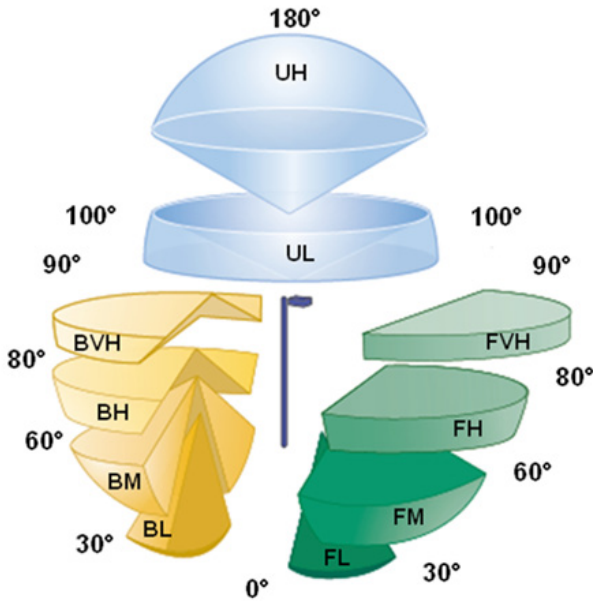


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A Classification System
for Lighting Zones

The BUG System—A New Way To Control Stray Light from Outdoor Luminaires





For more information on FSA approved luminaires please visit the IDA Web site www.darksky.org.

BUG STANDS FOR “Backlight”, “Uplight” and “Glare.” The acronym describes the types of stray light escaping from an outdoor lighting luminaire. “B” stands for backlight, or the light directed in back of the mounting pole. “U” stands for uplight, or the light directed above the horizontal plane of the luminaire, and “G” stands for glare, or the amount of light emitted from the luminaire at angles known to cause glare.

It is expected that BUG values will be published by luminaire manufacturers so lighting specifiers, designers or purchasers can tell at a glance how well a certain luminaire controls stray light or compares with other luminaires under consideration for an installation.

The BUG system was developed by the Illuminating Engineering Society (IES) to make comparing and evaluating outdoor luminaires fast, easy and more complete than older systems.

Work on the BUG system started in 2005 when the IES upgraded the roadway shielding classification system. The original system, which included the ratings full cutoff, cutoff, semi-cutoff and non cutoff, had been designed as a rating system solely for street lighting. However, increasing demand for control of glare and light trespass extended these terms to all types of outdoor lighting, and the IES realized that a more comprehensive system was needed.

The Lighting Research Center, acting as an IES contractor, developed a new classification concept that addresses light emitted from the luminaire in all directions, not just up into the sky. This system, released to the public as IES Technical Memorandum TM-15, technically replaced the old system. It divides the sphere around a luminaire into zones assigning values according to expected environmental impact. This rating system offers the most complete evaluation of the total light emitted from luminaires to date. A point to

The BUG System

remember, however, is that while the values assigned by the new system are good indicators, they may not in all cases directly correlate to light pollution. *It still depends upon the site, the application and how the luminaire is installed.*

A fundamental component of the Model Lighting Ordinance (MLO), currently under public review, divides lighting requirements into lighting zones according to environmental impact. **See Appendix A.** The joint IDA/IES task force in charge of drafting the MLO reviewed TM-15 and realized that it could be modified to serve as a key measure of all forms of light pollution related to shielding and the direction of light, becoming an important tool to determine which luminaires are appropriate for each zone. Modifications were made, including subdividing the TM-15 upright zone to better address artificial sky glow, and subdividing the upper downlight zone to better address glare. The IES accepted these adjustments and released TM-15-07 (revised). **See Figure 1.**

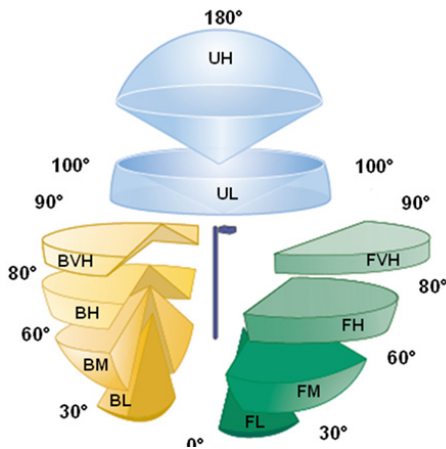


Figure 1: the revised outdoor luminaire distribution measuring system from TM-15-07 (revised)

After reviewing hundreds of candidate luminaires, the MLO task force established the three composite (BUG) ratings based on TM-15-07 (revised):

Backlight, which creates light trespass onto adjacent sites. The B rating takes into account the amount of light in the BL, BM, BH and BVH zones, which are direction of the luminaire OPPOSITE from the area intended to be lighted.

