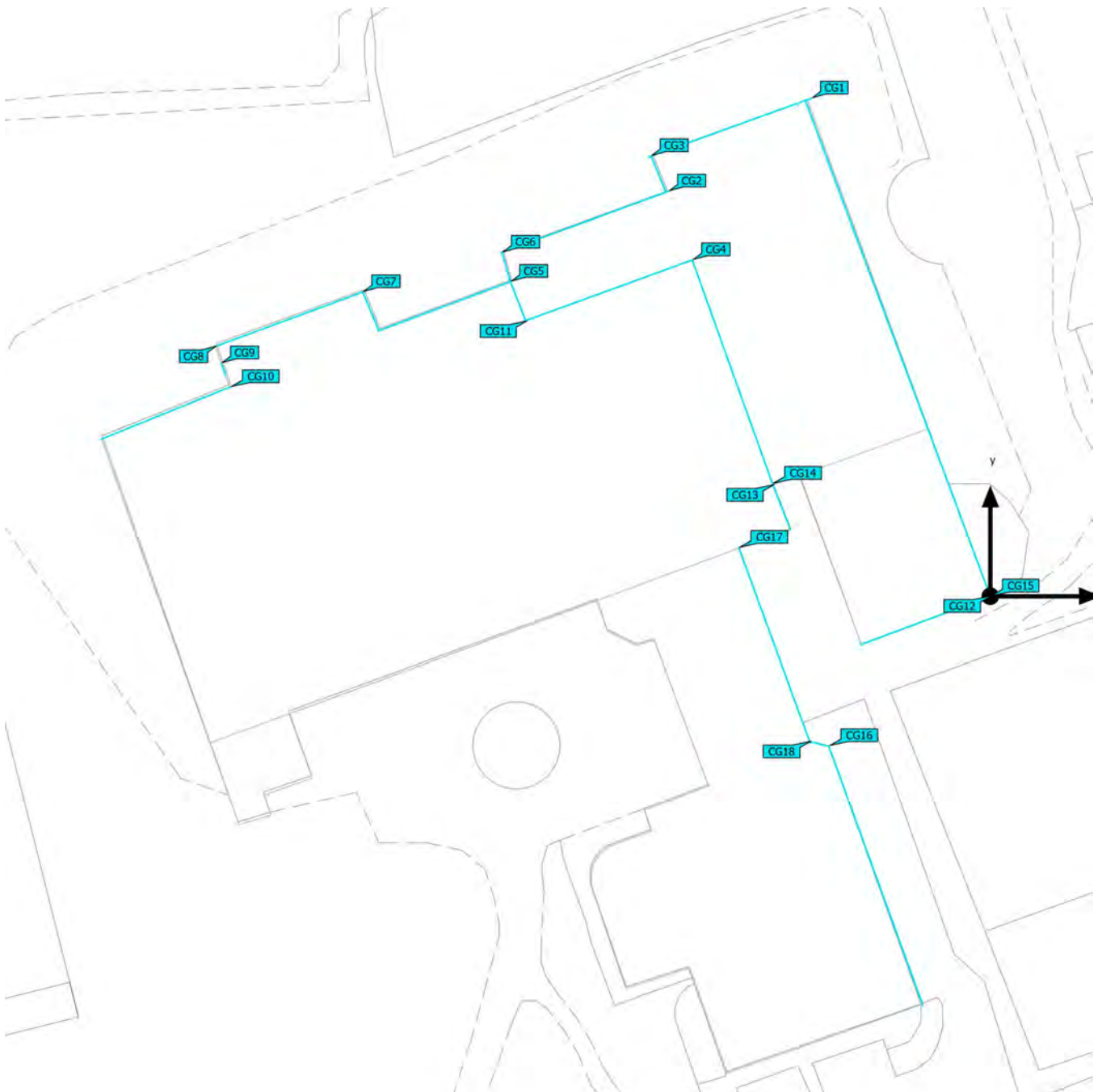
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 33	0.082 lx	0.048 lx	0.14 lx	0.59	0.34	CG32
Horizontal illuminance						
Height: 4.051 m						

House-3 (Light scene 1)

Calculation surface 33

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 33	0.038 lx	0.021 lx	0.057 lx	0.55	0.37	CG32
Vertical illuminance						
Rotation: 0.0°, Height: 4.051 m						

Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

Calculation surfaces

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 1 Horizontal illuminance Height: 2.351 m	0.042 lx	0.00 lx	0.75 lx	0.00	0.00	CG1
Calculation surface 1 Vertical illuminance Rotation: 0.0°, Height: 2.351 m	1.01 lx	0.00 lx	4.72 lx	0.00	0.00	CG1
Calculation surface 10 Horizontal illuminance Height: 3.550 m	0.00 lx	0.00 lx	0.00 lx	-	-	CG10
Calculation surface 10 Vertical illuminance Rotation: 0.0°, Height: 3.550 m	0.000 lx	0.00 lx	0.001 lx	-	-	CG10
Calculation surface 11 Horizontal illuminance Height: 6.241 m	0.008 lx	0.000 lx	0.024 lx	-	0.00	CG11
Calculation surface 11 Vertical illuminance Rotation: 0.0°, Height: 6.241 m	1.53 lx	0.15 lx	2.35 lx	0.098	0.064	CG11
Calculation surface 12 Horizontal illuminance Height: 2.602 m	0.083 lx	0.000 lx	0.26 lx	0.00	0.00	CG12
Calculation surface 12 Vertical illuminance Rotation: 0.0°, Height: 2.602 m	2.65 lx	0.017 lx	4.91 lx	0.006	0.003	CG12
Calculation surface 13 Horizontal illuminance Height: 6.157 m	0.002 lx	0.00 lx	0.012 lx	-	0.00	CG13
Calculation surface 13 Vertical illuminance Rotation: 0.0°, Height: 6.157 m	2.25 lx	1.43 lx	3.83 lx	0.64	0.37	CG13
Calculation surface 14 Horizontal illuminance Height: 3.606 m	0.012 lx	0.00 lx	0.034 lx	0.00	0.00	CG14

Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

Calculation surface 14 Vertical illuminance Rotation: 0.0°, Height: 3.606 m	0.88 lx	0.015 lx	2.67 lx	0.017	0.006	CG14
Calculation surface 15 Horizontal illuminance Height: 1.520 m	0.003 lx	0.00 lx	0.012 lx	-	0.00	CG15
Calculation surface 15 Vertical illuminance Rotation: 0.0°, Height: 1.520 m	0.015 lx	0.005 lx	0.028 lx	0.33	0.18	CG15
Calculation surface 16 Horizontal illuminance Height: 1.463 m	0.087 lx	0.032 lx	0.14 lx	0.37	0.23	CG16
Calculation surface 16 Vertical illuminance Rotation: 0.0°, Height: 1.463 m	1.76 lx	1.02 lx	4.00 lx	0.58	0.26	CG16
Calculation surface 17 Horizontal illuminance Height: 1.560 m	0.017 lx	0.000 lx	0.17 lx	0.00	0.00	CG17
Calculation surface 17 Vertical illuminance Rotation: 0.0°, Height: 1.560 m	0.19 lx	0.010 lx	1.91 lx	0.053	0.005	CG17
Calculation surface 18 Horizontal illuminance Height: 1.541 m	0.076 lx	0.029 lx	0.12 lx	0.38	0.24	CG18
Calculation surface 18 Vertical illuminance Rotation: 0.0°, Height: 1.541 m	1.13 lx	0.96 lx	1.87 lx	0.85	0.51	CG18
Calculation surface 2 Horizontal illuminance Height: 2.476 m	0.000 lx	0.00 lx	0.003 lx	-	-	CG2
Calculation surface 2 Vertical illuminance Rotation: 0.0°, Height: 2.476 m	0.016 lx	0.00 lx	0.32 lx	0.00	0.00	CG2
Calculation surface 3 Horizontal illuminance Height: 2.480 m	0.001 lx	0.000 lx	0.002 lx	-	-	CG3

Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

Calculation surface 3 Vertical illuminance Rotation: 0.0°, Height: 2.480 m	0.000 lx	0.000 lx	0.001 lx	-	-	CG3
Calculation surface 4 Horizontal illuminance Height: 6.200 m	0.013 lx	0.00 lx	0.17 lx	0.00	0.00	CG4
Calculation surface 4 Vertical illuminance Rotation: 0.0°, Height: 6.200 m	0.91 lx	0.004 lx	3.76 lx	0.004	0.001	CG4
Calculation surface 5 Horizontal illuminance Height: 3.514 m	0.015 lx	0.000 lx	0.12 lx	0.00	0.00	CG5
Calculation surface 5 Vertical illuminance Rotation: 0.0°, Height: 3.514 m	0.13 lx	0.000 lx	0.82 lx	0.00	0.00	CG5
Calculation surface 6 Horizontal illuminance Height: 2.559 m	0.011 lx	0.007 lx	0.033 lx	0.64	0.21	CG6
Calculation surface 6 Vertical illuminance Rotation: 0.0°, Height: 2.559 m	0.13 lx	0.000 lx	1.77 lx	0.00	0.00	CG6
Calculation surface 7 Horizontal illuminance Height: 3.559 m	0.006 lx	0.000 lx	0.047 lx	-	0.00	CG7
Calculation surface 7 Vertical illuminance Rotation: 0.0°, Height: 3.559 m	0.49 lx	0.011 lx	2.00 lx	0.022	0.006	CG7
Calculation surface 8 Horizontal illuminance Height: 3.550 m	0.001 lx	0.00 lx	0.008 lx	-	-	CG8
Calculation surface 8 Vertical illuminance Rotation: 0.0°, Height: 3.550 m	0.31 lx	0.003 lx	1.00 lx	0.010	0.003	CG8
Calculation surface 9 Horizontal illuminance Height: 6.000 m	0.00 lx	0.00 lx	0.00 lx	-	-	CG9

Lancing Manor Leisure Centre (Light scene 1)

Calculation objects

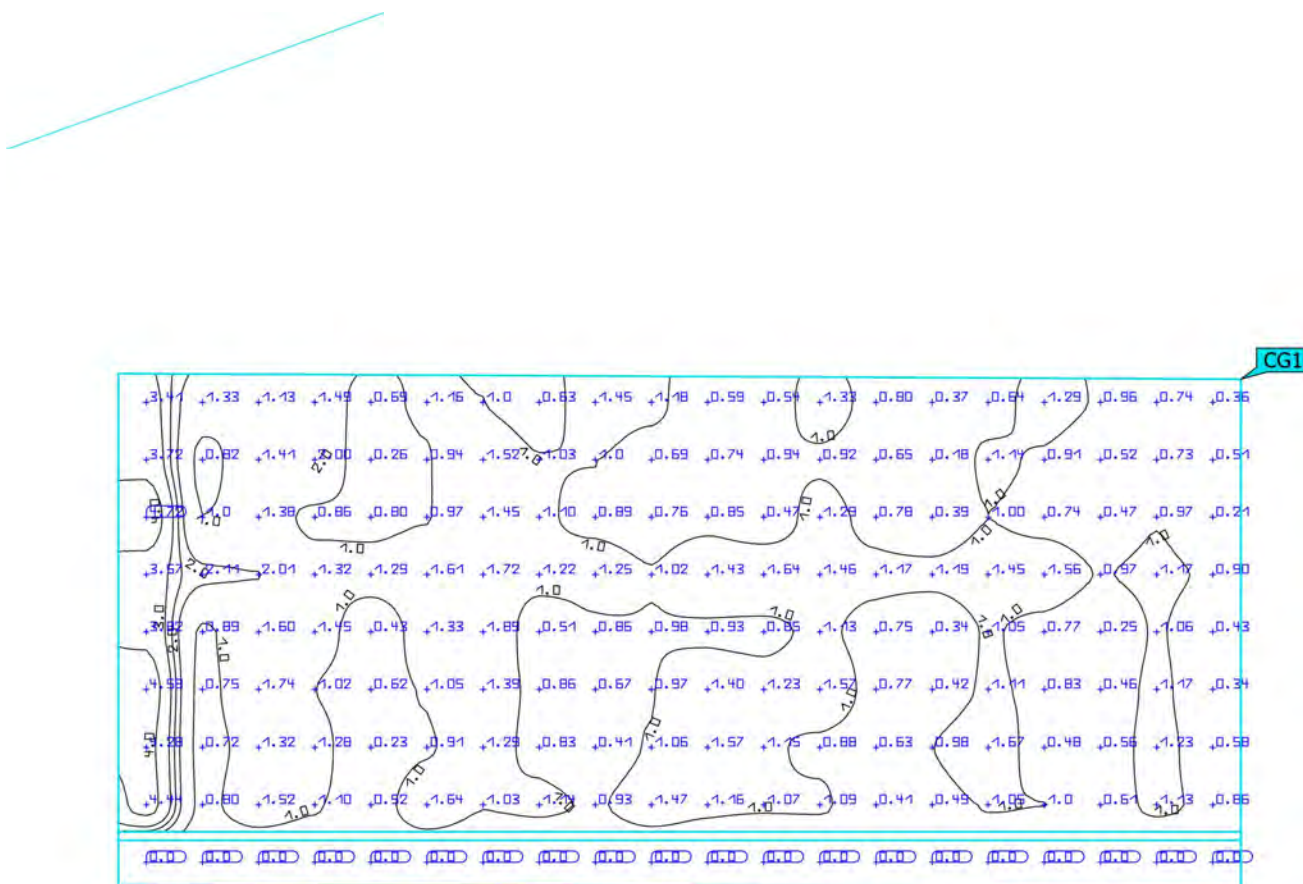
Calculation surface 9	0.000 lx	0.00 lx	0.000 lx	-	-	CG9
Vertical illuminance						
Rotation: 0.0°, Height: 6.000 m						

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 1

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 1	0.042 lx	0.00 lx	0.75 lx	0.00	0.00	CG1
Horizontal illuminance						
Height: 2.351 m						

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 1

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 1	1.01 lx	0.00 lx	4.72 lx	0.00	0.00	CG1
Vertical illuminance						
Rotation: 0.0°, Height: 2.351 m						

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 2



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 2 Horizontal illuminance Height: 2.476 m	0.000 lx	0.00 lx	0.003 lx	-	-	CG2

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 2



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 2	0.016 lx	0.00 lx	0.32 lx	0.00	0.00	CG2
Vertical illuminance						
Rotation: 0.0°, Height: 2.476 m						

Lancing Manor Leisure Centre (Light scene 1)

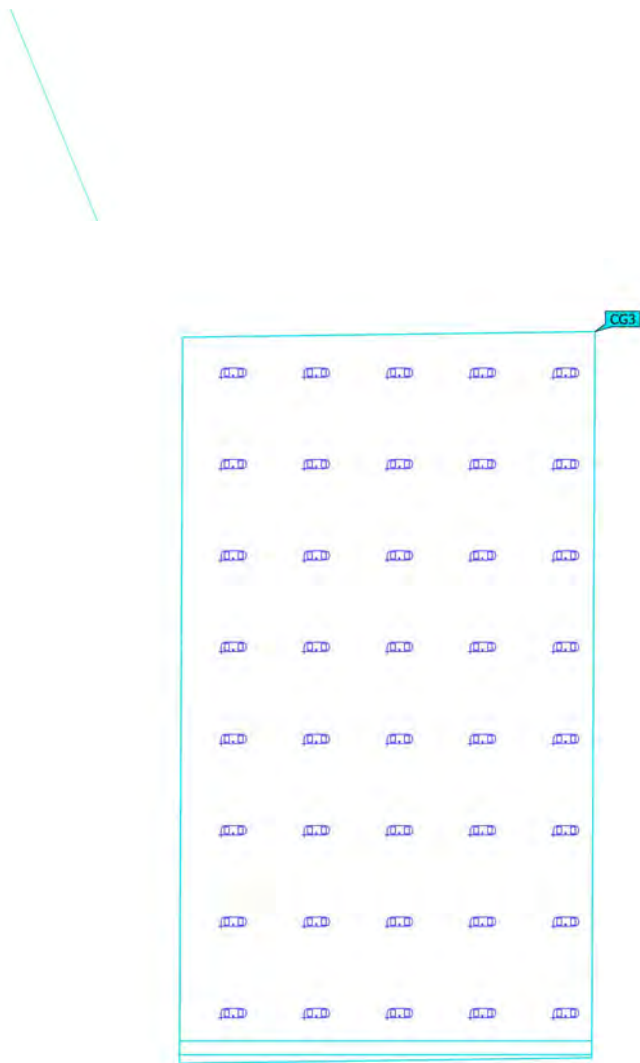
Calculation surface 3



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 3 Horizontal illuminance Height: 2.480 m	0.001 lx	0.000 lx	0.002 lx	-	-	CG3

