General Carriage Trails Lighting Policies

Carriage Trails is in a dark skies area and therefore has to comply with city lighting ordinances as well as lighting restrictions specified in the Carriage Trails CC&Rs and Policies and Guidelines. Those restrictions are listed later.

As a general policy, we allow outdoor lights that may violate these regulations, as long as they are only on when someone is outside and they conform to the following policies and guidelines. They must be off all other times or they must meet all the applicable city and Carriage Trails restrictions.

On landscape lights, up lighting of plants is allowed as long as the light source (bulb) is aimed up into the vegetation AND the light source canot be seen from another property or the street. In general this means that the light must be pointed toward the house so it is blocked to neighboring properties and to the street AND the fixture must block light, and the light source, to all directions other than where it is pointed.

String lights on trees and vegetation, or on the house and/or appurtenant structures like umbrellas and the like are prohibited except for special occasions like entertaining, Christmas, or other holidays and only for a reasonable period of time. They are not permitted as area lighting when not used specifically for entertaining and/or holidays. At other times they must be off.

The following revisions to the current Carriage Trails Policies & Guidelines are issued with the intent of establishing a balance between lighting restrictions, required in our dark skies area, resident need or desire for light for a specific and valid reason, and the intrusion of light that can or would cause an objection to neighbors.

Carriage Trails Policies & Guidelines (Revised June, 2016)

4.3.9 Lighting

- A. Lighting shall be of an approved shielded design such that the light is limited to shining on the owner so lot. Lights that create glare that is visible from other lots, are prohibited with the exception of motion detector controlled lights which do not have to conform to the shielding requirement provided they are utilized specifically for security purposes, are on for no more than 10 minutes and are located where they do not come on frequently due to regular outdoor traffic or activity.
- B. Outside lights should be screened wherever possible with walls, plant materials, or internal shielding.
- C. Colored light bulbs, lenses, or reflectors are not permitted as part of the landscape or other exterior lighting except for special occasions where temporary lighting is desired for Christmas or other holidays.

- D. Light output shall not exceed an illumination intensity of more than one foot-candle power as measured from the light to the closest lot line.
- E. Landscaping lights shall be of the low voltage design or solar-powered LED type. Lights are to be limited to not more than 20 watts.
- F. High pressure sodium lights, mercury vapor lights, and other similar lights are not permitted. Only standard incandescent, low-voltage halogen, or solar-powered LED lights are allowed.

City of Scottsdale Requirements (for ESL & dark skies areas)

Exterior and Site Lighting Design Guidelines Single-Family Residential in Environmentally Sensitive Lands

Exterior lighting includes any lighting that is mounted outside of livable building areas such as in landscaping, parking areas, along walkways and paths, on the outside of building walls, under eaves and patio covers, under open shed covers and within 3 feet of the openings in buildings where the opening is not regularly closed (such as breezeways and entry courts.

To achieve low scale requirements exterior lighting can either be:

- 1. Low in physical height, i.e. mounted or placed generally below eye level (6 feet), or
- 2. Low in lighting intensity, i.e. the maximum capacity of the lighting fixture is 50 watts for incandescent and florescent lighting sources, 25 watts for halogen, 10 watts for metal halide, and 1 watt for LED lighting sources.

To insure minimum light pollution, reduce glare and minimize light trespass onto neighboring properties ó Exterior lighting is to be directed downward, recessed or shielded so that:

- 1. The opening for the light is directed down, not sideways;
- 2. The lighting source is hidden from view from off the property by the fixture design or by building structures such as fascia on an eave, walls, pillars, etc.; and
- 3. The lighting fixture includes a device or feature such as vanes, louvers, fins, etc. that direct the light downward.

To eliminate light trespass

- * Exterior lighting must shield the light bulb so it cannot be seen from residential development (properties zoned R or used as residential) or from public viewpoints.
- * Translucent and colored glass are not viable options unless the opacity fully blurs or hides the shape and nature of the light source.

* Public viewpoints include public or private streets, public schools or parks, and any open space accessible to the public.

Generally Acceptable:

- * Soffit-mounted lighting;
- * Bollard lighting with opaque caps;
- * Fixtures with lenses of shield that focus lighting in one specific direction (with less than a 45 degree spread);
- * Light sconces that direct downward only or are placed under an eave; and
- * In-ground landscape lighting

Generally NOT Acceptable:

- * Open bulb fixtures;
- * Fixtures with clear or nearly clear glass or plastic faces;
- * Fixtures with lenses that scatter lights; and
- * Flood lights

The following exceptions apply:

- 1. Any exterior lighting that is visible only from properties zoned and used for commercial, office, industrial or utility purposes;
- 2. Low voltage (12v ó 15 watt maximum) landscape lighting systems;
- 3. Lighting located within a fully enclosed courtyard and placed below the height of the surrounding building or walls;
- 4. Recreational facility lighting; and
- 5. Security lighting that is activated by motion sensors, is on for no more than 15 minutes, and is located where it does not come on frequently due to regular outdoor traffic or activity.