Uplight, which causes artificial sky glow. Lower uplight (zone UL) causes the most sky glow and negatively affects professional and academic astronomy. Upper uplight (UH) is mostly energy waste. The U rating accounts the amount of light into the upper hemisphere with greater concern for the lower uplight angles in UL.

Glare, which can be annoying or visually disabling. The G rating takes into account the amount of frontlight in the FH and FVH zones as well as BH and BVH zones.

Appendix A:

Lighting Zone Definitions: The Lighting Zone shall define the limitations for outdoor lighting as specified in this ordinance. The policymaking body is able to designate areas according to the following descriptions, thereby creating a custom lighting plan according to local needs, functions, and geography.

LZ0: No ambient lighting Areas where the natural environment will be seriously and adversely affected by lighting. Impacts include disturbing the biological cycles of flora and fauna and/or detracting from human enjoyment and appreciation of the natural environment. Little or no lighting is expected. When not needed, lighting should be extinguished.

LZ1: Low ambient lighting Areas where lighting might adversely affect flora and fauna or disturb the character of the area. The vision of human residents and users is adapted to low light levels. Lighting may be used for safety, security and/or convenience but it is not necessarily uniform or continuous. After curfew, most lighting should be extinguished or reduced as activity levels decline.

LZ2: Moderate ambient lighting Areas of human activity where the vision of human residents and users is adapted to moderate light levels. Lighting may typically be used for safety, security and/or convenience but

it is not necessarily uniform or continuous. After curfew, lighting may be extinguished or reduced as activity levels decline.

LZ3: Moderately high ambient lighting Areas of human activity where the vision of human residents and users is adapted to moderately high light levels. Lighting is generally desired for safety, security and/or convenience and it is often uniform and/or continuous. After curfew, lighting may be extinguished or reduced in most areas as activity levels decline.

LZ4: High ambient lighting Areas of human activity where the vision of human residents and users is adapted to high light levels. Lighting is generally considered necessary for safety, security and/or convenience and it is mostly uniform and/or continuous. After curfew, lighting may be extinguished or reduced in some areas as activity levels decline.

Figure 1: the revised (or BUG) outdoor luminaire distribution measuring system from TM-15-07 (revised)

The resulting rating system, called BUG for obvious reasons, is a comprehensive system that takes into account uplight shielding, glare shielding and backlight shielding as well as limiting lamp lumens to values appropriate for the lighting zone. BUG is a simple system consisting of a table of consensus acceptable values against which any luminaire having photometric data can be judged. A luminaire's numerical rating is the LOWEST light zone number in which it can be used. BUG will be part of the latest IES outdoor lighting system update.

The BUG rating system is a principal component of the Model Lighting Ordinance (MLO). The MLO is also a simple system that considers BUG ratings in the context of total lumens allowed per site, which the total site lumens are restricted. Use of the BUG system as the measuring tool for the MLO creates a straightforward system of controlling light pollution that can be implemented by persons having minimal experience or education in outdoor lighting design.

BUG FAQs

Are BUG luminaire ratings better than using the old full cut off, semi cut off, non cut off, etc. designations for shielding?

Yes, because BUG ratings provide backlight and glare information as well as how well the luminaire controls uplight. These additional measurements provide a much more accurate picture of lumen distribution and the overall efficiency of a luminaire.

Does BUG allow any uplight?

BUG requires downlight only with low glare (better than full cut off) in lighting zones 0, 1 and 2, but allows a minor amount of uplight in lighting zones 3 and 4. In lighting zones 3 and 4, the amount of allowed uplight is enough to permit the use of very well shielded luminaires that have a decorative drop lens or chimney so that dark sky friendly lighting can be installed where in places that traditional-appearing fixtures are required.

Will all outdoor lighting manufacturers rate their luminaires according to BUG?

Not at first. Since BUG is designed to prevent bad lighting practices, a lot of current outdoor products won't pass BUG, so there will be no point in rating them. But it is expected that manufacturers will rate their "good" luminaires and make changes to current products to improve BUG ratings.

Will BUG apply to residential lighting?

No. BUG can't be used for residential luminaires because they generally are not photometrically tested. The IDA Fixture Seal of Approval Program can be used to rate residential outdoor luminaires.

Is BUG as strict as the toughest anti-light pollution ordinances in effect today?

BUG, by itself, is a luminaire rating tool. It can easily be applied more stringently by using the zonal factors in response to community choices of lighting zones. While lighting zone determinants are clearly outlined in the MLO, the community decides upon zone placement. If a community adopts the MLO and chooses all lighting zones LZ0 and LZ1, the MLO with BUG is actually more restrictive than any of the toughest ordinances. However, zone assignment will always remain at the discretion of the community.