Lancing Manor Leisure Centre (Light scene 1)

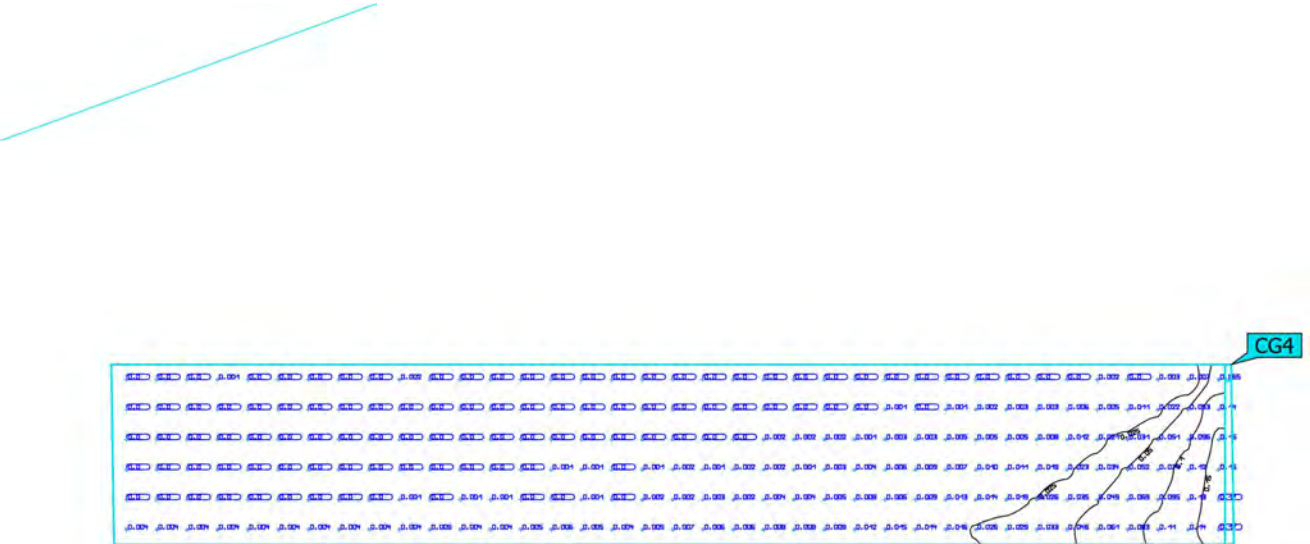
Calculation surface 3



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 3 Vertical illuminance Rotation: 0.0°, Height: 2.480 m	0.000 lx	0.000 lx	0.001 lx	-	-	CG3

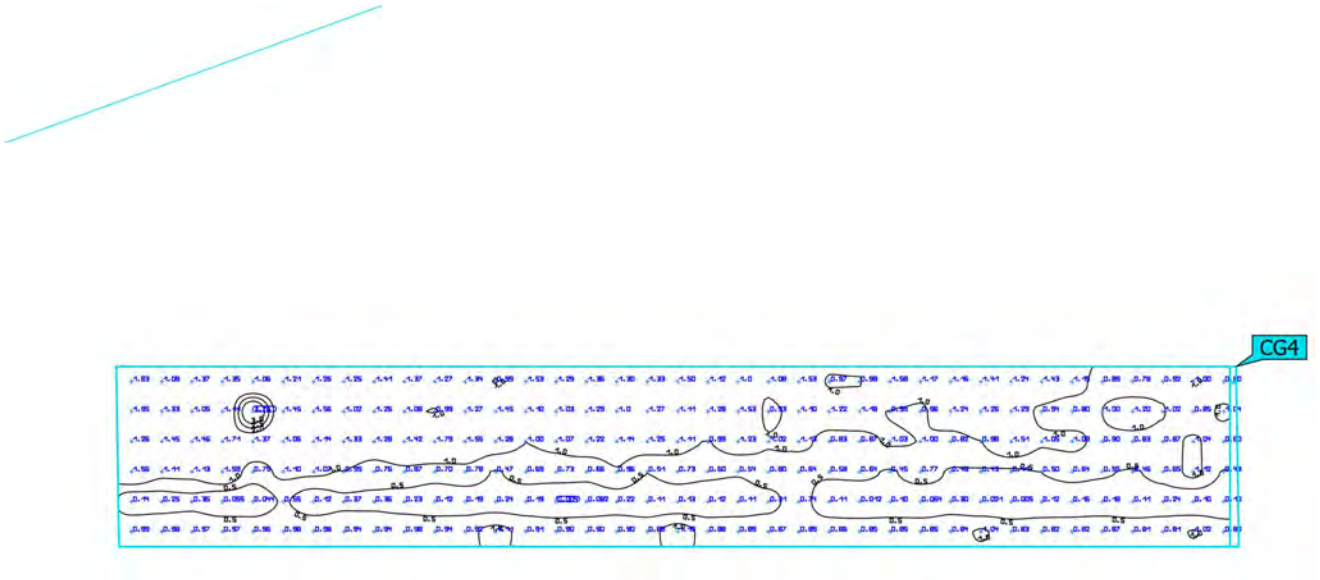
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 4



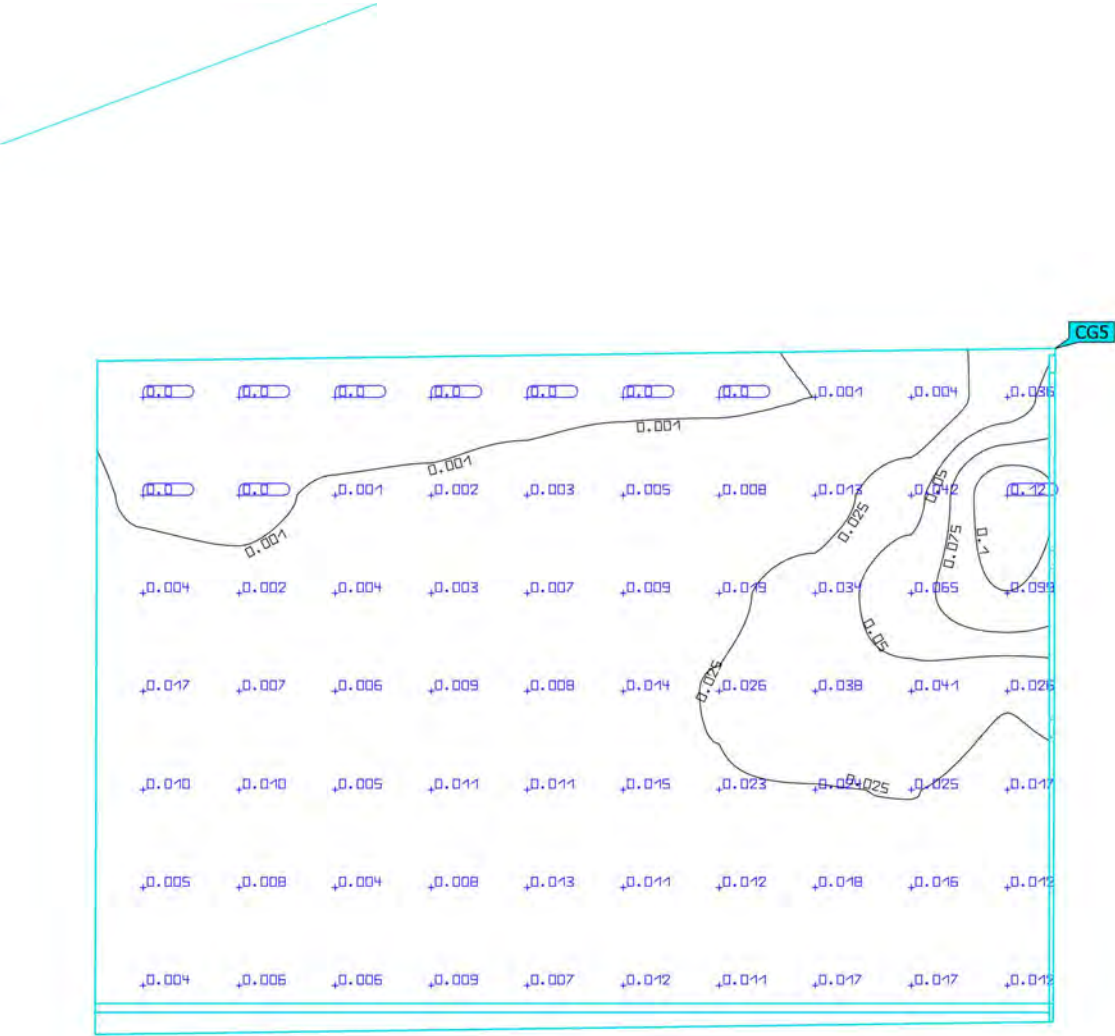
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 4 Horizontal illuminance Height: 6.200 m	0.013 lx	0.00 lx	0.17 lx	0.00	0.00	CG4

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 4

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 4 Vertical illuminance Rotation: 0.0°, Height: 6.200 m	0.91 lx	0.004 lx	3.76 lx	0.004	0.001	CG4

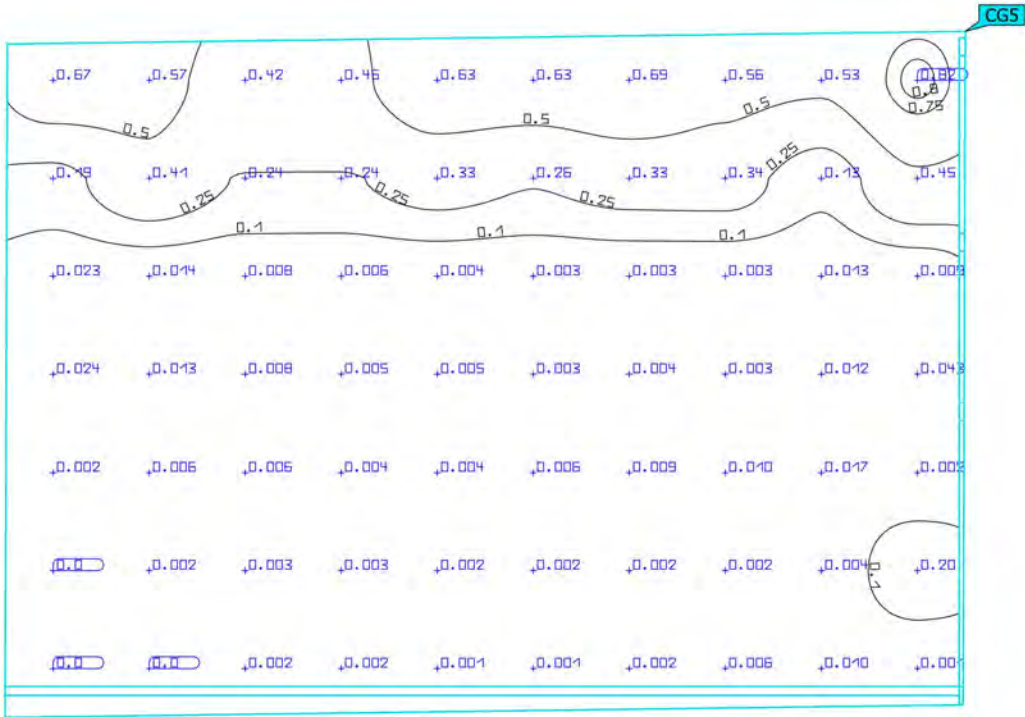
Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 5



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 5 Horizontal illuminance Height: 3.514 m	0.015 lx	0.000 lx	0.12 lx	0.00	0.00	CG5

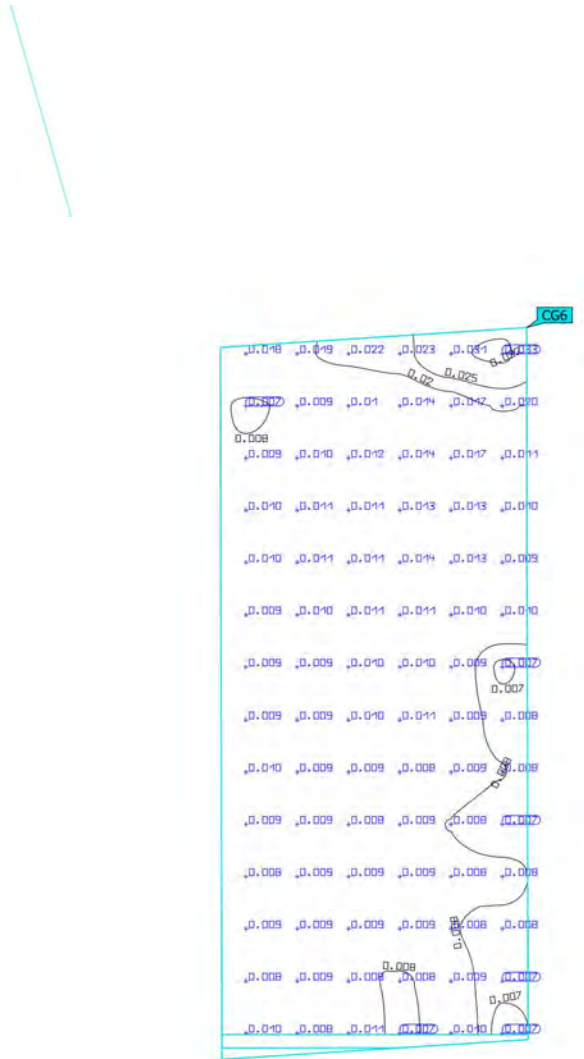
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 5



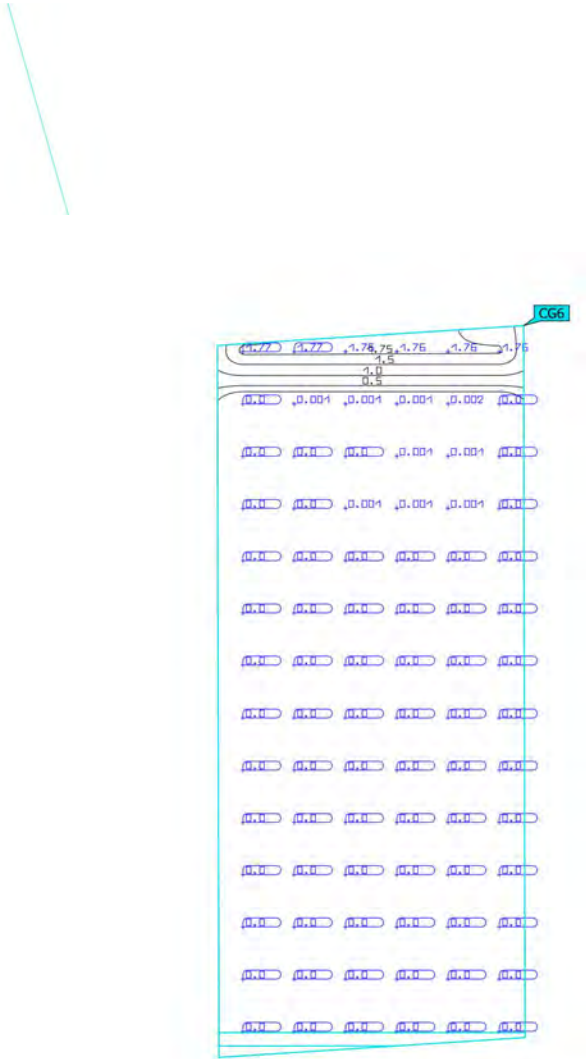
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 5	0.13 lx	0.000 lx	0.82 lx	0.00	0.00	CG5
Vertical illuminance						
Rotation: 0.0°, Height: 3.514 m						

