

4.7 Tunnel

For guidance on tunnel lighting you should also refer to section 6.6 on road tunnel lighting.

Glare restriction

Time of day	Threshold zone	Interior zone	Exit zone
Day-time	Tl <15%	Tl <15%	-
Night	Tl <15%	Tl <15%	Tl <15%

Traffic flow classification

Traffic flow	One way traffic (vehicles/hour.lane)	Two way traffic (vehicles/hour.lane)
High	> 1500	> 400
Medium	500 – 1500	100 – 400
Low	< 500	< 100

Interior zone average luminance levels (L_{av})

Stopping distance (= speed in m/s)	Traffic flow		
	Low	Medium	High
160m	$\geq 5 \text{ cd/m}^2$	$\geq 10 \text{ cd/m}^2$	$\geq 15 \text{ cd/m}^2$
100m	$\geq 2 \text{ cd/m}^2$	$\geq 4 \text{ cd/m}^2$	$\geq 6 \text{ cd/m}^2$
60m	$\geq 1 \text{ cd/m}^2$	$\geq 2 \text{ cd/m}^2$	$\geq 3 \text{ cd/m}^2$

Threshold zones average luminance levels (L_{av})

Maximum permitted average luminance ratio passing between transition zones is 3:1

Maximum permitted average luminance ratio passing from transition zones to interior zone is 1.5:1

Note: During night hours the entire tunnel is treated as one interior zone

Uniformity requirements

Minimum luminance to average luminance for road surface and lower 2m of tunnel walls ≥ 0.4

Longitudinal uniformity along centre line of each lane ≥ 0.6