



ESTES PARK
COLORADO

Estes Valley Exterior Lighting



Revision Date: September 30, 2010

OVERVIEW AND INTENT

This handout addresses some frequently asked questions and describes requirements that apply to new lighting throughout the Estes Valley.

The intent of these requirements is to minimize the impacts of lighting on the night sky and surrounding neighborhood.

These requirements are not intended to prevent property owners from adequately lighting for safety or security purposes.

Single-family homes have more flexibility in selection of light fixtures than multi-family or commercial development. Fixtures must have a "top cap" and the light source must not be visible through the glass.



In no case may exterior lighting add more than one foot-candle to illumination levels at any point off site. Also, all outdoor light not necessary for security purposes shall be reduced, activated by motion sensor devices, or turned off during non-operating hours.

If you are uncertain whether the fixture you have selected is compliant, contact staff for a determination.

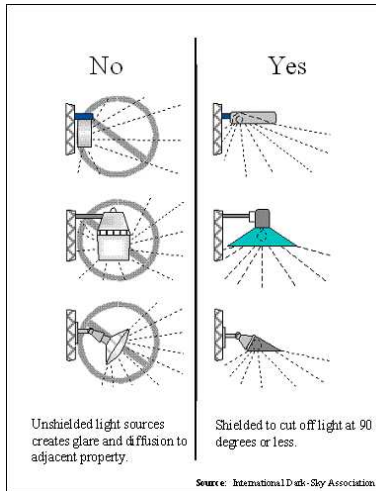
DECORATIVE LIGHTING

Light fixtures used to illuminate flags, statues or any other objects mounted on a pole, pedestal or platform shall use a narrow cone beam or light that will not extend beyond the illuminated object.

For upward-directed architectural, landscape, and decorative lighting, direct light emissions cannot be visible above the roof line.

WILDLIFE HABITAT PROTECTION

Exterior lighting shall be minimized in areas of important wildlife habitat, and lighting shall be designed so that it does not spill over or onto this habitat.



DESIGN

Light sources must be concealed or shielded with luminaires with cut-offs with an angle not exceeding ninety (90) degrees to minimize potential glare and light diffusion on adjacent property.



Note: This information was summarized from Estes Valley Development Code Sections 7.8 *Wildlife Habitat Protection* and 7.9 *Exterior Lighting*. These regulations can be accessed online at www.estes.org/comdev/devcode/.