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 6

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_0 (g_1)$	g_2	Index
Calculation surface 6 Horizontal illuminance Height: 2.559 m	0.011 lx	0.007 lx	0.033 lx	0.64	0.21	CG6

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 6



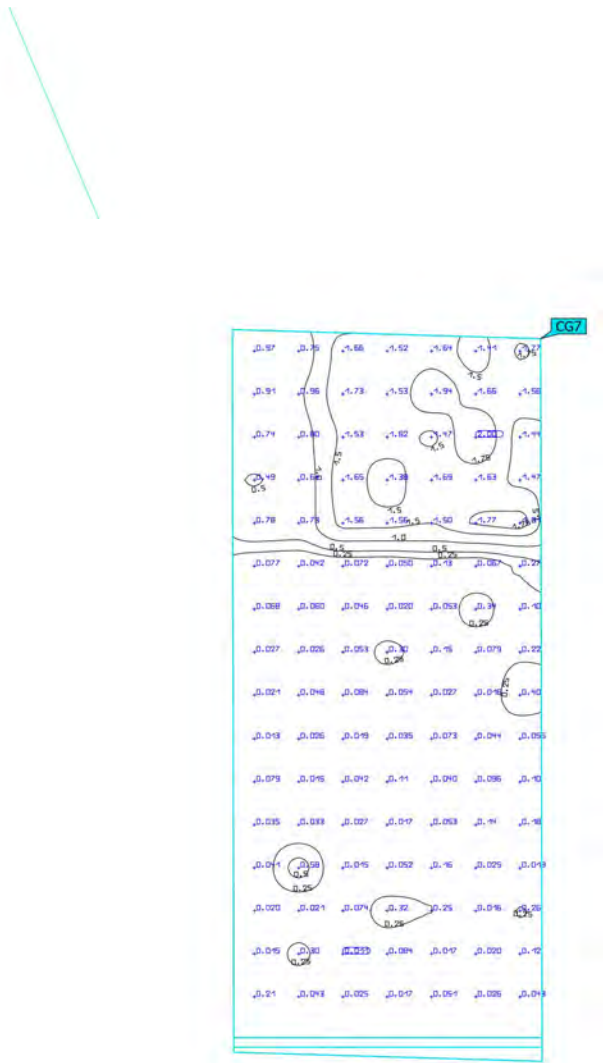
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 6 Vertical illuminance Rotation: 0.0°, Height: 2.559 m	0.13 lx	0.000 lx	1.77 lx	0.00	0.00	CG6

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 7



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 7 Horizontal illuminance Height: 3.559 m	0.006 lx	0.000 lx	0.047 lx	-	0.00	CG7

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 7



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 7 Vertical illuminance Rotation: 0.0°, Height: 3.559 m	0.49 lx	0.011 lx	2.00 lx	0.022	0.006	CG7

Lancing Manor Leisure Centre (Light scene 1)

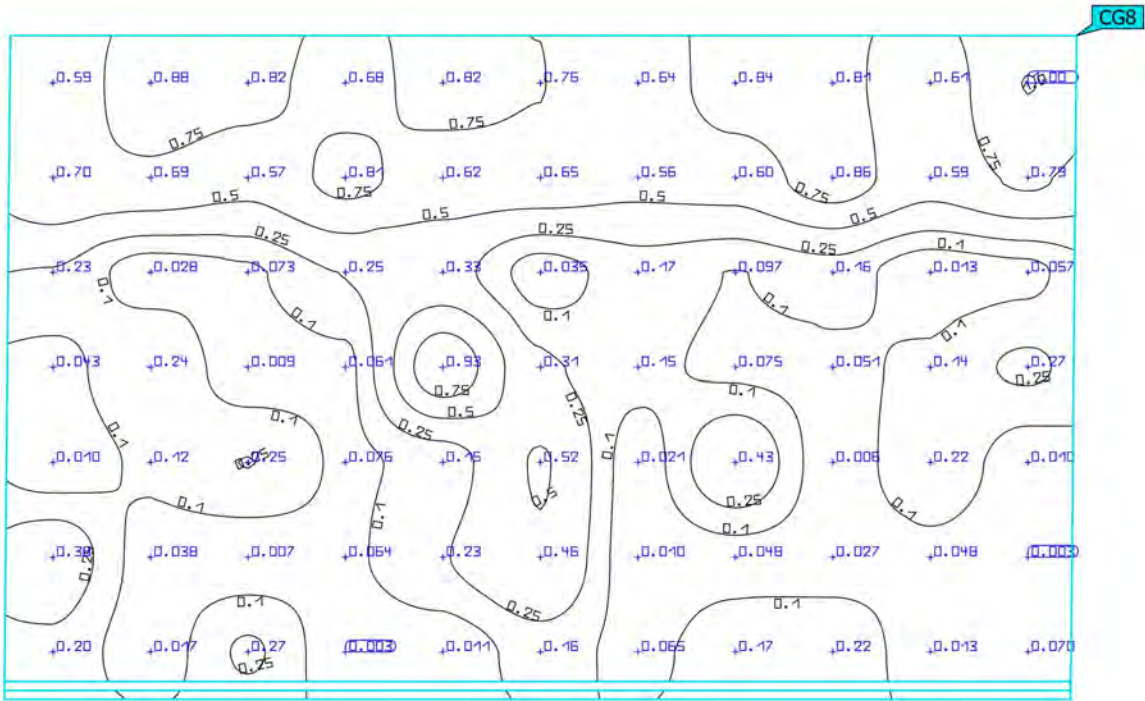
Calculation surface 8



Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 8	0.001 lx	0.00 lx	0.008 lx	-	-	CG8
Horizontal illuminance						
Height: 3.550 m						

Lancing Manor Leisure Centre (Light scene 1)

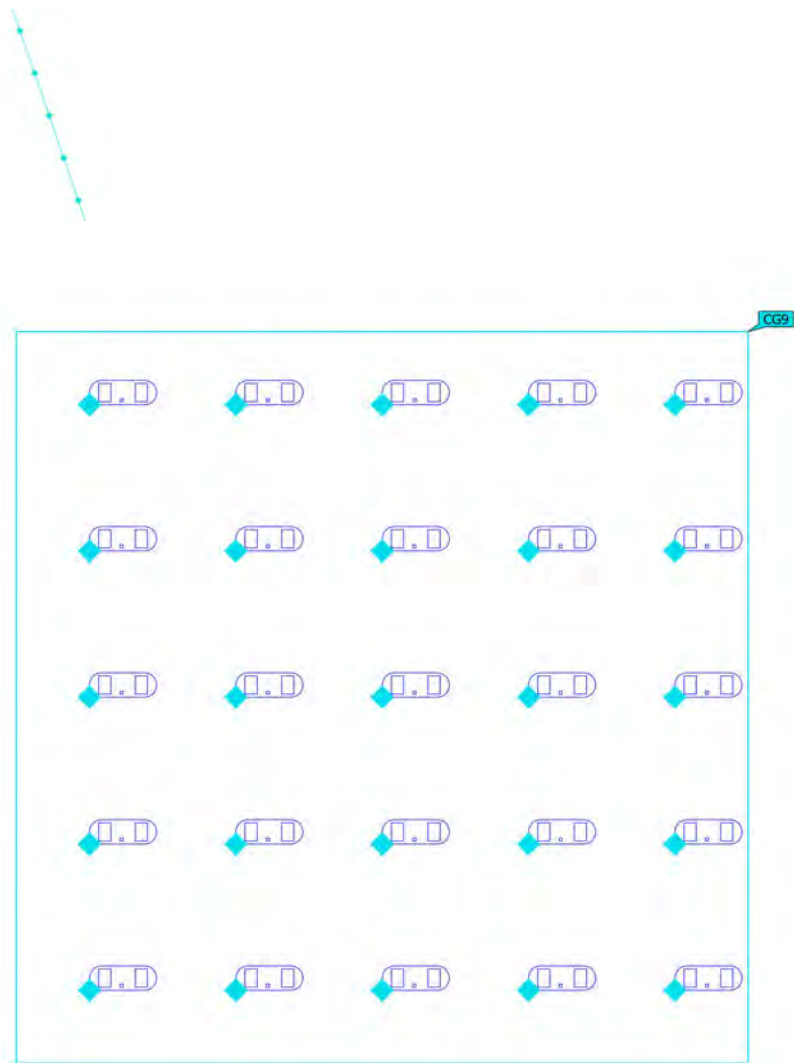
Calculation surface 8



Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 8	0.31 lx	0.003 lx	1.00 lx	0.010	0.003	CG8
Vertical illuminance						
Rotation: 0.0°, Height: 3.550 m						

Lancing Manor Leisure Centre (Light scene 1)

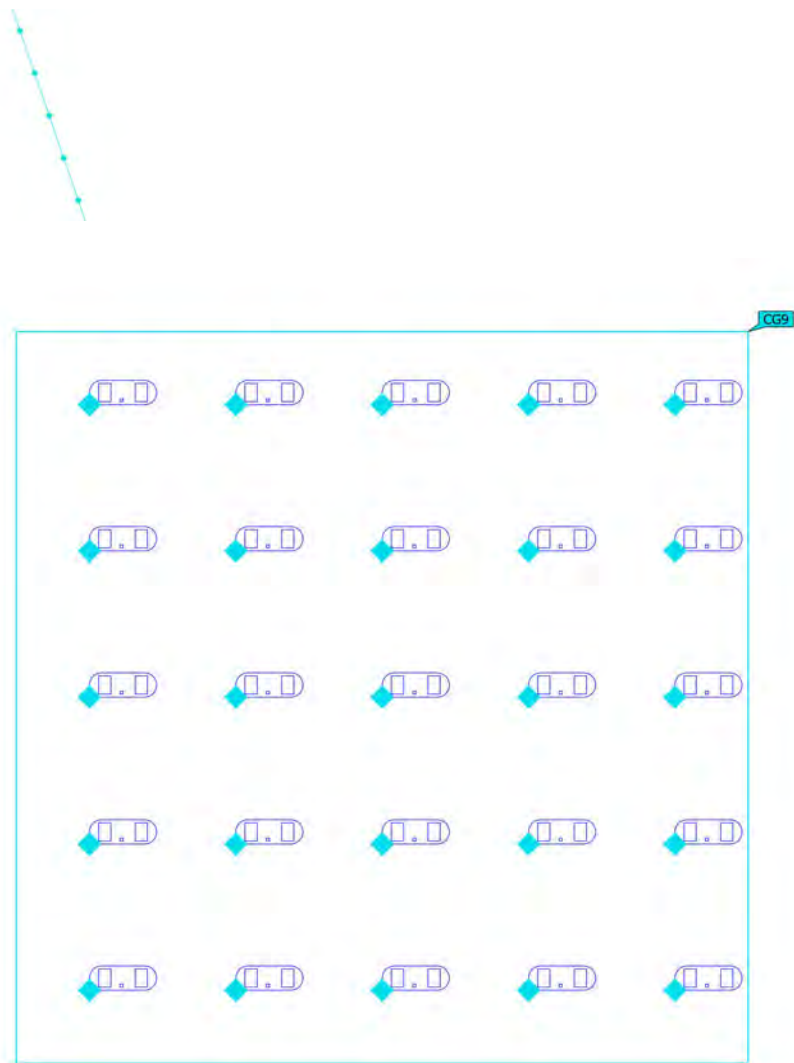
Calculation surface 9



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 9 Horizontal illuminance Height: 6.000 m	0.00 lx	0.00 lx	0.00 lx	-	-	CG9

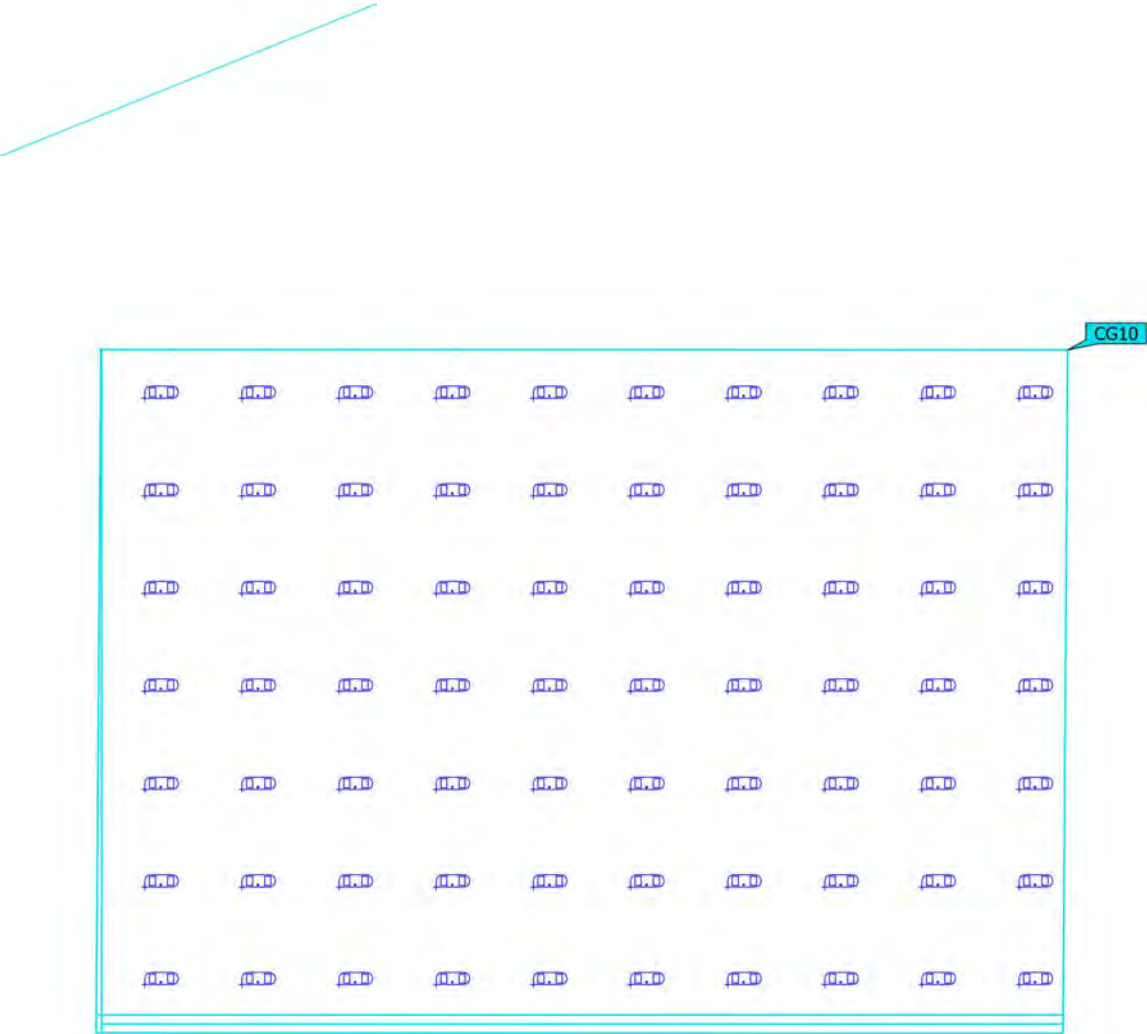
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 9



