

LIGHT – Light

The relevant area specific zone chapter provisions apply in addition to this chapter.

Policies

LIGHT-PI Artificial outdoor lighting.

- (1) In the GRZ – General residential zone, LLRZ – Large lot residential zone and SETZ – Settlement zone:
 - (a) Provide for artificial outdoor lighting to enable night time work, farming activities, recreation activities, outdoor living, transport and security.
 - (b) Manage the adverse effects of glare and lighting to adjacent sites.
- (2) In the TCZ – Town centre zone, LCZ – Local centre zone and COMZ – Commercial zone ensure that:
 - (a) Artificial outdoor lighting enables night time work, recreation activities, outdoor living, transport and security (including the role of lighting in supporting CPTED);
 - (b) The intensity and direction of artificial lighting is managed so that significant glare and light spill to adjacent sites is minimised; and
- (3) In the BTZ – Business Tamahere zone:
 - (a) Provide for artificial outdoor lighting to enable night time work, recreation activities, outdoor dining, transport and security.
 - (b) Control the intensity and direction of artificial lighting to avoid significant glare and light spill on adjacent sites.
- (4) In the GRUZ – General rural zone, FUZ – Future urban zone, COR – Corrections zone and TTZ – TaTa Valley zone:
 - (a) Enable the use of artificial outdoor lighting for night-time work while minimising to the extent practicable effects on neighbouring sites.
 - (b) Ensure glare and light spill from permanently fixed artificial lighting does not compromise the amenity of adjacent sites.
- (5) In the RLZ – Rural lifestyle zone:
 - (a) Provide for artificial outdoor lighting to enable night time work, farming activities, recreation activities, outdoor living, transport and security.
 - (b) Control the intensity and direction of artificial lighting to avoid significant glare and light spill to adjacent sites.

LIGHT-P2 Artificial outdoor in all zones.

Ensure artificial outdoor lighting is installed and operated so that light spill does not compromise the safe operation of the transport network.

Rules

Land use – activities (zones as specified in the first column)

LIGHT-RI	Glare and artificial light spill	
<ul style="list-style-type: none"> • LLRZ – Large lot residential zone; GRZ – General residential zone; • MRZ – Medium density residential zone; • SETZ – Settlement zone; • BTZ – Business Tamahere zone; • MAZ – Mercer Airport zone; • MTZ – Matangi Zone; • RPZ – Rangitahi Peninsula zone; and • TKAZ – Te Kowhai Airpark zone. 	<p>(1) Activity status: PER</p> <p>Where:</p> <ul style="list-style-type: none"> (a) Illumination from glare and artificial light spill shall not exceed 10 lux measured horizontally and vertically within any other site. (b) In the LLRZ – Large lot residential, SETZ – Settlement zone and RPZ – Rangitahi Peninsula zone: <ul style="list-style-type: none"> (i) LIGHT-RI(1)(a) does not apply to streetlights, navigation lights, traffic signals or from vehicles or equipment used in farming activities. (c) In the MAZ – Mercer Airport zone: <ul style="list-style-type: none"> (i) LIGHT-RI(1)(a) does not apply to runway lighting. 	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p> <ul style="list-style-type: none"> (a) Effects on amenity values; (b) Light spill levels on other sites; (c) Road safety; (d) Duration and frequency; (e) Location and orientation of the light source; and (f) Mitigation measures.
LIGHT-R2	Glare and artificial light spill	
<ul style="list-style-type: none"> • GRUZ – General rural zone; • CORZ – Corrections zone; • FUZ – Future urban zone; and • TTZ – TaTa Valley zone. 	<p>(1) Activity status: PER</p> <p>Where:</p> <ul style="list-style-type: none"> (a) Illumination from glare and artificial light spill shall not exceed 10 lux measured horizontally and vertically at the notional boundary on any other site in the GRUZ – General Rural Zone; at any road boundary or within any other site in the GRZ – General residential zone, MRZ – Medium density residential zone, LLRZ – Large lot residential zone, SETZ – Settlement zone or RLZ – Rural lifestyle zone; (b) LIGHT-R2(1)(a) does not apply to vehicles used in farming activities and agricultural equipment. 	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p> <ul style="list-style-type: none"> (a) Effects on amenity values; (b) Effects of light spill levels on other sites; (c) Road safety; (d) Duration and frequency; (e) Location and orientation of the light source; (f) Mitigation measures; and (g) Location and orientation of the light source.
LIGHT-R3	Glare and artificial light spill	
<ul style="list-style-type: none"> • LCZ – Local centre zone; • COMZ – Commercial zone; and • TCZ – Town centre zone 	<p>(1) Activity status: PER</p> <p>Where:</p> <ul style="list-style-type: none"> (a) Illumination from glare and artificial light spill must not exceed 10 lux measured horizontally and vertically at 	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p>

