

# Proposal Summary

## Lighting Language Cleanup

Simplification of Allowance Calculations for Nonresidential and Multifamily Indoor Lighting

The intention of this proposal is to simplify lighting allowance calculations for projects that currently use Tailored Method in spaces where there are layered lighting systems to accommodate Floor/Task/Wall/ Display Case Lighting in addition to General and Decorative lighting.

This Summary shows indoor lighting allowance tables for three options being discussed at the May 16, 2023 CASE Stakeholder meeting. Black text is existing in Title 24, Part 6. **Red text with strikethrough** indicates deletion and **blue text with underline** indicates insertions.

If you have feedback or comments on these options, please email Sally Blair at [SBlair@noresco.com](mailto:SBlair@noresco.com).

### Option 1: Remove Tailored Method and add Additional Allowances to Area Category

Option 1 removes Tailored Method from Title 24, Part 6 and adds specialty Additional Allowances to the Area Category Method as shown in the Table below.

TABLE 140.6-C AREA CATEGORY METHOD - LIGHTING POWER DENSITY VALUES (WATTS/FT<sup>2</sup>)

Primary Function Area		Allowed Lighting Power Density for General Lighting (W/ft <sup>2</sup> )	Additional Lighting Power	
			Qualified Lighting Systems	Additional Allowance (W/ft <sup>2</sup> , unless noted otherwise)
Aging Eye/Low-vision <sup>11</sup>	Corridor Area	0.70	Decorative/Display	0.30
	Dining	0.80	Decorative/Display	0.30
			Tunable white or dim-to-warm <sup>10</sup>	0.10
	Lobby, Main Entry	0.85	Decorative/Display	0.30
			Transition Lighting OFF at night <sup>12</sup>	0.95
			Tunable white or dim-to-warm <sup>10</sup>	0.10
	Lounge/Waiting Area	0.80	Decorative/Display	0.30
			Tunable white or dim-to-warm <sup>10</sup>	0.10



	Multipurpose Room	0.85	Decorative/Display Tunable white or dim-to-warm <sup>10</sup>	0.30 0.10
	Religious Worship Area	1.00	Decorative/Display Tunable white or dim-to-warm <sup>10</sup>	0.30 0.10
	Restroom	1.00	Decorative/Display	0.20
	Stairwell	0.80	Decorative/Display	0.30
	Audience Seating Area	0.50	Decorative/Display	0.25
	Auditorium Area	0.70	Decorative/Display	0.45
	Auto Repair / Maintenance Area	0.55	Detailed Task Work <sup>7</sup>	0.20
	Barber, Beauty Salon, Spa Area	0.70	Detailed Task Work <sup>7</sup> Decorative/Display	0.30 0.25
	Civic Meeting Place Area	0.90	Decorative/Display	0.25
	Classroom, Lecture, Training, Vocational Area	0.60	White or Chalk Board <sup>1</sup>	7 W/ft
	Concourse and Atria Area	0.60	Decorative/Display	0.25
	Convention, Conference, Multipurpose and Meeting Area	0.75	Decorative/ <del>Display</del> <a href="#">Wall Display MH &lt;= 10'6"</a> <a href="#">Wall Display MH 10'7"- 14'</a> <a href="#">Wall Display MH &gt; 14'</a> <a href="#">Floor &amp; Task MH &lt;= 10'6"</a> <a href="#">Floor &amp; Task MH 10'7"- 14'</a> <a href="#">Floor &amp; Task MH &gt; 14'</a>	0.25 <a href="#">2 W/ft</a> <a href="#">2.35 W/ft</a> <a href="#">2.66 W/ft</a> <a href="#">0.30</a> <a href="#">0.35</a> <a href="#">0.40</a>
	Copy Room	0.50	-	-
	Corridor Area	0.40	Decorative/Display	0.25
	Dining Area			
	Bar/Lounge and Fine Dining	0.45	Decorative/ <del>Display</del> <a href="#">Wall Display MH &lt;= 10'6"</a> <a href="#">Wall Display MH 10'7"- 14'</a> <a href="#">Wall Display MH &gt; 14'</a> <a href="#">Floor &amp; Task MH &lt;= 10'6"</a> <a href="#">Floor &amp; Task MH 10'7"- 14'</a> <a href="#">Floor &amp; Task MH &gt; 14'</a> <a href="#">General Lighting Ceiling Height &gt; 10'</a>	0.35 <a href="#">1.25 W/ft</a> <a href="#">1.5 W/ft</a> <a href="#">1.7 W/ft</a> <a href="#">0.45</a> <a href="#">0.52</a> <a href="#">0.60</a> <a href="#">0.25</a>
	Cafeteria/Fast Food	0.45	Decorative/Display	0.25
	Family and Leisure	0.40	Decorative/Display	0.25
	Electrical, Mechanical, Telephone Rooms	0.40	Detailed Task Work <sup>7</sup>	0.20
	Exercise/Fitness Center and Gymnasium Area	0.50	-	-
	Financial Transaction Area	0.70	Decorative/Display	0.25
	Healthcare Facility and Hospitals			
	Exam/Treatment Room	1.15	-	-
	Imaging Room	0.60	Decorative/Display Tunable white or dim-to-warm <sup>10</sup>	0.20 0.10
	Medical Supply Room	0.55	-	-
	Nursery	0.80	Tunable white or dim-to-warm <sup>10</sup>	0.10
	Nurse's Station	0.85	Tunable white or dim-to-warm <sup>10</sup> Detailed Task Work <sup>7</sup>	0.10 0.20
	Operating Room	1.90	-	-
	Patient Room	0.70	Decorative/Display Tunable white or dim-to-warm <sup>10</sup>	0.15 0.10
	Physical Therapy Room	0.75	Tunable white or dim-to-warm <sup>10</sup>	0.10
	Recovery Room	0.90	Tunable white or dim-to-warm <sup>10</sup>	0.10
	Hotel Function Area	0.85	Decorative/Display	0.25
	Kitchen/Food Preparation Area	0.95	-	-
	Laboratory, Scientific	0.90	Specialized Task Work <sup>8</sup>	0.35
	Laundry Area	0.45	-	-
	Library			
	Reading Area	0.80	Decorative/Display	0.25
	Stacks Area	1.00	-	-