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 9	0.000 lx	0.00 lx	0.000 lx	-	-	CG9
Vertical illuminance						
Rotation: 0.0°, Height: 6.000 m						

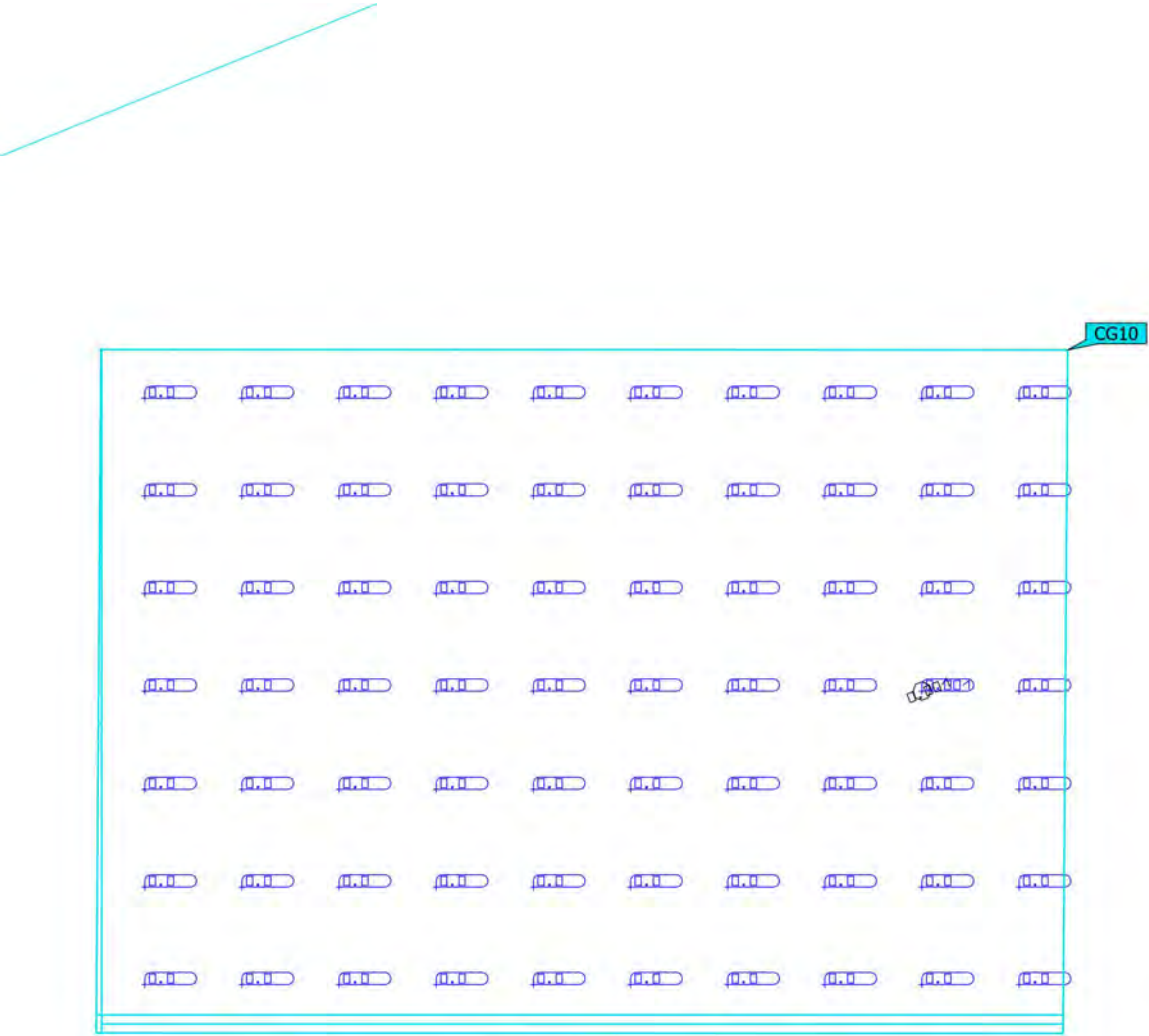
Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 10



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 10 Horizontal illuminance Height: 3.550 m	0.00 lx	0.00 lx	0.00 lx	-	-	CG10

Lancing Manor Leisure Centre (Light scene 1)

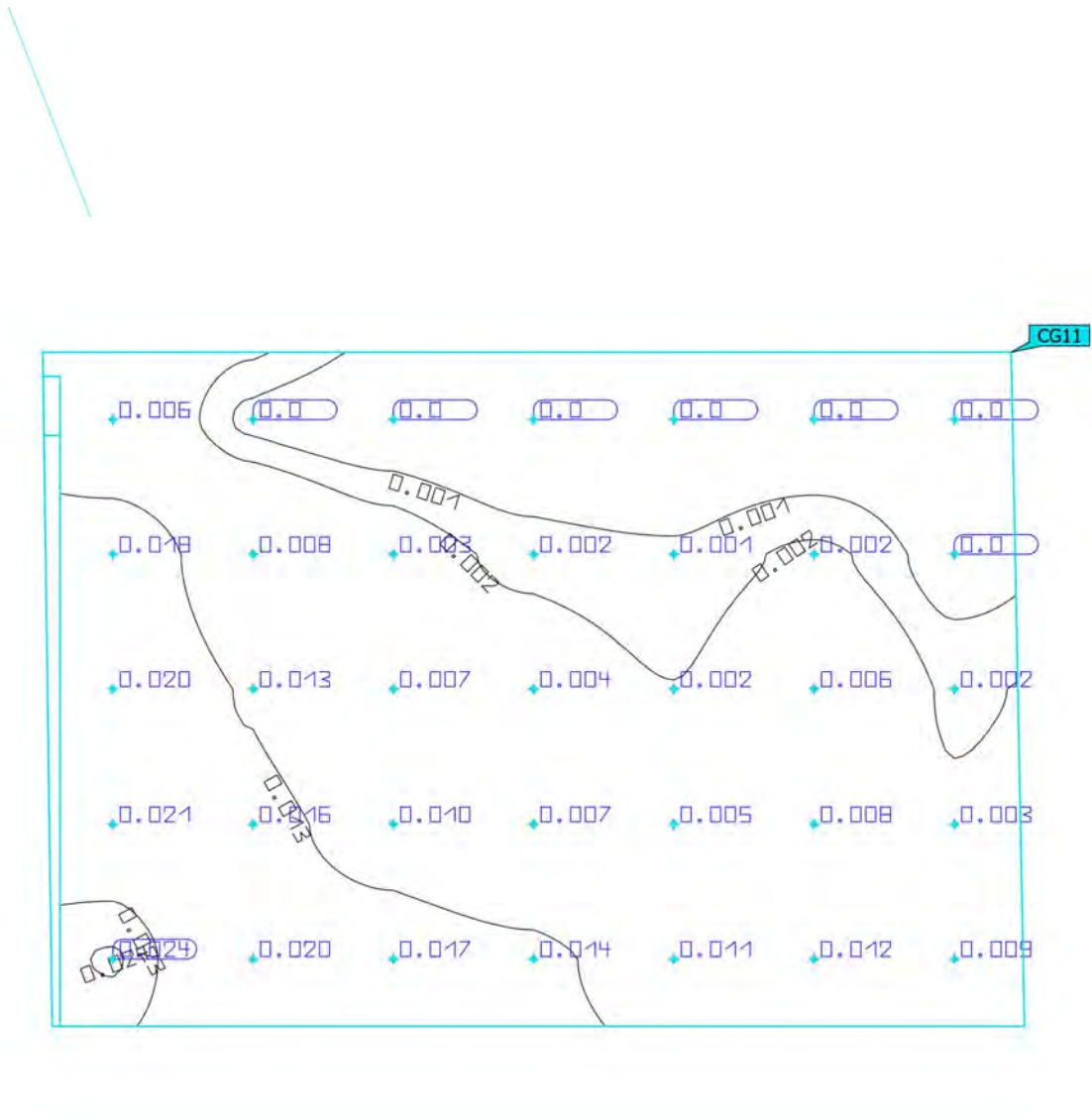
Calculation surface 10



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 10 Vertical illuminance Rotation: 0.0°, Height: 3.550 m	0.000 lx	0.00 lx	0.001 lx	-	-	CG10

Lancing Manor Leisure Centre (Light scene 1)

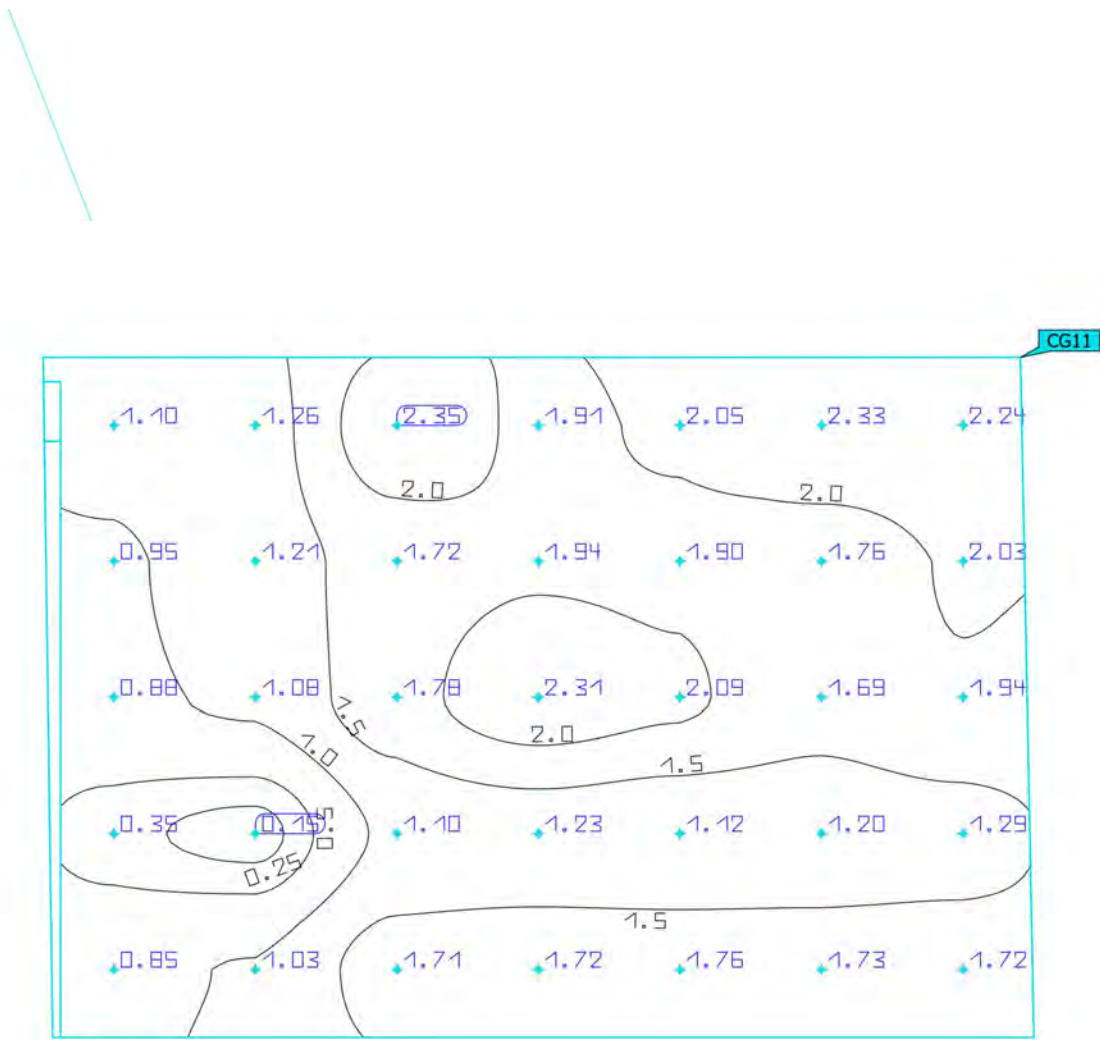
Calculation surface 11



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 11	0.008 lx	0.000 lx	0.024 lx	-	0.00	CG11
Horizontal illuminance						
Height: 6.241 m						

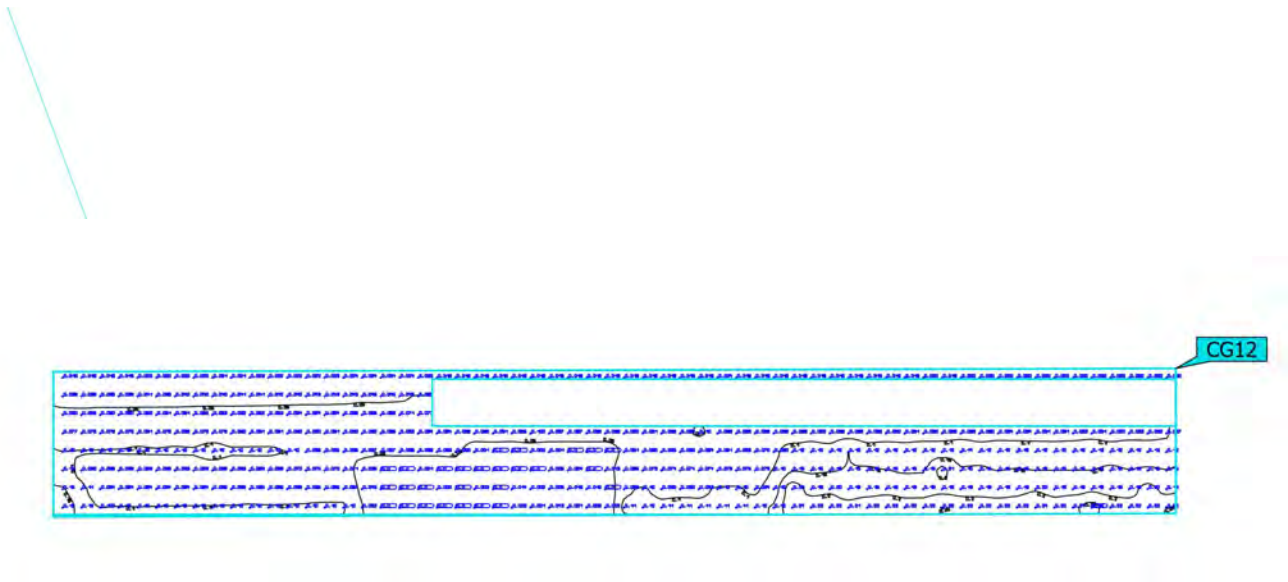
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 11



