



IV. SPORTS AND RECREATION LOCATIONS AND TASKS ^(a)		Very Important	Important	Somewhat important	Blank = Not important or not applicable													
Design Issues	Color Appearance (and Color Contrast)	Daylighting Integration and Control	Direct Glare	Flicker (and Strobe)	Light Distribution on Task Plane (Uniformity)	Light Pollution/Trespass	Luminaire Noise	Modeling of Faces or Objects	Reflected Glare	Shadows	Special Considerations	Notes on Special Considerations	Illuminance (Horizontal)	Category or Value (lux) ^(b)	Illuminance (Vertical)	Category or Value (lux) ^(b)	Notes on Illuminance — see end of section	Reference Chapter(s)
	Archery (Indoor)																	
Target at 18.3m																	(1)	
Shooting line																		
Archery (Outdoor)																		
Target at 30.4m																	(1)	
Shooting line																		
Badminton (Indoor)																		
Baseball																		
Professional (Outdoor)																	(2)	
Recreational																	(2)	
Basketball																		
Indoor																		
Outdoor																		
Billiards																		





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Horse Shows	□		■		■	■			■	■			■		■			
Lacrosse	□		■		■	■			■	■			■		■			
Playgrounds			■		■	■				■			■					
Quoits			■		■	■				■			■					
Racing (Outdoor)																		
Motor — Track	■		■		■	■			■	■			■		■			
Bicycle — Track			■		■	■				■			■					(3)
Dog			■		■	■				■			■					(3)
Dragstrip	■		■		■	■				■			■					(3)
Racquetball																		
Indoor	■	■	■		■	■			■	■			■		■			
Rodeo and Animal Shows	■		■		■	■				■			■		■			
Roque (see Croquet)																		
Shooting, Indoor																		
Target	■		■		■	■			■	■			■		■			
Shooting line	■		■		■	■			■	■			■		■			





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Sports/Recreation-4

Shooting, Outdoor at 45 m	
Target	[Lighting pattern]
Shooting line	[Lighting pattern]
Shuffleboard	
Indoor	[Lighting pattern]
Outdoor	[Lighting pattern]
Skating, Speed	
Indoor	[Lighting pattern]
Outdoor	[Lighting pattern] (3) (3)
Skeet and Trap	
Targets at 18.3 m	[Lighting pattern]
Shooting line	[Lighting pattern]
Skiing	
[Lighting pattern]	
Soccer (see Football)	
[Lighting pattern]	
Softball	
[Lighting pattern]	
Squash	
[Lighting pattern]	
Swimming (Water Sports)	
Indoor — on pool deck	[Lighting pattern]
Outdoor — on pool deck	[Lighting pattern]
Tennis	
Indoor	[Lighting pattern]
Outdoor	[Lighting pattern]
Trap (see Skeet and Trap)	
[Lighting pattern]	
Volleyball	
Indoor	[Lighting pattern]
Outdoor	[Lighting pattern]



Sports/Recreation-4



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	Daylighting Integration and Control				
	Direct Glare				
	Flicker (and Strobe)				
	Light Distribution on Task Plane (Uniformity)				
	Light Pollution/Trespass				
	Luminaire Noise				
	Modeling of Faces or Objects				
	Reflected Glare				
	Shadows				
	Special Considerations				
	Notes on Special Considerations				
	Illuminance (Horizontal)				
	Category or Value (lux) ^(b)				
	Illuminance (Vertical)				
	Category or Value (lux) ^(b)				
Notes on Illuminance — see end of section					
Reference Chapter(s)					
Notes:					
(a) Criteria are for recreational or lowest classes of play unless otherwise stated. For other classes of play, and for lighting for television cameras for professional or higher classes of play, see Chapter 20, Sports and Recreational Area Lighting					
(b) All illuminance values for sporting events/activities are found in Chapter 20, Sports and Recreational Area Lighting					
(1) Vertical illuminance should increase with shooting distance.					
(2) Infield values					
(3) Readings taken at grade. All other readings taken at 1 meter (36") above grade.					