Lobby, <del>Main Entry</del>		0.70	Decorative/ <del>Display</del> <a href="#">Wall Display MH &lt;= 10'6"</a> <a href="#">Wall Display MH 10'7"- 14'</a> <a href="#">Wall Display MH &gt; 14'</a>	0.25 <a href="#">3 W/ft</a> <a href="#">3.5 W/ft</a> <a href="#">4 W/ft</a>
Locker Room		0.45	-	-
Lounge, Breakroom, or Waiting Area		0.55	Decorative/Display	0.25
Manufacturing, Commercial & Industrial Work Area	Low Bay	0.60	Detailed Task Work <sup>7</sup>	0.20
	High Bay	0.65	Detailed Task Work <sup>7</sup>	0.20
	Precision	0.85	Precision Specialized Work <sup>9</sup>	0.70
Museum Area	Exhibition/Display	<del>0.60</del> <a href="#">0.40</a>	Decorative/ <del>Display</del> <a href="#">Wall Display MH &lt;= 10'6"</a> <a href="#">Wall Display MH 10'7"- 14'</a> <a href="#">Wall Display MH &gt; 14'</a> <a href="#">Floor &amp; Task MH &lt;= 10'6"</a> <a href="#">Floor &amp; Task MH 10'7"- 14'</a> <a href="#">Floor &amp; Task MH &gt; 14'</a>	0.45 <a href="#">11.2 W/ft</a> <a href="#">13.1 W/ft</a> <a href="#">14.9 W/ft</a> <a href="#">0.70</a> <a href="#">0.82</a> <a href="#">0.93</a>
		Restoration Room	0.70	Detailed Task Work <sup>7</sup>
Office Area	> 250 square feet	0.60	Decorative/Display and Portable lighting for office areas <sup>6</sup>	0.20
	≤ 250 square feet	0.65		
Parking Garage Area	Parking Zone and Ramps	0.10	First ATM or Ticket Machine	100 W
			Additional ATM or Ticket Machine	50 W each
	Daylight Adaptation Zones <sup>2</sup>	1.00	-	-
Pharmacy Area		1.00	Specialized Task Work <sup>8</sup>	0.35
Retail Sales Area	Grocery Sales	1.00	Decorative/ <del>Display</del> <a href="#">Wall Display MH &lt;= 10'6"</a> <a href="#">Wall Display MH 10'7"- 14'</a> <a href="#">Wall Display MH &gt; 14'</a> <a href="#">Floor &amp; Task MH &lt;= 10'6"</a> <a href="#">Floor &amp; Task MH 10'7"- 14'</a> <a href="#">Floor &amp; Task MH &gt; 14'</a> <a href="#">General Lighting Ceiling Height &gt; 10'</a>	0.35 <a href="#">6.6 W/ft</a> <a href="#">7.76 W/ft</a> <a href="#">8.8 W/ft</a> <a href="#">0.60</a> <a href="#">0.70</a> <a href="#">0.80</a> <a href="#">0.10</a>
			Retail Merchandise Sales	0.95
	Fitting Room	0.60	External Illuminated Mirror <sup>5</sup> Internal Illuminated Mirror <sup>5</sup>	40 W/ea 120 W/ea
Religious Worship Area		0.95	Decorative/Display	0.25
Restrooms		0.65	Decorative/Display	0.35
Stairwell		0.60	Decorative/Display	0.35
Storage, Commercial/Industrial	Warehouse	0.40	-	-