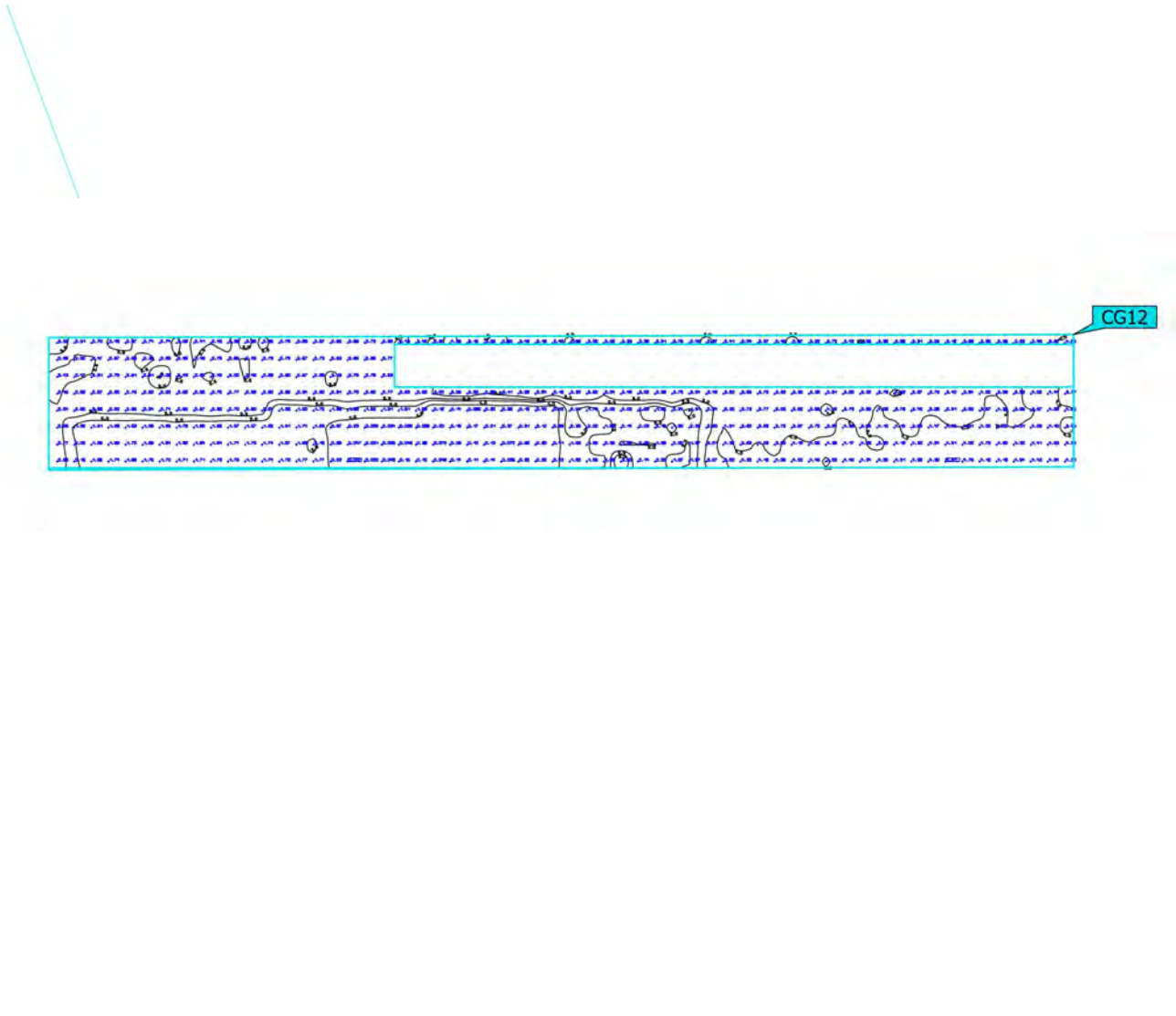
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 11	1.53 lx	0.15 lx	2.35 lx	0.098	0.064	CG11
Vertical illuminance						
Rotation: 0.0°, Height: 6.241 m						

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 12



Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 12 Horizontal illuminance Height: 2.602 m	0.083 lx	0.000 lx	0.26 lx	0.00	0.00	CG12

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 12



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 12 Vertical illuminance Rotation: 0.0°, Height: 2.602 m	2.65 lx	0.017 lx	4.91 lx	0.006	0.003	CG12

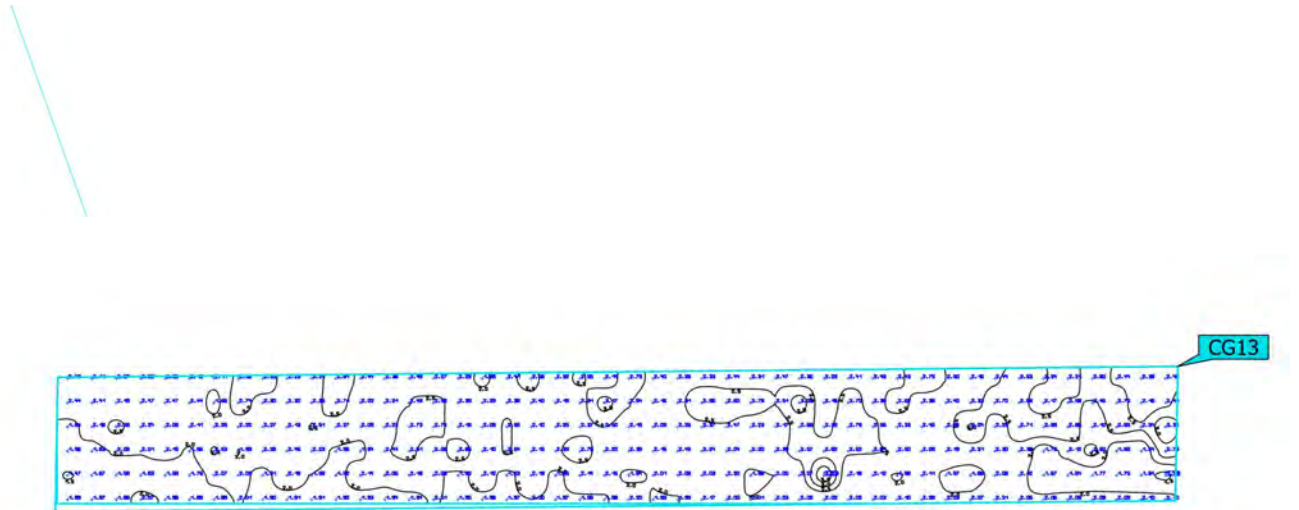
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 13



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 13 Horizontal illuminance Height: 6.157 m	0.002 lx	0.00 lx	0.012 lx	-	0.00	CG13

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 13

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 13 Vertical illuminance Rotation: 0.0°, Height: 6.157 m	2.25 lx	1.43 lx	3.83 lx	0.64	0.37	CG13

Lancing Manor Leisure Centre (Light scene 1)

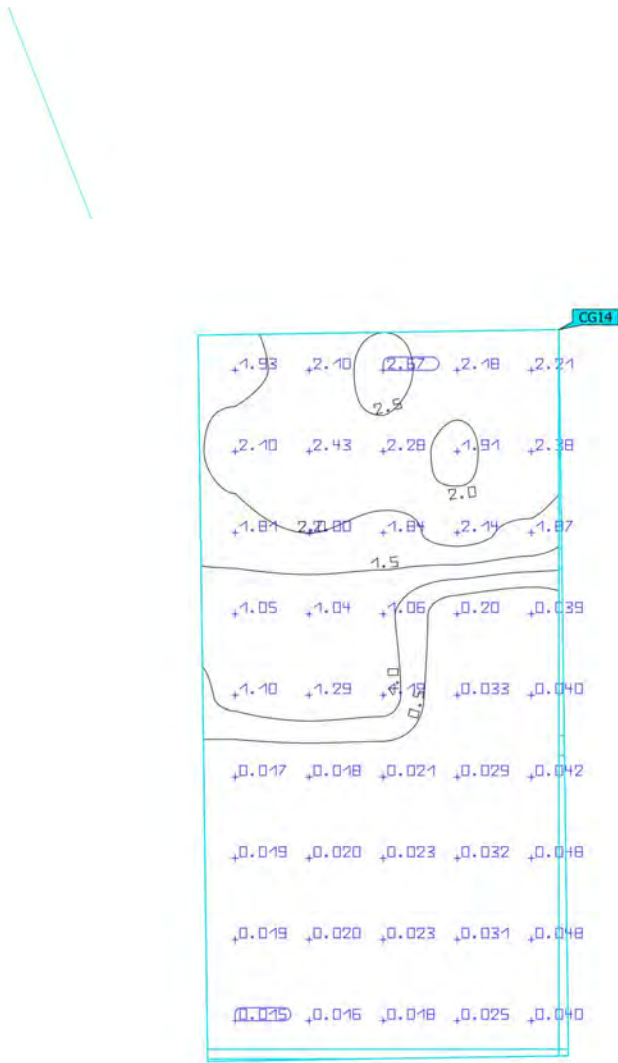
Calculation surface 14



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 14 Horizontal illuminance Height: 3.606 m	0.012 lx	0.00 lx	0.034 lx	0.00	0.00	CG14

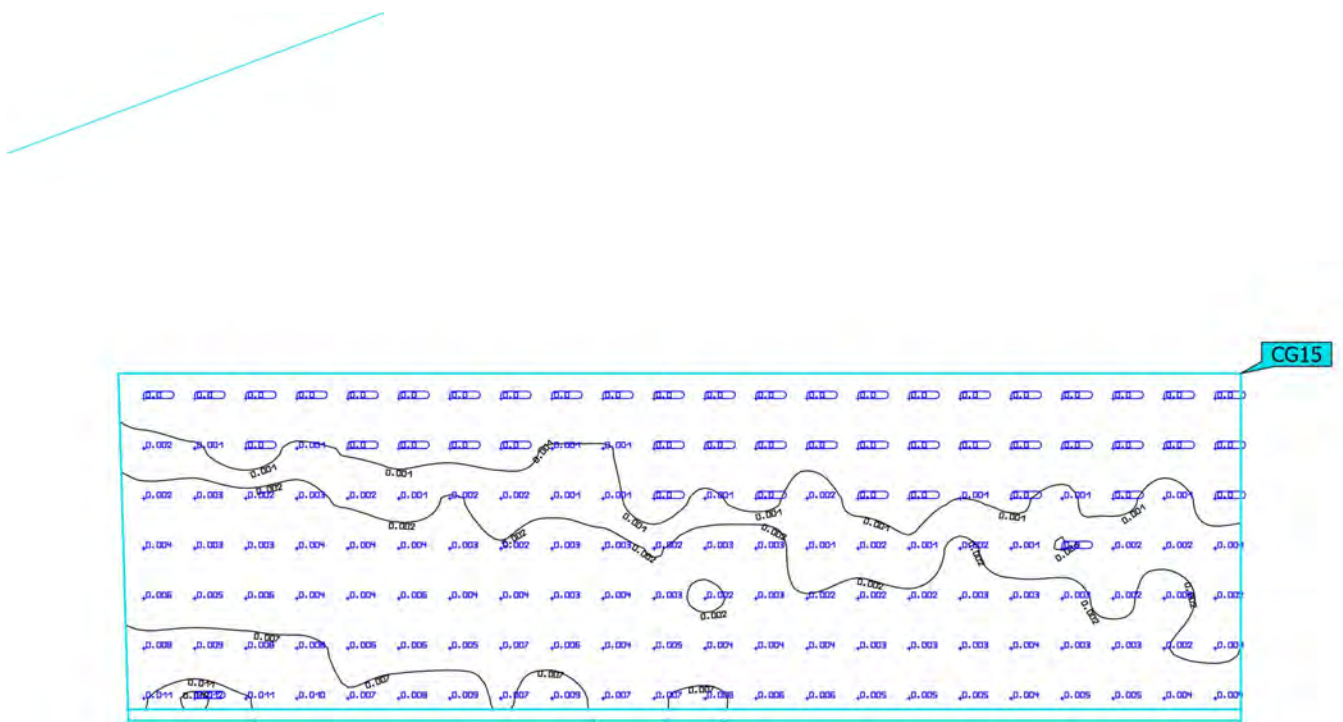
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 14



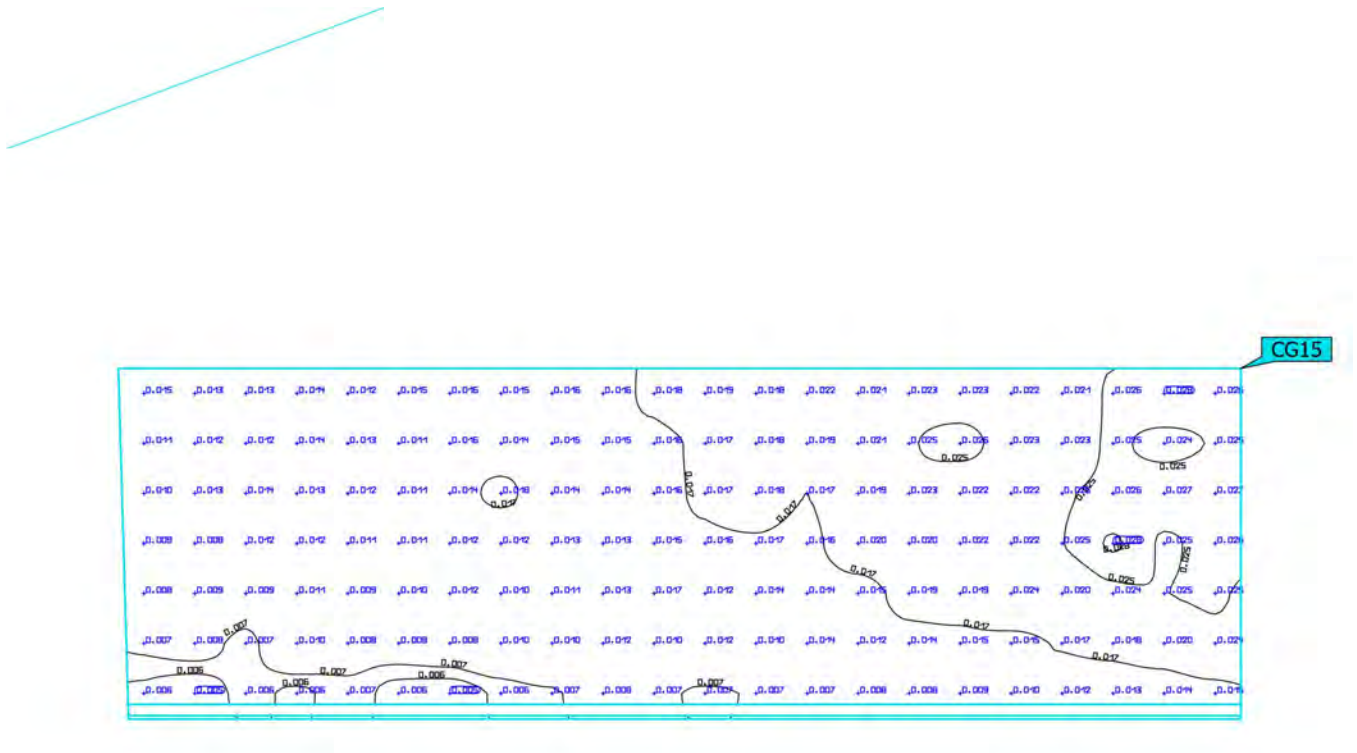
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 14	0.88 lx	0.015 lx	2.67 lx	0.017	0.006	CG14
Vertical illuminance						
Rotation: 0.0°, Height: 3.606 m						

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 15

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 15	0.003 lx	0.00 lx	0.012 lx	-	0.00	CG15
Horizontal illuminance						
Height: 1.520 m						

