Rating Systems

Building Design and Construction
- New Construction
- Core and Shell
- Schools - New Construction
- Retail - New Construction
- Data Centers - New Construction
- Warehouses and Distribution Centers - New Construction
- Hospitality - New Construction
- Healthcare

- The project is using IP units.
- The project is using SI units.

All Projects

Classify the project under one of the following lighting zones:
- LZ0: No ambient lighting
- LZ1: Low ambient lighting
- LZ2: Moderate ambient lighting
- LZ3: Moderately high ambient lighting
- LZ4: High ambient lighting

Upload: Site lighting plan
Provide a site lighting plan depicting the project boundary, the property line (if different from the project boundary), the lighting boundary, any additional properties included in the lighting boundary (if applicable), the location and label of all exterior luminaires within the project boundary (both exempt and nonexempt), and any relevant project site conditions.

This lighting zone typically includes light commercial and high density or mixed use residential.

Projects that are part of a multitenant complex may provide the lighting master plan for the site and surrounding buildings.

Uplight

Select one of the following options for uplight compliance:
- Option 1. BUG rating method
- Option 2. Calculation method

Project teams must use either the BUG method (Option 1) or the calculation method (Option 2) to demonstrate compliance. Project teams may use different options for uplight and light trespass.

Option 2. Calculation Method

Table: Lumens emitted above horizontal

<table>
<thead>
<tr>
<th>Luminaire Description</th>
<th>Quantity of Installed Luminaires</th>
<th>Lumens per Luminaire</th>
<th>Lumens Above Horizontal</th>
<th>Total Luminaire Lumens</th>
<th>Total Luminaire Lumens Above Horizontal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+ 0</td>
</tr>
<tr>
<td>Percentage above horizontal (%)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- 0</td>
</tr>
<tr>
<td>Lighting zone allowable percentage above horizontal (%)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1.5</td>
</tr>
</tbody>
</table>

Light Trespass

Percentage of total lumens emitted above horizontal must be less than or equal to the percentage allowed by lighting zone.
Select one of the following options for light trespass compliance:

- Option 1. BUG rating method
- **Option 2. Calculation method**

**Option 2. Calculation Method**

Upload: Vertical illuminance calculations
Provide the greatest vertical illuminance value for each of the vertical calculation planes at the lighting boundary. Also provide the calculation grid for the one vertical plane that has the greatest vertical illuminance (worst case scenario) with the point of the greatest illuminance highlighted.

**Internally Illuminated Exterior Signage**

*For projects with internally illuminated exterior signage*

<table>
<thead>
<tr>
<th>Table: Internally illuminated signage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sign Description</td>
</tr>
<tr>
<td>-------------------</td>
</tr>
</tbody>
</table>

Notes:
1. Each sign must not exceed a luminance of 200 cd/sq m (nits) during nighttime hours.
2. Each sign must not exceed a luminance of 2,000 cd/sq m (nits) during daytime hours.

**Special Circumstances**

Describe the circumstances limiting the project team's ability to provide the submittals required in this form. Be sure to reference what additional documentation has been provided, if any. Non-standard documentation will be considered upon its merits. (Optional)

For option 2: Calculation Method please see attached documentation.

Upload: Special circumstances
Provide any additional documentation that supports the claim to special circumstances. (Optional)

**Summary**

Name: Amber Hepner  
Date: September 17, 2014

Incomplete. Please complete the highlighted fields and/or address any omissions in the Special Circumstances section.
<table>
<thead>
<tr>
<th>Fixture</th>
<th>Quantity</th>
<th>Initial lamp lumens per luminaire</th>
<th>Fixture Lumens per luminaire</th>
<th>Total Fixture Lumens</th>
<th>% fixture lumens above 90deg</th>
<th>fixture lumens above 90deg per luminaire</th>
<th>Est. % not uplight blocked by surfaces</th>
<th>final fixture lumens above 90deg per luminaire</th>
<th>Total lumens above 90 deg</th>
</tr>
</thead>
<tbody>
<tr>
<td>B1</td>
<td>7</td>
<td>465</td>
<td>465</td>
<td>3255</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>G1A</td>
<td>6</td>
<td>4122</td>
<td>4122</td>
<td>24732</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>G1B</td>
<td>8</td>
<td>2885</td>
<td>2885</td>
<td>23080</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>G2</td>
<td>16</td>
<td>11</td>
<td>11</td>
<td>176</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>G3</td>
<td>48</td>
<td>83</td>
<td>83</td>
<td>3984</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>G5</td>
<td>0</td>
<td>750</td>
<td>750</td>
<td>0</td>
<td>100.0%</td>
<td>750</td>
<td>100%</td>
<td>750</td>
<td>EXEMPT</td>
</tr>
<tr>
<td>R10</td>
<td>11</td>
<td>1500</td>
<td>1500</td>
<td>16500</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>R12 Axis Linear Recessed</td>
<td>8</td>
<td>2518</td>
<td>2518</td>
<td>20144</td>
<td>0.0%</td>
<td>0</td>
<td>100%</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Totals</td>
<td></td>
<td></td>
<td></td>
<td>91871</td>
<td>0.00%</td>
<td></td>
<td></td>
<td></td>
<td>0</td>
</tr>
</tbody>
</table>

Percentage total fixture lumens above 90 0.00%