

Overview

Artificial lighting performs an important functional role for a range of activities. It enables activities to occur beyond daylight hours, including businesses, recreation and entertainment activities that operate during the night-time. It can also assist in improving the safety and security of people and property. If artificial lighting is not properly located, installed and designed it can have adverse effects on people, particularly if it causes sleep disturbance. Poorly designed artificial lighting can also affect traffic safety.

The provisions in this chapter allow adequate lighting to support activities and enable safety and security whilst managing potential adverse effects. The rules in this chapter do not apply to specific types of activities or lighting which have an important functional role such as navigation aids and traffic lights.

Objectives

Refer also to the relevant objectives in Part 2 District - Wide Matters

- LIGHT-O1.** Enable activities to generate an appropriate level of artificial lighting to support the safety and security of people and property, while managing adverse light spill effects.
- LIGHT-O2.** The benefits of artificial lighting are recognised, particularly the ability to extend the use of outdoor areas for night-time working, recreation and entertainment activities.

Policies

Refer also to the relevant policies in Part 2 District - Wide Matters

- LIGHT-P1.** Artificial lighting is located, designed and operated so that it manages adverse effects on amenity, the health and safety of people, and the safe operation of the transport network.
- LIGHT-P2.** Artificial lighting is located, designed and operated to ensure that the natural night sky is preserved as far as practicable in the tourism zone of Waitomo Caves Village.

Rules

The rules that apply to light are contained in the tables listed below. To undertake any activity, it must comply with the rules listed in:

- LIGHT - Table 1 - Activities Rules; and
- LIGHT- Table 2 - Performance Standards; and
- Any relevant provision in Part 2 District-Wide Matters; and
- Any relevant provision in Part 3 Area Specific Matters.

Where an activity breaches more than one rule, the most restrictive status shall apply to the activity.

Refer to Part 1 - How the Plan Works for an explanation of how to use this plan, including activity status abbreviations.

LIGHT - Table 1 - Activities Rules

Unless specifically stated otherwise, the rules in this table apply to all zones, precincts, all roads, new roads approved by resource consent and activities on the surface of water		
LIGHT-R1.	Emission of artificial light	
All zones	Activity Status: PER Where: All of the relevant performance standards in LIGHT - Table 2 are complied with.	Activity status where compliance is not achieved: RDIS Matters over which discretion is restricted: The matters of discretion associated with any performance standard which cannot be complied with in LIGHT - Table 2.

LIGHT - Table 2 - Performance Standards

LIGHT-S1.	Emission of artificial light	
	- All exterior artificial lighting must be oriented so that light does not cause an adverse effect on any road or any oncoming traffic; and - The spill of light from artificial lighting on to any site in the general rural zone as measured at or within the notional boundary of any sensitive activity must not exceed: 10 lux (horizontal and vertical); AND - Within the industrial zone, the spill of light from artificial lighting must not exceed 20 lux (horizontal and vertical) when measured or calculated at points 1.5 m within the boundary of any other site. However, where the site adjoins another zone, the provisions of LIGHT-S1.4 apply; and - In all other zones, the spill of light from artificial lighting must not exceed 10 lux (horizontal and vertical) when measured or calculated at points 1.5 m within the boundary of any other site; and - In the case of contiguous sites held in the same ownership for the same activity, the spill of light shall be measured or calculated at points 1.5 m within the	Matters over which discretion is restricted: - Measures to ensure that the natural night sky is preserved where practical in the tourism zone of Waitomo Caves Village; and - The extent to which light overspill may impact on activities occurring on an adjoining property, including areas for outdoor living; and - The ability to mitigate adverse effects through the imposition of conditions such as shielding the light; and - The extent and effect of the duration, hours of operation and frequency of the activity on the amenity values and sleep quality experienced in adjoining properties; and - Whether artificial lighting is necessary for operation or functional purposes; and

boundary of any other site beyond the boundary of the holding; and 6. The standards for light must be measured and assessed in accordance with AS/NZS 4282-2019 Control of the Obtrusive Effects of Outdoor Lighting; and 7. The following activities are exempt from the provisions of this rule: (i) Streetlights, navigation aids and traffic signals; and (ii) Lights of vehicles, trains and aircraft; and (iii) In the general rural zone, lights of farm vehicles and mobile agricultural machinery; and (iv) Lighting associated with temporary events and commercial filming; and (v) Temporary lighting for the purpose of emergency management activities, temporary military training activities and emergency response.	(f) Effects on the safety of traffic system users attributable to lighting and glare.
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Advice notes

Waitomo Caves Village tourism zone

Note: In Waitomo Caves Village tourism zone, the preference is for outdoor artificial lighting to be fully shielded and have a colour corrected temperature of no greater than 3000K (warm white).

Floodlights

Note: The rules for floodlights associated with recreational or sporting activities are contained in the open space zone. For floodlights not associated with recreation or sporting activities the provisions of this chapter apply.

Artificial illumination of signs and digital signs

Note: For artificial illumination of signs and digital signs see the signs chapter.