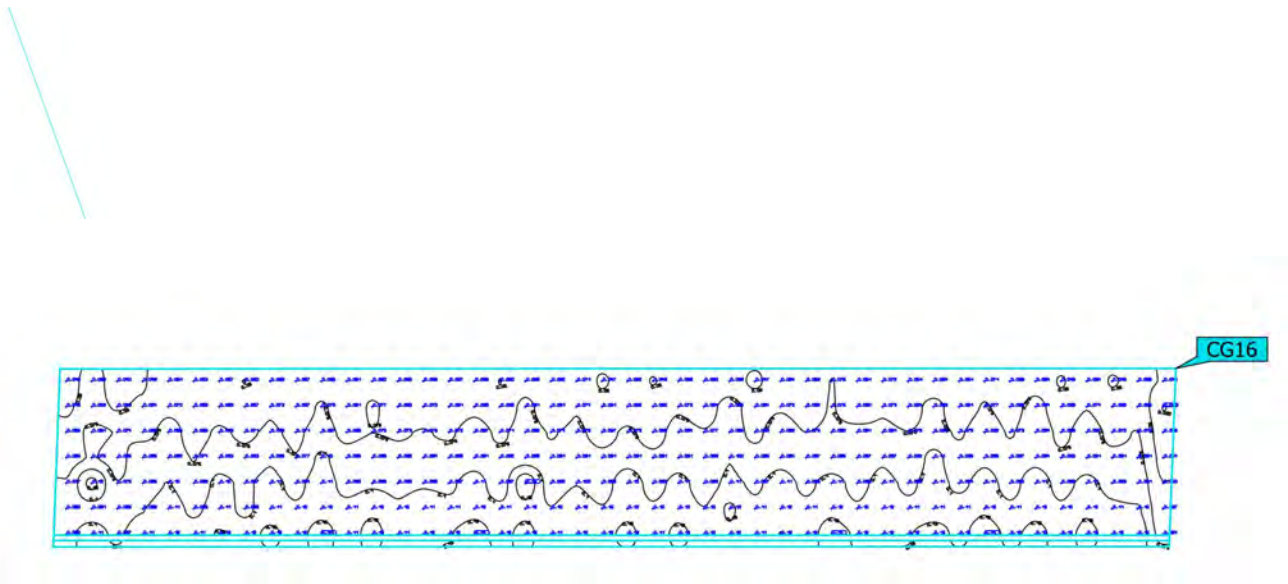
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 15

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 15	0.015 lx	0.005 lx	0.028 lx	0.33	0.18	CG15
Vertical illuminance						
Rotation: 0.0°, Height: 1.520 m						

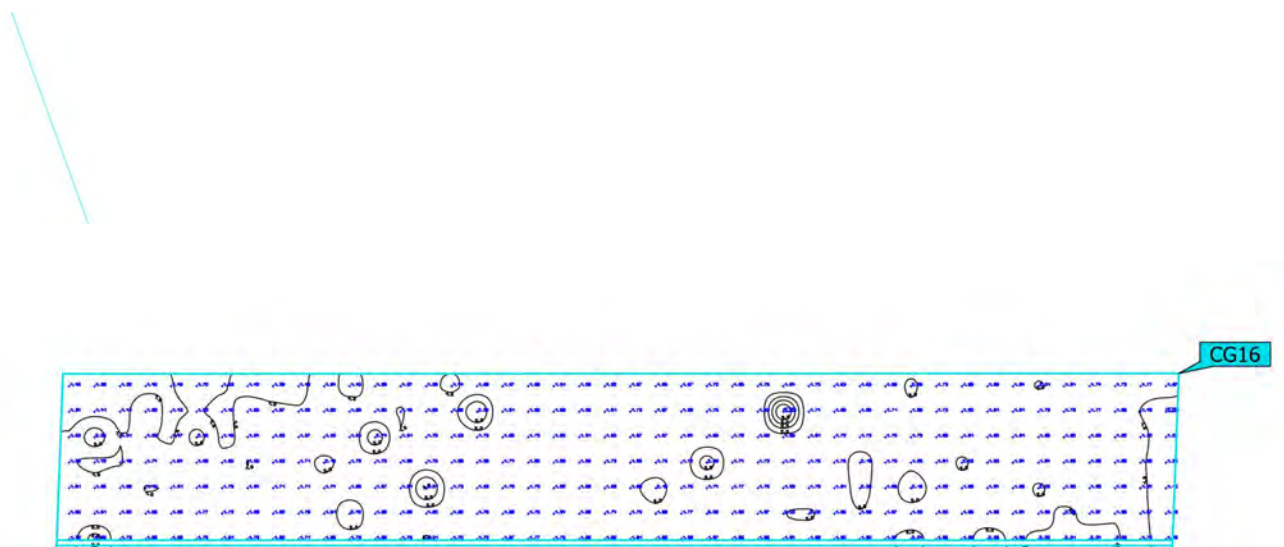
Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 16



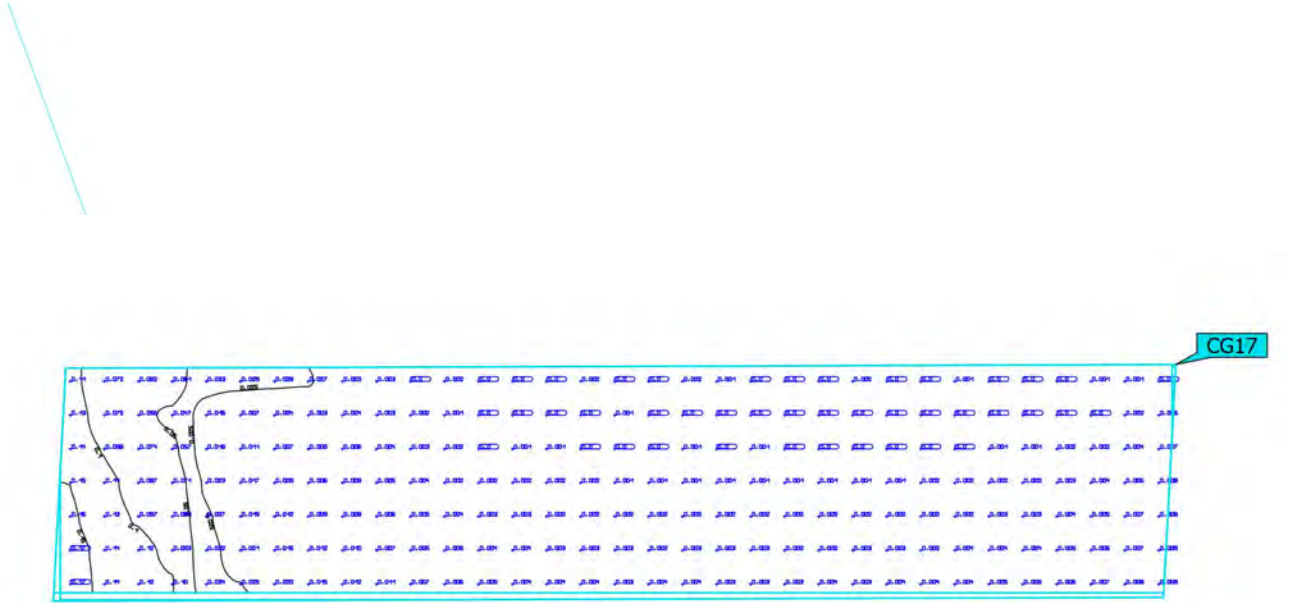
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 16 Horizontal illuminance Height: 1.463 m	0.087 lx	0.032 lx	0.14 lx	0.37	0.23	CG16

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 16

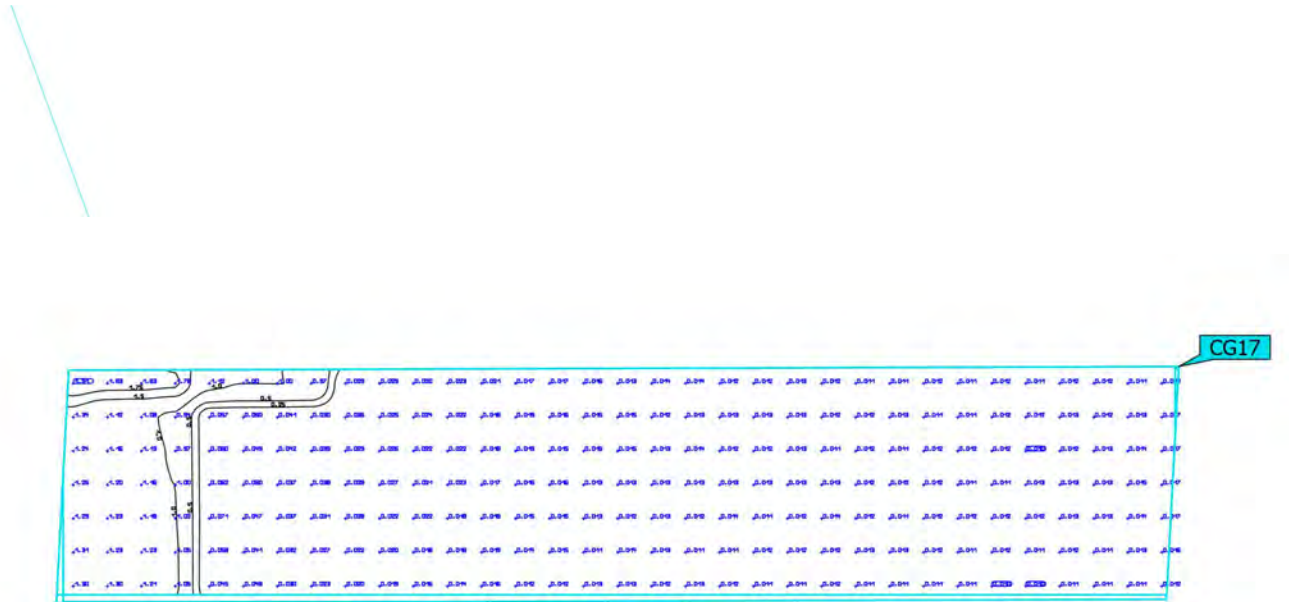
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 16 Vertical illuminance Rotation: 0.0°, Height: 1.463 m	1.76 lx	1.02 lx	4.00 lx	0.58	0.26	CG16

Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 17



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 17 Horizontal illuminance Height: 1.560 m	0.017 lx	0.000 lx	0.17 lx	0.00	0.00	CG17

Lancing Manor Leisure Centre (Light scene 1)

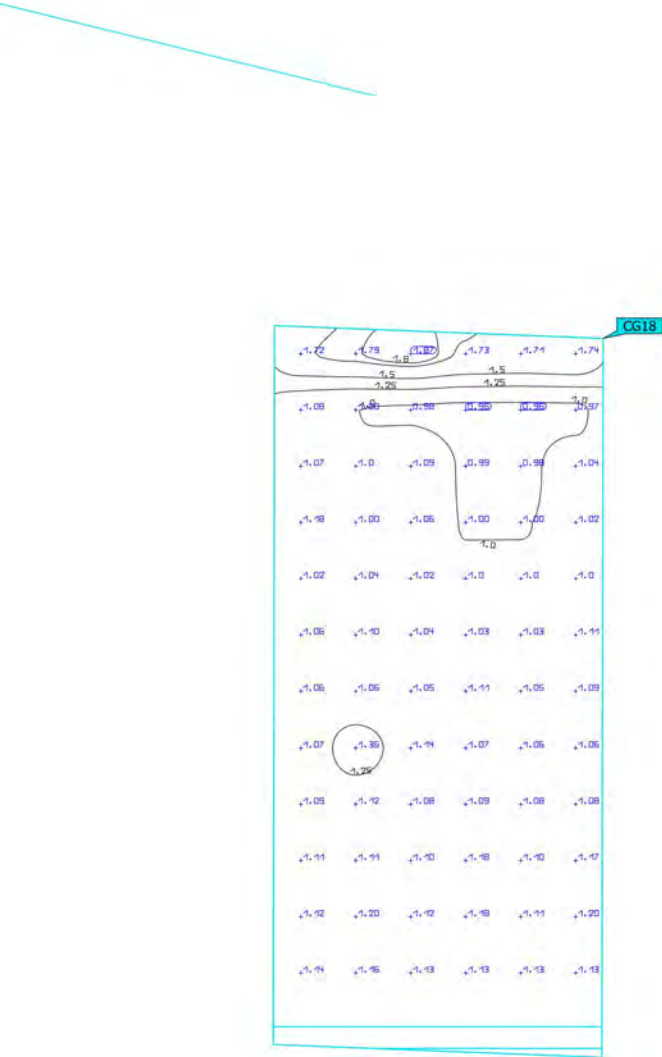
Calculation surface 17

Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 17	0.19 lx	0.010 lx	1.91 lx	0.053	0.005	CG17
Vertical illuminance						
Rotation: 0.0°, Height: 1.560 m						

Lancing Manor Leisure Centre (Light scene 1)

Calculation surface 18

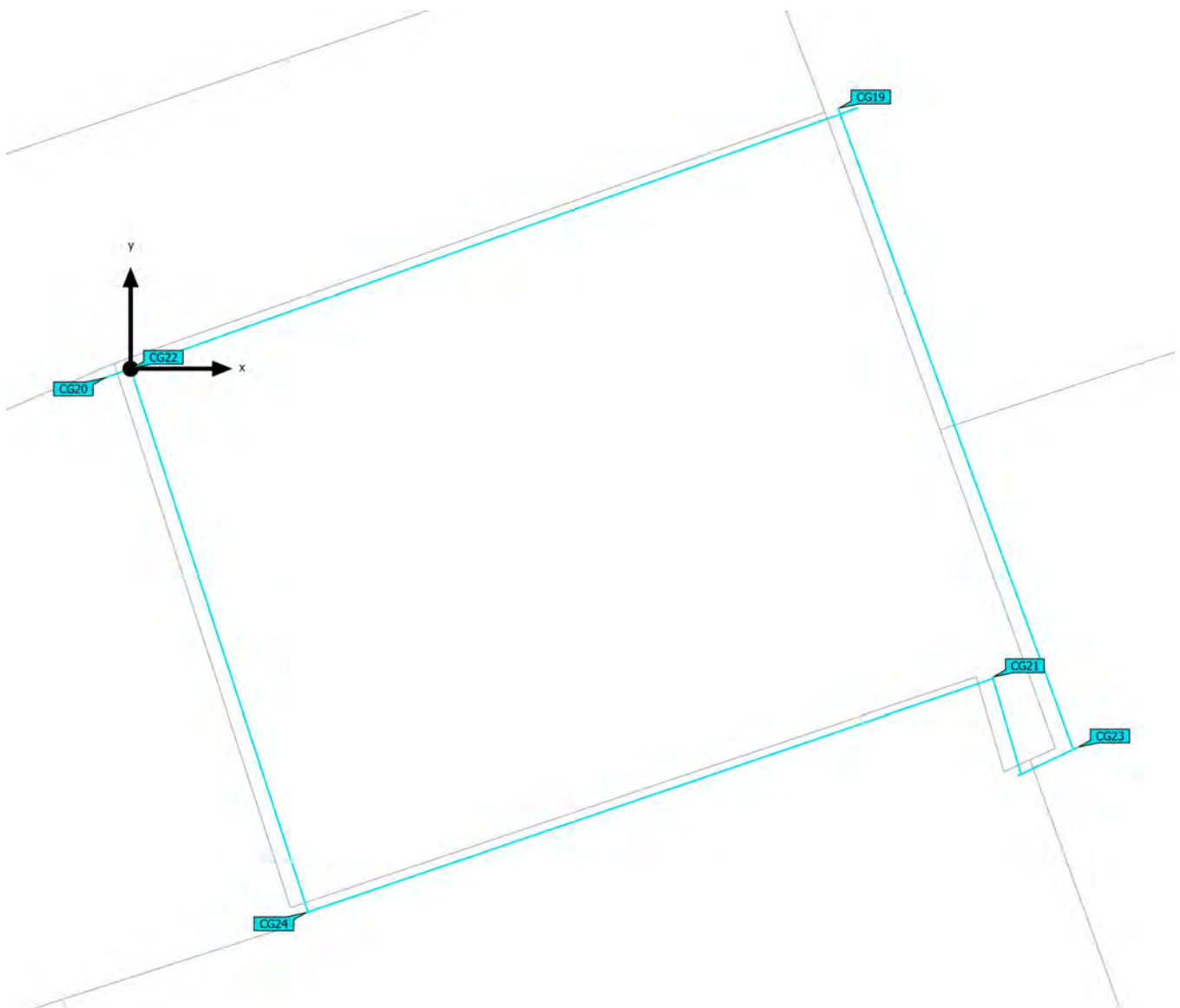
Lancing Manor Leisure Centre (Light scene 1)
Calculation surface 18