Addendum A for IES TM-15-07: Backlight, Uplight, and Glare (BUG) Ratings

Text, charts, and photograph from IES TM-15-07:

<http://www.iesna.org/PDF/Erratas/TM-15-07BUGRatingsAddendum.pdf>

The following **Backlight**, **Uplight**, and **Glare** ratings may be used to evaluate luminaire optical performance related to light trespass, sky glow, and high angle brightness control. These ratings are based on a zonal lumen calculations for secondary solid angles defined in TM-15-07. The zonal lumen thresholds listed in the following three tables are based on data from photometric testing procedures approved by the Illuminating Engineering Society for outdoor luminaires (LM-31 or LM-35).

Notes to Tables **A-1**, **A-2**, and **A-3**:

1. Any one rating is determined by the maximum rating obtained for that table. For example, if the BH zone is rated B1, the BM zone is rated B2, and the BL zone is rated B1, then the backlight rating for the luminaire is B2.
2. To determine BUG ratings, the photometric test data must include data in the upper hemisphere unless no light is emitted above 90 degrees vertical (for example, if the luminaire has a flat lens and opaque sides), per the IES Testing Procedures Committee recommendations.
3. It is recommended that the photometric test density include values at least every 2.5 degrees vertically. If a photometric test does not include data points every 2.5 degrees vertically, the BUG ratings shall be determined based on appropriate interpolation.
4. A “quadrilateral symmetric” luminaire shall meet one of the following definitions:
 - a. Type V luminaire is one with a distribution that has circular symmetry, defined by the IES as being essentially the same at all lateral angles around the luminaire.
 - b. Type VS luminaire is one where the zonal lumens for each of the eight horizontal octants (0-45, 45-90, 90-135, 135-180, 180-225, 225-270, 270-315, 315-360) are within ± 10 percent of the average zonal lumens of all octants.

Table A-1: Backlight Ratings (maximum zonal lumens)

		Backlight Rating					
Secondary Solid Angle		B0	B1	B2	B3	B4	B5
Backlight / Trespass	BH	110	500	1000	2500	5000	>5000
	BM	220	1000	2500	5000	8500	>8500
	BL	110	500	1000	2500	5000	>5000

Table A-2: Uplight Ratings (maximum zonal lumens)

Changes in red are based on addendum A for IES TM-15-11. A copy is attached.

		Uplight Rating					
Secondary Solid Angle		U0	U1	U2	U3	U4	U5
Uplight / Skyglow	UH	0	10	50	500	1000	>1000
	UL	0	10	50	500	1000	>1000
	FVH	10	75	150	>150		
	BVH	10	75	150	>150		

Table A-3: Glare Ratings (maximum zonal lumens)

		Glare Rating for Asymmetrical Luminaire Types (Type I, Type II, Type III, Type IV)					
Secondary Solid Angle		G0	G1	G2	G3	G4	G5
Glare / Offensive Light	FVH	10	100	225	500	750	>750
	BVH	10	100	225	500	750	>750
	FH	660	1800	5000	7500	12000	>12000
	BH	110	500	1000	2500	5000	>5000
		Glare Rating for Quadrilateral Symmetrical Luminaire Types (Type V, Type V Square)					
Secondary Solid Angle		G0	G1	G2	G3	G4	G5
Glare / Offensive Light	FVH	10	100	225	500	750	>750
	BVH	10	100	225	500	750	>750
	FH	660	1800	5000	7500	12000	>12000
	BH	660	1800	5000	7500	12000	>12000

“BUG” RATING EXAMPLE:

A 250-watt MH area luminaire, Type IV forward throw optical distribution. Based on the photometric test data, the luminaire has the following zonal lumen distribution:

	Lumens	% Lamp Lumens
Forward Light		
FL (0–30 degrees)	1618	5.9%
FM (30–60 degrees)	6093	22.2%
FH (60–80 degrees)	3748	13.6%
FVH (80–90 degrees)	27	0.1%
Backlight		
BL (0–30 degrees)	985	3.6%
BM (30–60 degrees)	930	3.4%
BH (60–80 degrees)	136	0.5%
BVH (80–90 degrees)	16	0.1%
Uplight		
UL (90–100 degrees)	0	0.0%
UH (100–180 degrees)	0	0.0%

**Backlight Rating:**

Determine the lowest rating where the lumens for all of the secondary solid angles do not exceed the threshold lumens from **Table A-1**. In this example the backlight rating would be B2 based on the BL lumen limit.

Uplight Rating:

Determine the lowest rating where the lumens for all of the secondary solid angles do not exceed the threshold lumens from **Table A-2**. In this example the uplight rating would be **U0** based on the **UL** and **UH** lumen limits.

Glare Rating:

Determine the lowest rating where the lumens for all of the secondary solid angles do not exceed the threshold lumens from **Table A-3** for a Type IV distribution. In this example, the glare rating would be G2 based on the FH lumen limit.