	any site zoned GRZ – General residential zone, MRZ – Medium density residential zone, LLRZ – Large lot residential zone, SETZ - Settlement Zone or RLZ – Rural Lifestyle Zone.	(a) Effects on amenity values; (b) Light spill levels on other sites; (c) Road safety; (d) Duration and frequency; (e) Location and orientation of the light source; and (f) Mitigation measures.
LIGHT-R4	Glare and artificial light spill	
<ul style="list-style-type: none"> • GIZ – General industrial zone; and • HIZ – Heavy industrial zone 	<p>(1) Activity status: PER</p> <p>Where:</p> <p>(a) Glare and artificial light spill that does not exceed 10 lux measured horizontally and vertically within any other site not located in the GIZ – General industrial zone or HIZ – Heavy industrial zone.</p>	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p> <p>(a) Effects on amenity values; (b) Light spill levels on another site; (c) Road safety; (d) Duration and frequency; (e) Location and orientation of the light source; and (f) Mitigation measures.</p>
LIGHT-R5	Glare and artificial light spill	
<ul style="list-style-type: none"> • OSZ – Open space zone 	<p>(1) Activity status: PER</p> <p>Where:</p> <p>(a) Illumination from glare and artificial light spill must not exceed 10 lux measured horizontally and vertically at any site zoned GRZ – General residential zone, MRZ – Medium density residential zone, LLRZ – Large Lot Residential zone, SETZ – Settlement zone, RPZ – Rangitahi Peninsula zone or RLZ – Rural Lifestyle zone.</p> <p>(b) LIGHT-R5(1)(a) does not apply to streetlights, navigation lights or from vehicles or equipment used in farming activities.</p>	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p> <p>(a) Effects on amenity values; (b) Light spill levels on other sites; (c) Road safety; (d) Duration and frequency; (e) Location and orientation of the light source; and (f) Mitigation measures.</p>
LIGHT-R6	Glare and artificial light spill	
<ul style="list-style-type: none"> • HOPZ – Hopuhopu zone 	<p>(1) Activity status: PER</p> <p>Where:</p> <p>(a) Illumination from glare and artificial light spill must not exceed 10 lux measured</p>	<p>(2) Activity status where compliance not achieved: RDIS</p>

	<p>horizontally and vertically at the zone boundary;</p> <p>(b) LIGHT-R6(1)(a) does not apply to vehicles used in farming activities and agricultural equipment.</p>	<p>Council’s discretion is restricted to the following matters:</p> <p>(a) Effects on amenity values;</p> <p>(b) Light spill levels on other sites;</p> <p>(c) Road safety;</p> <p>(d) Duration and frequency;</p> <p>(e) Location and orientation of the light source;</p> <p>(f) Mitigation measures.</p>
LIGHT-R7	Glare and artificial light spill	
<p>• KLZ – Kimihia Lakes zone</p>	<p>(1) Activity status: PER</p> <p>Where:</p> <p>(a) Illumination from glare and artificial light spill must not exceed 10 lux measured horizontally and vertically from the boundary of a site that is within a separate zone; and</p> <p>(b) LIGHT-R7(1)(a) does not apply to streetlights, navigation lights or from vehicles or equipment used in farming activities.</p>	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p> <p>(a) Effects on amenity values;</p> <p>(b) Light spill levels on other sites;</p> <p>(c) Road safety;</p> <p>(d) Duration and frequency;</p> <p>(e) Location and orientation of the light source;</p> <p>(f) Mitigation measures.</p>
LIGHT-R8	Glare and artificial light spill	
<p>• MSRZ – Motorsport and recreation zone</p>	<p>(1) Activity status: PER</p> <p>Where:</p> <p>(a) Glare and artificial light spill must not exceed 20 lux measured horizontally and vertically outside the zone boundary.</p>	<p>(2) Activity status where compliance not achieved: RDIS</p> <p>Council’s discretion is restricted to the following matters:</p> <p>(a) Effects on amenity values;</p> <p>(b) Light spill levels on another site;</p> <p>(c) Road safety;</p> <p>(d) Duration and frequency;</p> <p>(e) Location and orientation of the light source; and</p> <p>(f) Mitigation measures.</p>