	Shipping & Handling	0.60	-	-
Sports Arena – Playing Area	Class I Facility <sup>13</sup>	2.25	-	-
Sports Arena – Playing Area	Class II Facility <sup>13</sup>	1.45	-	-
Sports Arena – Playing Area	Class III Facility <sup>13</sup>	1.10	-	-
Sports Arena – Playing Area	Class IV Facility <sup>13</sup>	0.75	-	-
Theater Area	Motion picture	0.50	Decorative/Display	0.25
Theater Area	Performance	0.80	Decorative/Display	0.25
Transportation Function	Baggage Area	0.40	-	-
	Ticketing Area	0.45	Decorative/Display	0.20
Videoconferencing Studio		0.90	Videoconferencing <sup>14</sup>	1.00
All other		0.40	-	-

Footnotes for this table are listed below.

1. White board or chalk board. – Directional lighting dedicated to a white board or chalk board.
2. Daylight Adaptation Zones shall be no longer than 66 feet from the entrance to the parking garage.
3. **Reserved** MH is the Mounting Height which is the height in feet above finished floor and bottom of the luminaire. If luminaires are mounted at more than one mounting height in the same space, the average mounting height will be used to determine the additional allowance.
4. Reserved
5. Illuminated mirrors. Lighting shall be dedicated to the mirror.
6. Portable lighting in office areas includes under shelf or furniture-mounted supplemental task lighting qualifies when controlled by a time clock or an occupancy sensor.
7. Detailed task work – Lighting provides high level of visual acuity required for activities with close attention to small elements and/or extreme close-up work.
8. Specialized task work – Lighting provides for small-scale, cognitive or fast performance visual tasks; lighting required for operating specialized equipment associated with pharmaceutical/laboratorial activities.
9. Precision specialized work – Lighting for work performed within a commercial or industrial environment that entails working with low contrast, finely detailed, or fast-moving objects.
10. Tunable white luminaires capable of color change greater than or equal to 2000K CCT, or dim-to-warm luminaires capable of color change greater than or equal to 500K CCT, connected to controls that allows color changing of the luminaires.
11. Aging Eye/Low-vision areas can be documented as being designed to comply with the light levels in ANSI/IES RP-28 and are or will be licensed by local or state authorities for either senior long-term care, adult day care, senior support, and/or people with special visual needs.
12. Transition lighting OFF at night. Lighting power controlled by astronomical time clock or other control to shut off lighting at night. Additional LPD only applies to area within 30 feet of an exit. Not applicable to lighting in daylit zones.
13. Class I Facility is used for competition play for 5000 or more spectators. Class II Facility is used for competition play for up to 5000 spectators. Class III Facility is used for competition play for up to 2000 spectators. Class IV Facility is normally used for recreational play and there is limited or no provision for spectators.
14. The additional videoconferencing lighting power shall be allowed provided the videoconferencing studio meets all the requirements of Section 140.6(c)2Gvii.