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 18 Vertical illuminance Rotation: 0.0°, Height: 1.541 m	1.13 lx	0.96 lx	1.87 lx	0.85	0.51	CG18

Noah's Ark Nursery (Light scene 1)

Calculation objects



Noah's Ark Nursery (Light scene 1)

Calculation objects

Calculation surfaces

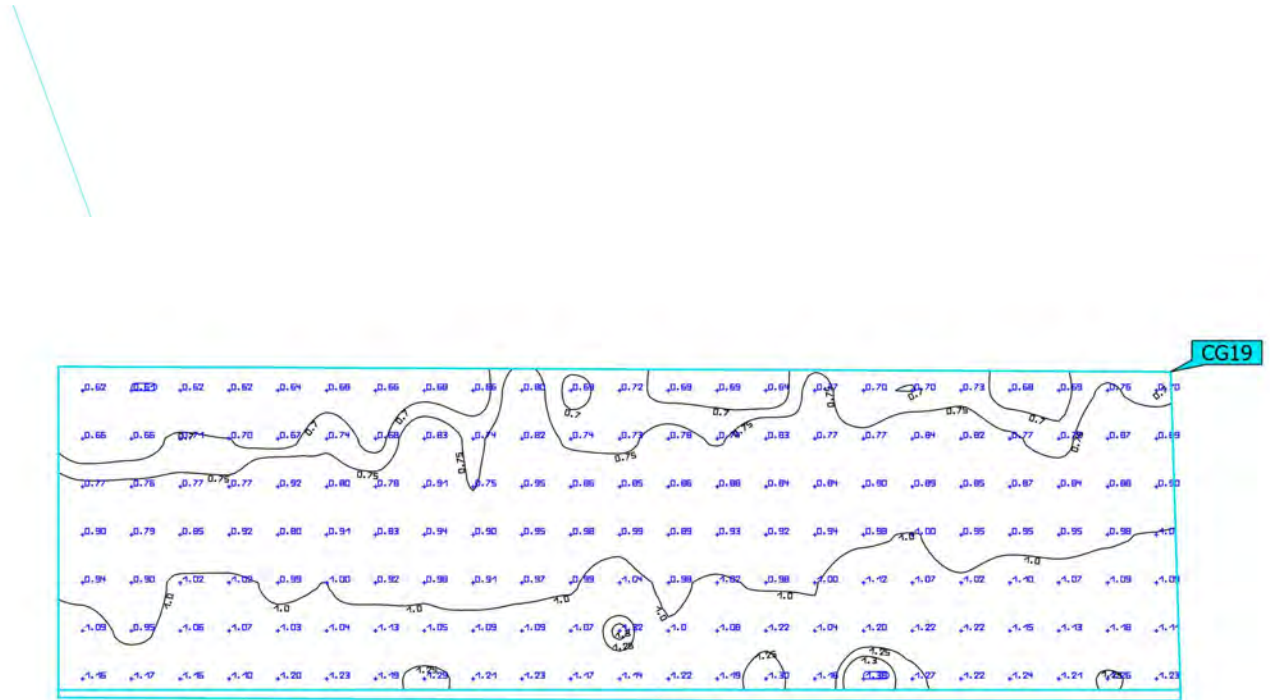
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 19 Horizontal illuminance Height: 1.442 m	0.94 lx	0.61 lx	1.38 lx	0.65	0.44	CG19
Calculation surface 19 Vertical illuminance Rotation: 0.0°, Height: 1.442 m	8.48 lx	7.05 lx	10.9 lx	0.83	0.65	CG19
Calculation surface 20 Horizontal illuminance Height: 1.379 m	0.30 lx	0.10 lx	2.16 lx	0.33	0.046	CG20
Calculation surface 20 Vertical illuminance Rotation: 0.0°, Height: 1.379 m	4.14 lx	2.80 lx	10.0 lx	0.68	0.28	CG20
Calculation surface 21 Horizontal illuminance Height: 1.454 m	0.006 lx	0.000 lx	0.010 lx	-	0.00	CG21
Calculation surface 21 Vertical illuminance Rotation: 0.0°, Height: 1.454 m	0.000 lx	0.000 lx	0.002 lx	-	-	CG21
Calculation surface 22 Horizontal illuminance Height: 1.377 m	0.010 lx	0.003 lx	0.024 lx	0.30	0.13	CG22
Calculation surface 22 Vertical illuminance Rotation: 0.0°, Height: 1.377 m	0.000 lx	0.000 lx	0.001 lx	-	-	CG22
Calculation surface 23 Horizontal illuminance Height: 1.400 m	0.000 lx	0.00 lx	0.003 lx	-	-	CG23
Calculation surface 23 Vertical illuminance Rotation: 0.0°, Height: 1.400 m	0.12 lx	0.058 lx	0.37 lx	0.48	0.16	CG23
Calculation surface 24 Horizontal illuminance Height: 1.450 m	0.002 lx	0.000 lx	0.006 lx	-	-	CG24

Noah's Ark Nursery (Light scene 1)

Calculation objects

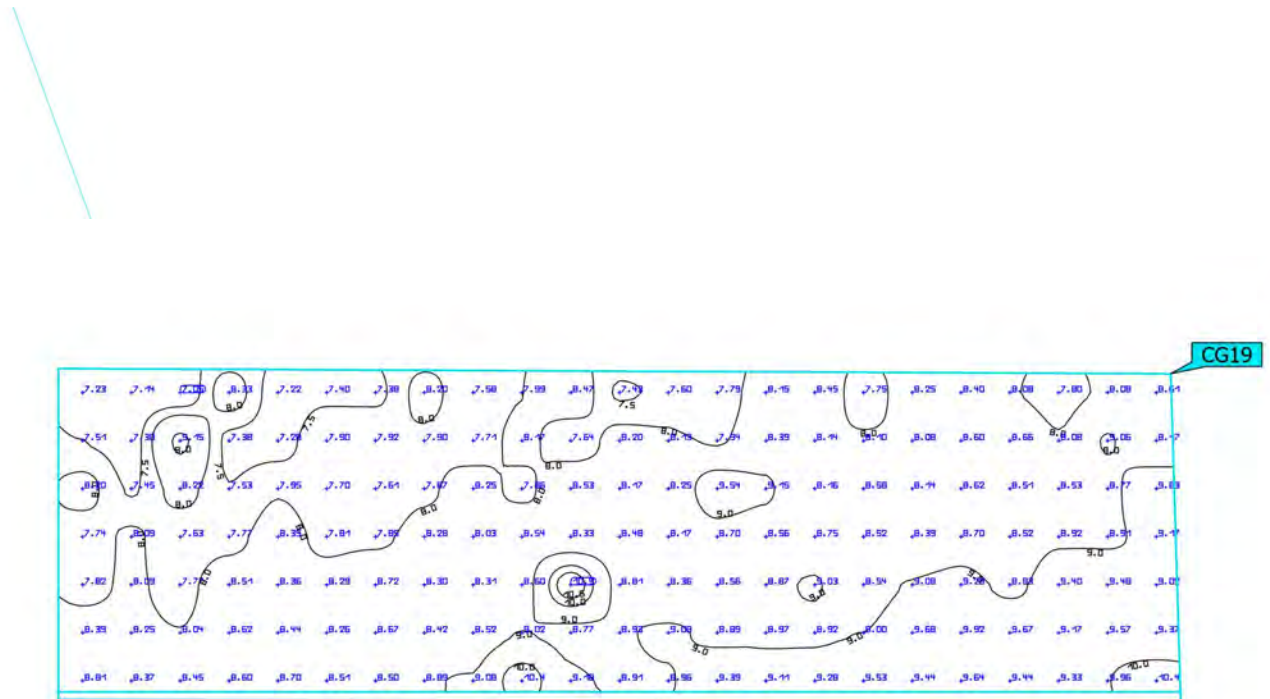
Calculation surface 24	0.025 lx	0.003 lx	0.041 lx	0.12	0.073	CG24
Vertical illuminance						
Rotation: 0.0°, Height: 1.450 m						

Noah's Ark Nursery (Light scene 1)

Calculation surface 19

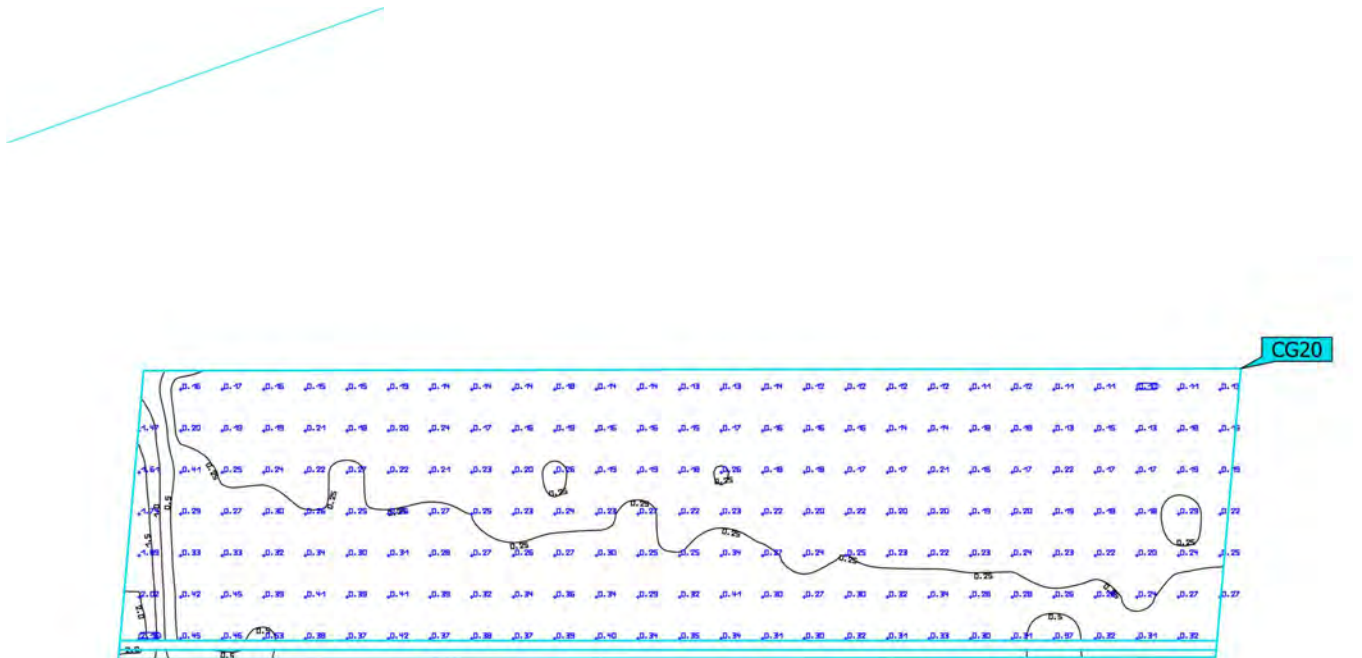
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 19	0.94 lx	0.61 lx	1.38 lx	0.65	0.44	CG19
Horizontal illuminance						
Height: 1.442 m						

Noah's Ark Nursery (Light scene 1)

Calculation surface 19

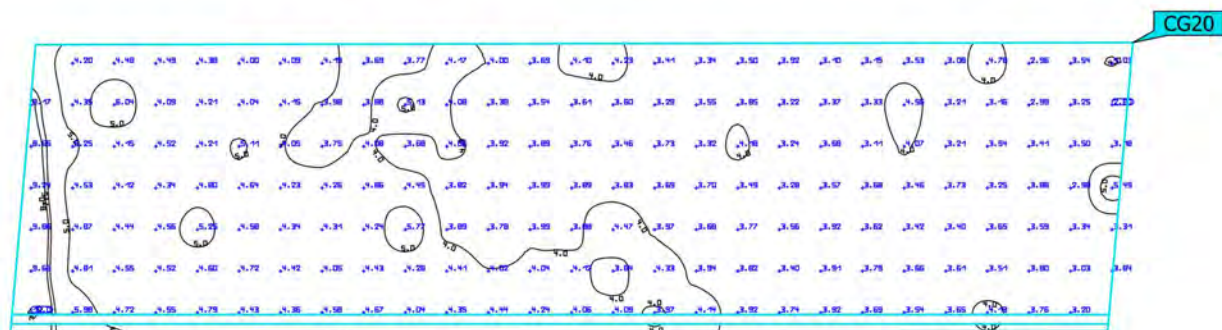
Properties	$\bar{E}$	E_{min}	E_{max}	$U_0 (g_1)$	g_2	Index
Calculation surface 19	8.48 lx	7.05 lx	10.9 lx	0.83	0.65	CG19
Vertical illuminance						
Rotation: 0.0°, Height: 1.442 m						

Noah's Ark Nursery (Light scene 1)

Calculation surface 20

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 20 Horizontal illuminance Height: 1.379 m	0.30 lx	0.10 lx	2.16 lx	0.33	0.046	CG20

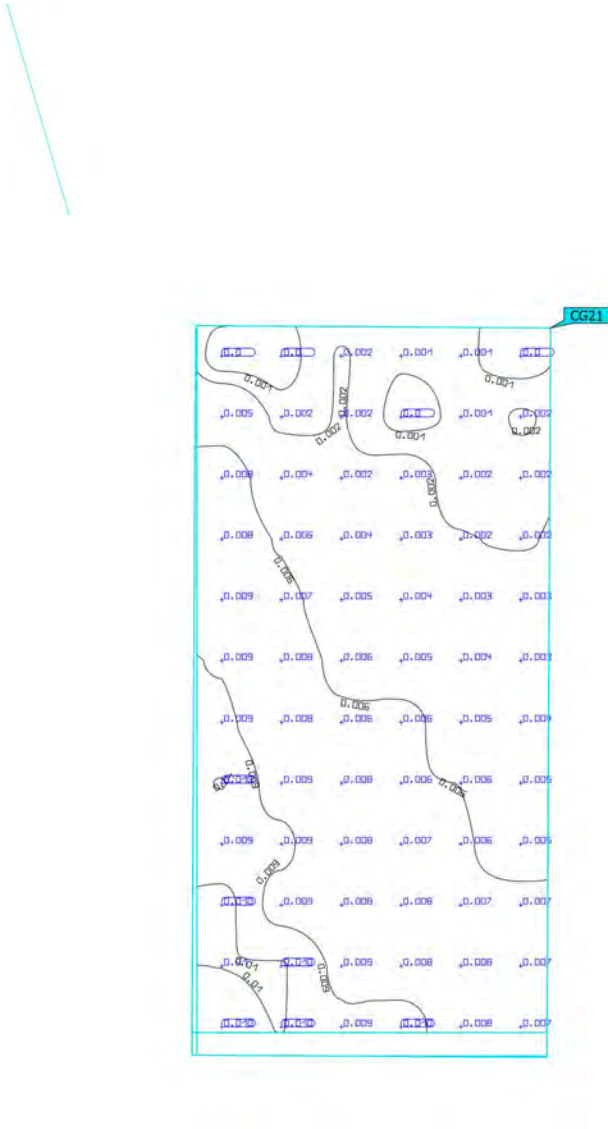
Noah's Ark Nursery (Light scene 1)

Calculation surface 20

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 20	4.14 lx	2.80 lx	10.0 lx	0.68	0.28	CG20
Vertical illuminance						
Rotation: 0.0°, Height: 1.379 m						

Noah's Ark Nursery (Light scene 1)

