

Dark Sky Policy Evaluation Work Group
Workshop #4- September 15, 2017

Cliff Morton Development and Business Services Center, 1901 South Alamo Street

Workshop #4: Staff Recommendation and Evaluation

- **Objectives of Process Review**
 - Review current dark sky ordinance
 - Evaluate current lighting initiatives and studies
 - Evaluate national best practices
 - Evaluate pros and con of expanding the dark sky ordinance
 - Discuss scenarios for expanding the dark sky ordinance
- **Staff Proposal**
 - Update Current Bullis MLOD and apply through rezoning
 - Apply updated MLOD to lackland AFB & Medina Training Annex
- **Summary of Proposed Amendments**
 - Additions to Definitions- BUG: a luminaire classification system that rates blacklight (B), uplight (U), and glare (G)
 - Implement Two Military Lighting Regions with Standards:
 - MLR1- within 3 miles = max. 3000K for all outdoor lighting
 - MLR2- between 3 and 5 miles = max. 4100K for all outdoor lighting
 - Require Outdoor Lighting Specifications
 - Provide Exceptions
 - Businesses that operate on a 24 hour basis
 - Residential landscape lights
 - Lighting for steps, stairs, walkways, and building entrances
 - Signage
 - NO uplight
- **Timeline & Next Steps:**
 - Staff will send a draft ordinance for group to review and provide comment by October 2nd, 2017.
 - Stakeholder Meeting- September/October 2017
 - Technical Advisory Meeting- October 2017
 - Planning Commission- November/December 2017
 - Zoning Commission- January 2018
 - Council Sub-Committee- January/February 2018
 - City Council- February 2018
 - Rezone the MLOD's

Work Group Comments:

- Are we using the Joint Land Use Study (JLUS) or Bexar County Light study to determine the military light regions (MLR1 & MLR2)?
- Will there be a public hearing on Lackland AFB prior to the implementation of MLOD?
- There is concern over how heat intensity will be differentiated from BUG standards in the ordinance.
- BUG standard needs to be more stringent the closer you get to base.
- Having 5 BUG standard levels would make things more complicated to enforce.
- How will BUG be applied in the updated ordinance?
- The color of light matters, because when the amount of blue light is above 3000k it increases glare.
- Ambient light study- (5 mile limit) the further you go the less intensity.
- Most residential/commercial lighting does not have BUG standards.
- Manufacturers list rating assigned to the fixture.
- Inspections have seen a difference in fully shielded fixtures vs glare shielded.
- There needs to be an education campaign and classes prior to implementation.
- Photometric studies show that more lights per street are needed with fully shielded outdoor lighting fixtures.
- Requesting further explanation on how other cities are applying Dark Skies policies. Comparing cities that share similar characteristics such as cities with multiple military bases.
- How are you going to administer and enforce this ordinance? Staff will be trained to know what to look for and enforced through permitting process for those new developments or major renovations that require permit.
- There is a need for technical input on the subject matter to get ordinance right.
- How is someone at lower elevation able to avoid the light that comes out from the bottom of fully shielded fixtures?
- What is the enforcement if they don't comply? Currently the process is complaint based, and will trigger an inspection once City is notified by neighbors and possibly given a citation if residents/businesses do not comply with ordinance.
- Increasing the area of compliance will increase the need for more staff.