Therefore, the BUG rating for this luminaire would be: **B2 U1 G2**

Addendum A for IES TM-15-11: Backlight, Uplight, and Glare (BUG) Ratings

This Addendum replaces Addendum A in IESNA TM-15-07.

The following Backlight, Uplight, and Glare ratings may be used to evaluate luminaire optical performance related to light trespass, sky glow, and high angle brightness control. These ratings are based on a zonal lumen calculations for secondary solid angles defined in TM-15-11. The zonal lumen thresholds listed in the following three tables are based on data from photometric testing procedures approved by the Illuminating Engineering Society for outdoor luminaires (LM-31 or LM-35).

Table A-1: Backlight Ratings (maximum zonal lumens)

		Backlight Rating					
		Secondary Solid Angle	B0	B1	B2	B3	B4
Backlight / Trespass	BH	110	500	1000	2500	5000	>5000
	BM	220	1000	2500	5000	8500	>8500
	BL	110	500	1000	2500	5000	>5000

Table A-2: Uplight Ratings (maximum zonal lumens)

		Uplight Rating					
		Secondary Solid Angle	U0	U1	U2	U3	U4
Uplight / Skyglow	UH	0	10	50	500	1000	>1000
	UL	0	10	50	500	1000	>1000

Notes to Tables A-1, A-2, and A-3:

- (1) Any one rating is determined by the maximum rating obtained for that table. For example, if the BH zone is rated B1, the BM zone is rated B2, and the BL zone is rated B1, then the *backlight rating for the luminaire* is B2.
- (2) To determine BUG ratings, the photometric test data must include data in the upper hemisphere unless no light is emitted above 90 degrees vertical (for example, if the luminaire has a flat lens and opaque sides), per the IES Testing Procedures Committee recommendations.
- (3) It is recommended that the photometric test density include values at least every 2.5 degrees vertically. If a photometric test does not include data points every 2.5 degrees vertically, the BUG ratings shall be determined based on appropriate interpolation.
- (4) A "quadrilateral symmetric" luminaire shall meet one of the following definitions:
 - a. A Type V luminaire is one with a distribution that has circular symmetry, defined by the IESNA as being essentially the same at all lateral angles around the luminaire.
 - b. A Type VS luminaire is one where the zonal lumens for each of the eight horizontal octants (0-45, 45-90, 90-135, 135-180, 180-225, 225-270, 270-315, 315-360) are within ± 10 percent of the average zonal lumens of all octants.

Table A-3: Glare Ratings (maximum zonal lumens)

**Glare Rating for
Asymmetrical Luminaire Types (Type I, Type II, Type III, Type IV)**

	Secondary Solid Angle	G0	G1	G2	G3	G4	G5
		FVH	10	100	225	500	750
Glare / Offensive Light	BVH	10	100	225	500	750	>750
	FH	660	1800	5000	7500	12000	>12000
	BH	110	500	1000	2500	5000	>5000

**Glare Rating for
Quadrilateral Symmetrical Luminaire Types (Type V, Type V Square)**

	Secondary Solid Angle	G0	G1	G2	G3	G4	G5
		FVH	10	100	225	500	750
Glare / Offensive Light	BVH	10	100	225	500	750	>750
	FH	660	1800	5000	7500	12000	>12000
	BH	660	1800	5000	7500	12000	>12000

“BUG” RATING EXAMPLE:



A 250-watt MH area luminaire, Type IV forward throw optical distribution.

Based on the photometric test data, the luminaire has the following zonal lumen distribution:

Forward Light	Lumens	% Lamp Lumens
FL (0 - 30 degrees)	1618	5.9%
FM (30 - 60 degrees)	6093	22.2%
FH (60 – 80 degrees)	3748	13.6%
FVH (80 – 90 degrees)	27	0.1%
Back Light		
BL (0 – 30 degrees)	985	3.6%
BM (30 – 60 degrees)	930	3.4%
BH (60 – 80 degrees)	136	0.5%
BVH (80 – 90 degrees)	16	0.1%
Uplight		
UL (90 – 100 degrees)	0	0.0%
UH (100 – 180 degrees)	0	0.0%

Backlight Rating:

Determine the lowest rating where the lumens for all of the secondary solid angles do not exceed the threshold lumens from **Table A-1**. In this example the backlight rating would be **B2** based on the BL lumen limit.

Uplight Rating:

Determine the lowest rating where the lumens for all of the secondary solid angles do not exceed the threshold lumens from **Table A-2**. In this example the uplight rating would be ~~U1~~ based on the ~~FVH~~ and ~~BVH~~ lumen limits.

~~U1~~
U0 UL UH

Glare Rating:

Determine the lowest rating where the lumens for all of the secondary solid angles do not exceed the threshold lumens from **Table A-3** for a Type IV distribution. In this example, the glare rating would be **G2** based on the FH lumen limit.

Therefore, the BUG rating for this luminaire would be: **B2 U0 G2**