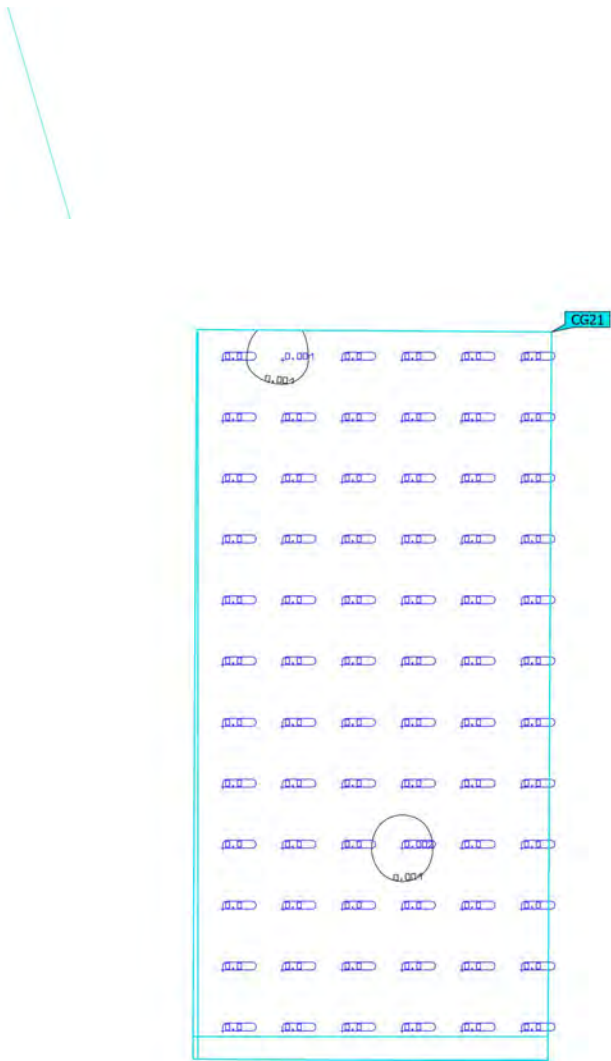
Calculation surface 21



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 21 Horizontal illuminance Height: 1.454 m	0.006 lx	0.000 lx	0.010 lx	-	0.00	CG21

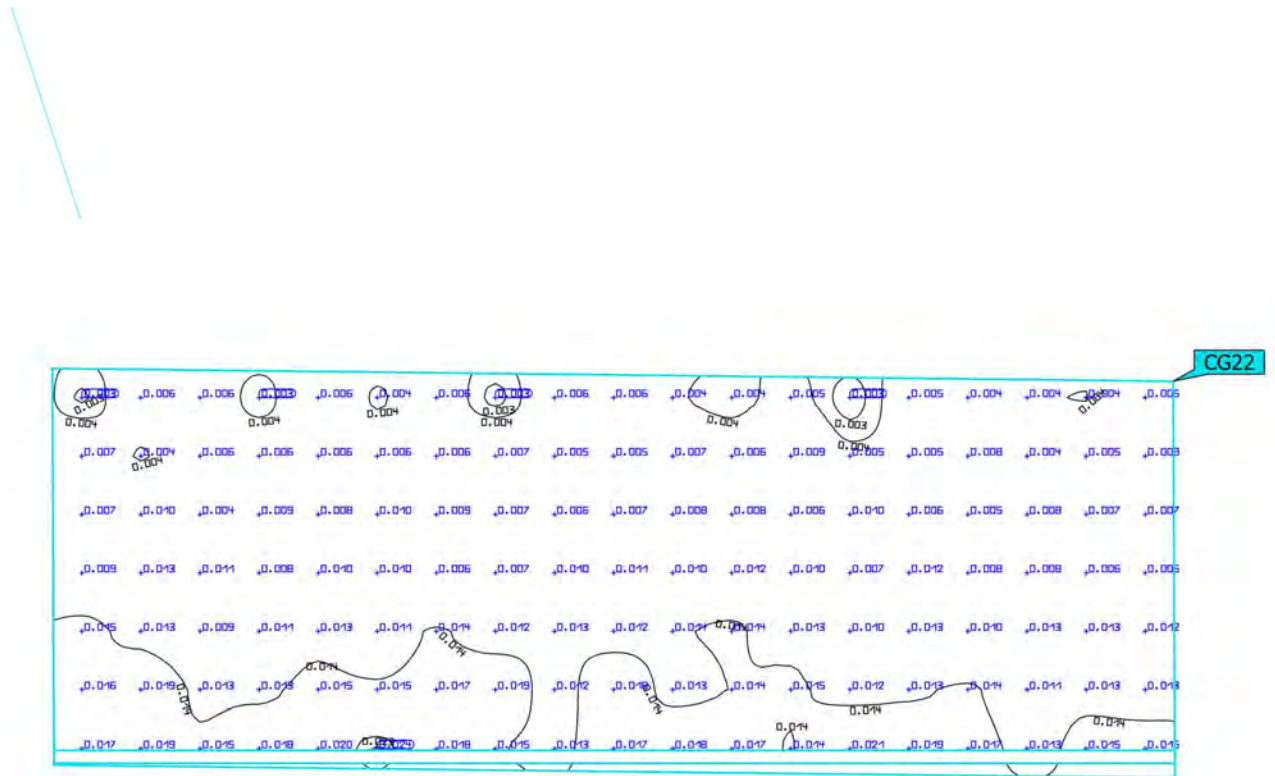
Noah's Ark Nursery (Light scene 1)

Calculation surface 21



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 21	0.000 lx	0.000 lx	0.002 lx	-	-	CG21
Vertical illuminance						
Rotation: 0.0°, Height: 1.454 m						

Noah's Ark Nursery (Light scene 1)

Calculation surface 22

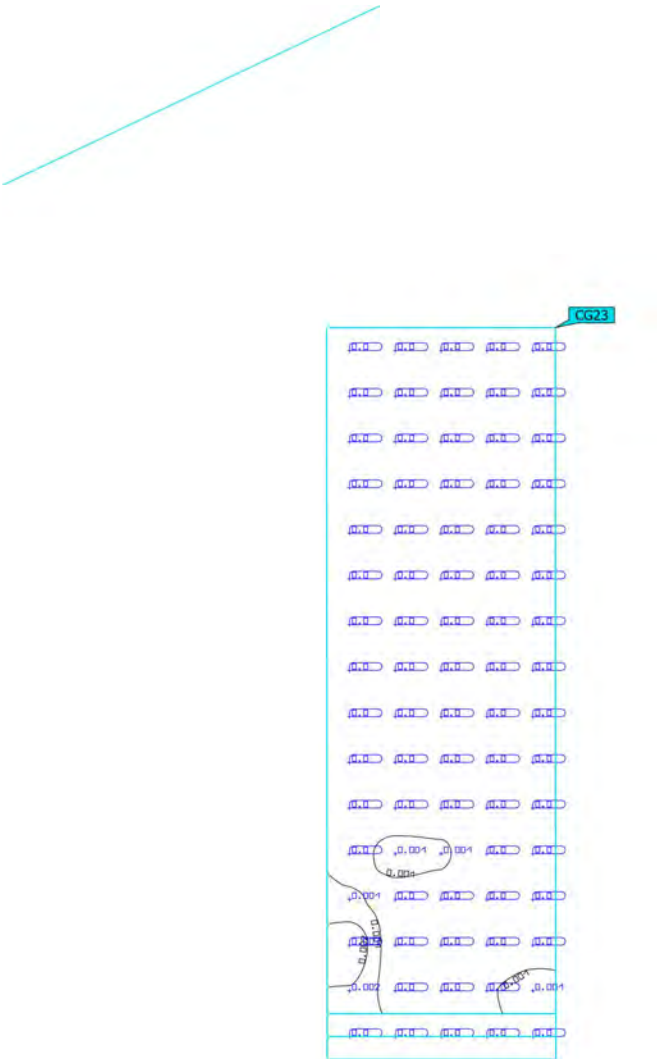
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 22	0.010 lx	0.003 lx	0.024 lx	0.30	0.13	CG22
Horizontal illuminance						
Height: 1.377 m						

Noah's Ark Nursery (Light scene 1)
Calculation surface 22



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 22	0.000 lx	0.000 lx	0.001 lx	-	-	CG22
Vertical illuminance						
Rotation: 0.0°, Height: 1.377 m						

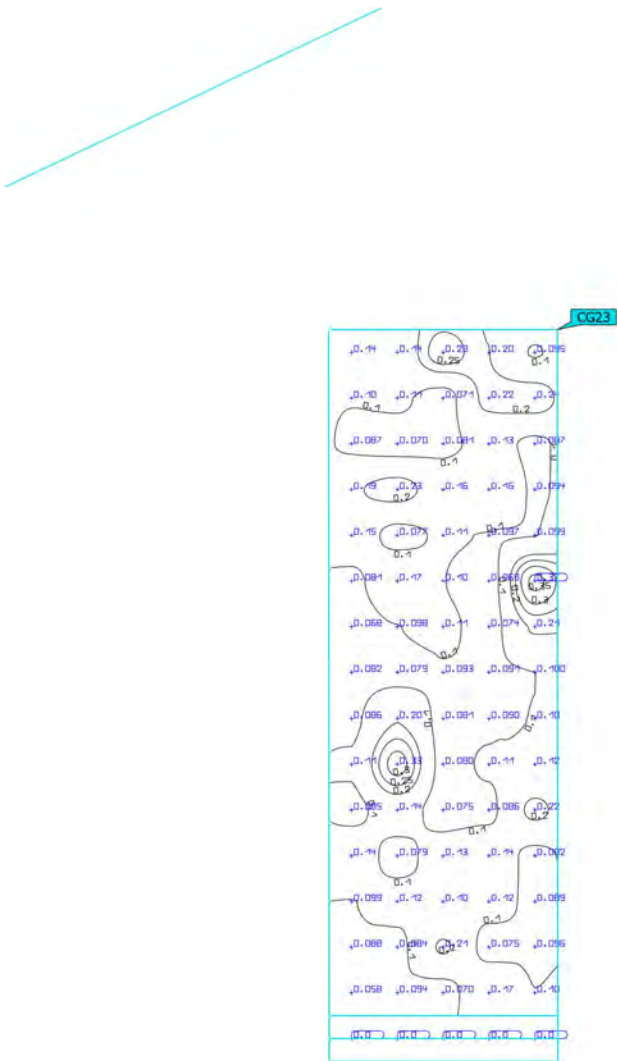
Noah's Ark Nursery (Light scene 1)
Calculation surface 23



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 23 Horizontal illuminance Height: 1.400 m	0.000 lx	0.00 lx	0.003 lx	-	-	CG23

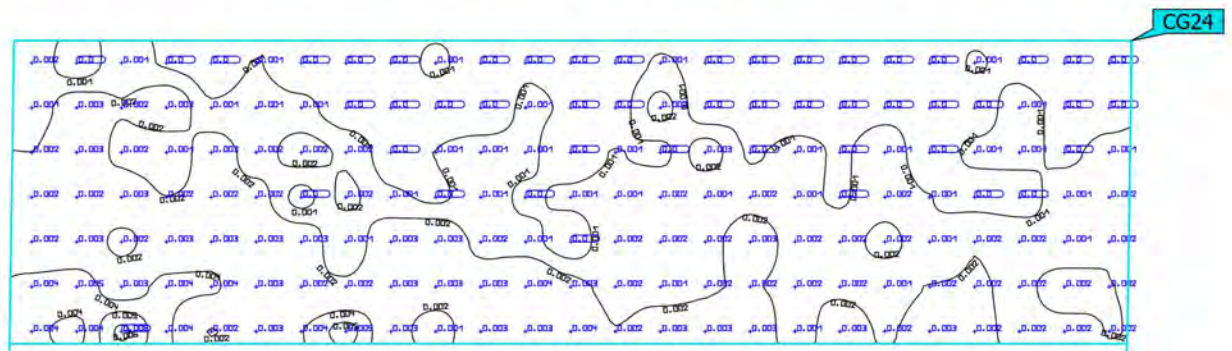
Noah's Ark Nursery (Light scene 1)

Calculation surface 23



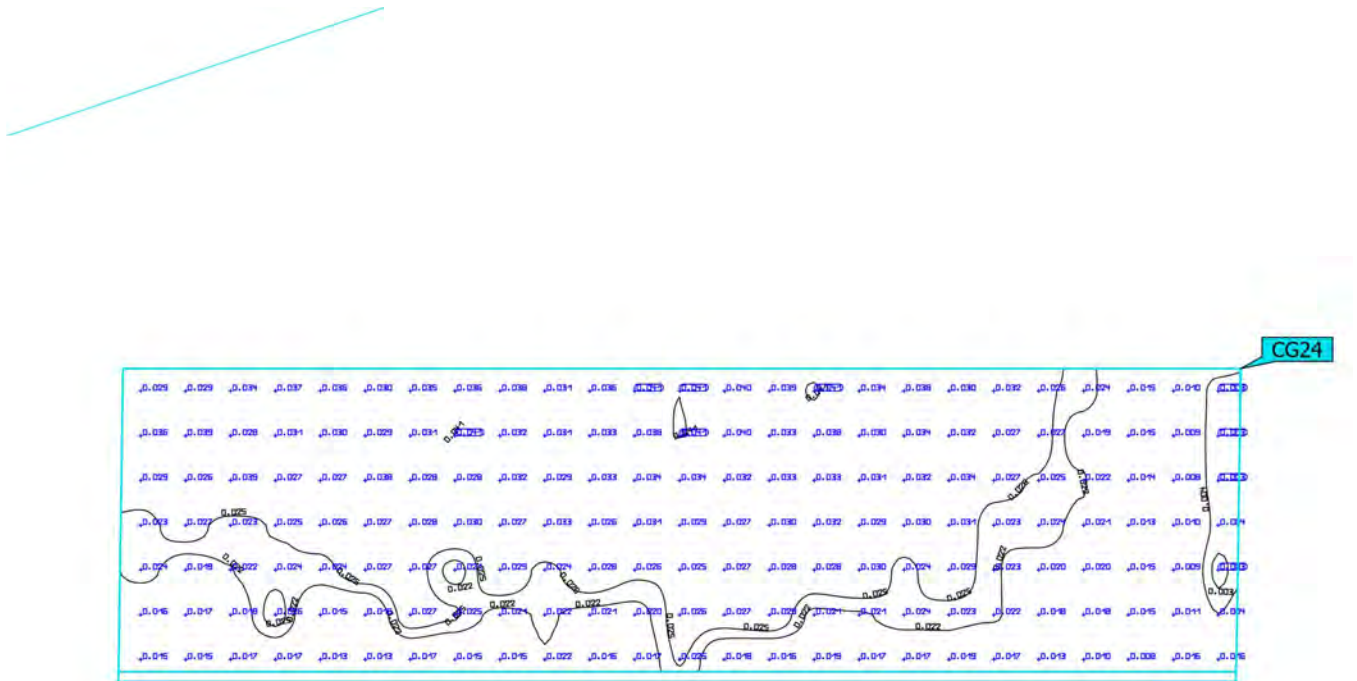
Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 23	0.12 lx	0.058 lx	0.37 lx	0.48	0.16	CG23
Vertical illuminance						
Rotation: 0.0°, Height: 1.400 m						

Noah's Ark Nursery (Light scene 1)

Calculation surface 24

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 24	0.002 lx	0.000 lx	0.006 lx	-	-	CG24
Horizontal illuminance						
Height: 1.450 m						

Noah's Ark Nursery (Light scene 1)

Calculation surface 24

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 24	0.025 lx	0.003 lx	0.041 lx	0.12	0.073	CG24
Vertical illuminance						
Rotation: 0.0°, Height: 1.450 m						