

# **Outdoor Lighting Guidelines**

*courtesy of Seattle Neighborhood Group CPTED Program*

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**Purpose for Outdoor Lighting:** Identifies property, highlights interesting architectural features, enhances entrances, parking areas or walkways.

**Benefits of appropriate outdoor lighting include:** Lowered vandalism, fewer break-ins, improved morale, perception of safety, improved curbside appeal, and increased building value.

**Remember:**

- Strive for even, diffuse lighting. Try to get even vertical coverage at 5 feet of height (an average height for i.d. of faces). Lighting must NOT create “pools” with dark edges. Pools of light, or high contrast light essentially make people blind to anything that is not directly under the light, so perimeters can be perceived as dangerous.
- Lighting alone cannot make your environment secure. Incorporate it into an overall plan for safety that includes providing surveillance (natural/mechanical), good image and maintenance presentation of site, strong community connection.
- Motion sensors are useless if there is nobody looking at what triggered them. They can give a false sense of security.  
Only install them if there is high potential for some sort of surveillance. (This might be passing vehicles, foot traffic, or nearby residents.)
- Avoid installing any lighting that will glare into adjacent residences. You need your neighbors to be your allies in securing your premises. If your floodlights or motion lights illuminate the inside of their bedrooms at night, you will likely get little support. Also, be careful that flood or signage lighting does not shine into the eyes of oncoming vehicle traffic. This can cause accidents, as well as prevent a positive source of natural surveillance.
- In public areas, use polycarbonate fixtures mounted on non-vibrating, secure surfaces. Use tamperproof hardware, and shock absorbing lamp socket brackets. Use long life bulbs—if you must have incandescent bulbs, be extra attentive on maintenance as they burn out often.

***See reverse side for more information on lighting options***

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## **Brief Overview of Crime Prevention Through Environmental Design or CPTED**

**"CPTED is a concept that employs site and building design as a crime prevention strategy intended to reduce the opportunity for criminal behavior, reduce the incidence and fear of crime, reduce calls for police service, and improve the quality of life."**

CPTED relies on people more than security systems and traditional forms of "target hardening". Four basic principles guide all of CPTED practice. These principles are:

1. **Natural surveillance:** building places that allow users to see activity. Legitimate users can identify trespassers and potential criminals will feel unsafe because they are too visible.
  2. **Natural Access Control:** placement of walkways, building entrances, fences, landscaping, and lighting to discourage access to crime targets and create the perception of risk to offenders.
  3. **Territorial Reinforcement:** Extending the sense of ownership from the private residence to the nearby areas outside the dwelling through appropriate physical improvements such as fencing, pavement, landscaping and lighting.
  4. **Image and Maintenance:** Ensuring that buildings and grounds are maintained for resident safety, neighborhood aesthetics, and to reflect building management. Well maintained properties send strong messages about who should be there and who shouldn't.
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<b>Source</b>	<b>Pro's</b>	<b>Con's</b>
<b>Incandescent</b>	cheap good color variety	<ul style="list-style-type: none"> <li>• short life/high maintenance</li> <li>• low efficiency</li> <li>• high operating cost</li> <li>• glare potential</li> <li>• high heat output</li> </ul>
<b>Fluorescent</b>	high efficiency long life low operating cost diffuse light source	<ul style="list-style-type: none"> <li>• High initial cost</li> <li>• auxiliaries needed (ballast)</li> </ul>
<b>Compact Fluorescent</b>	long life	Most brands will not provide full light immediately when turned on because they need a short warm-up period—this can be a problem if you forgot to turn light on, and need it suddenly in the dark...
<b>Mercury Vapor</b> (about 75% all street lights are MV)	long life low initial cost low operating cost	<ul style="list-style-type: none"> <li>• low efficiency—initially, the light quality is great, 6 mo. later, much dimmer...</li> <li>• needs auxiliaries</li> <li>• strike/restrike time 3-5 minutes...you are left in the dark during this period.</li> <li>• poor color rating for i.d.</li> </ul>
<b>Metal Halide</b>	high efficiency long life good color rating for i.d. low operating cost	<ul style="list-style-type: none"> <li>• high initial cost</li> <li>• auxiliaries needed</li> <li>• start/restrike time 3-5 minutes, dark period</li> <li>• glare potential (depends on shade/source height)</li> </ul>
<b>High Pressure Sodium</b>	high efficiency long life low operating cost	<ul style="list-style-type: none"> <li>• high initial cost</li> <li>• auxiliaries needed</li> <li>• start/restrike time 1-6 minutes</li> <li>• poor color rating of i.d.</li> <li>• glare potential (depends on shade/source height)</li> </ul>
<b>Low Pressure Sodium</b>	high efficiency long life low operating cost	<ul style="list-style-type: none"> <li>• extremely poor color rating, you may not be able to tell what color clothes, vehicles, skin and hair are. Makes i.d.'ing anything reliably difficult</li> <li>• needs auxiliaries</li> <li>• start/restrike time</li> <li>• high glare potential</li> </ul>