**TABLE 140.6-D TAILORED METHOD LIGHTING POWER ALLOWANCES**

1	2	3	4	5
Primary Function Area	General Illumination Level (Lux)	Wall Display Lighting Power Density (W/ft)	Allowed Combined Floor-Display Power and Task Lighting Power Density (W/ft <sup>2</sup> )	Allowed Decorative/Special Effect Lighting Power Density (W/ft <sup>2</sup> )
	300	3.00	0.20	0.35

Auditorium Area				
-				
Convention, Conference, Multipurpose, and Meeting Center Areas	300	2.00	0.30	0.35
	200	1.25	0.45	0.35
Dining Areas				
-				
Exhibit, Museum Areas	150	11.20	0.70	0.35
Hotel Area:	-	-	-	-
Ballroom/Events	400	1.80	0.12	0.35
Lobby	200	3.40	0.20	0.35
Lobby, Main entry	200	3.40	0.20	0.35
	300	1.30	0.40	0.35
Religious Worship Area				
-				
Retail Sales	-	-	-	-
Grocery	600	6.60	0.60	0.35
Merchandise Sales, and Showroom Areas	500	11.50	0.70	0.35
Theater Area:	-	-	-	-
Motion picture	200	2.00	0.20	0.35
Performance Arts	200	7.30	0.20	0.35

**TABLE 140.6 E TAILORED WALL AND FLOOR DISPLAY MOUNTING HEIGHT ADJUSTMENT FACTORS**

Height in feet above finished floor and bottom of luminaire(s)	Floor Display or Wall Display Mounting Height Adjustment Factor
≤ 10' 6"	1.00
> 10' 6" to 14' 0"	0.85
> 14' 0" to 18' 0"	0.75
> 18' 0"	0.70

**TABLE 140.6 F ROOM CAVITY RATIO (RCR) EQUATIONS**

Determine the Room Cavity Ratio for TABLE 140.6 G using one of the following equations:

Room cavity ratio for rectangular rooms

$$RCR = \frac{5 \times H \times (L + W)}{L \times W}$$

Room cavity ratio for irregular shaped rooms

$$RCR = \frac{2.5 * H * P}{A}$$

Where: L = Length of room; W = Width of room; H = Vertical distance from the work plane to the centerline of the lighting fixture; P = Perimeter of room, and A = Area of room

**TABLE 140.6-G TAILORED METHOD GENERAL LIGHTING POWER ALLOWED BY ILLUMINANCE AND ROOM CAVITY RATIO**

General Lighting Power Density (W/ft<sup>2</sup>) for the following RCR values<sup>b</sup>

General Illuminance Level (lux) <sup>a</sup>	RCR	RCR	RCR	RCR
	≤ 2.0	>2.0 and ≤ 3.5	>3.5 and ≤ 7.0	>7.0
150	0.35	0.40	0.50	0.65
200	0.40	0.50	0.65	0.85
300	0.55	0.70	0.85	1.20
400	0.65	0.80	1.05	1.25
500	0.80	0.90	1.25	1.55
600	0.90	1.05	1.40	2.00

<sup>a</sup> Illuminance values from Column 2 of TABLE 140.6-D.

<sup>b</sup> RCR values are calculated using applicable equations in TABLE 140.6-F.

## Option 2: Remove Tailored and Add IECC Allowances to Area Category Method

Option 2 removes Tailored Method from Title 24, Part 6 and replaces General and Decorative/Display allowances in Area Category Method with values from the 2021 IECC as shown in the Table below.

**TABLE 140.6-C AREA CATEGORY METHOD - LIGHTING POWER DENSITY VALUES (WATTS/FT<sup>2</sup>)**

Primary Function Area	Allowed Lighting Power Density for General Lighting (W/ft <sup>2</sup> )	Additional Lighting Power	
		Qualified Lighting Systems	Additional Allowance (W/ft <sup>2</sup> , unless noted otherwise)
Aging Eye/Low-vision <sup>11</sup>	Corridor Area	Decorative/Display	0.30
		Dining	0.80
	Lobby, Main Entry	Decorative/Display	0.30
		Transition Lighting OFF at night <sup>12</sup>	0.95
		Tunable white or dim-to-warm <sup>10</sup>	0.10
	Lounge/Waiting Area	Decorative/Display	0.30
		Tunable white or dim-to-warm <sup>10</sup>	0.10
	Multipurpose Room	Decorative/Display	0.30
		Tunable white or dim-to-warm <sup>10</sup>	0.10

	Religious Worship Area	1.00	Decorative/Display	0.30
			Tunable white or dim-to-warm <sup>10</sup>	0.10
	Restroom	1.00	Decorative/Display	0.20
	Stairwell	0.80	Decorative/Display	0.30
Audience Seating Area		0.50	Decorative/Display	0.25
Auditorium Area		<del>0.70</del> 0.57	Decorative/Display	<del>0.45</del> 0.55
Auto Repair / Maintenance Area		0.55	Detailed Task Work <sup>7</sup>	0.20
Barber, Beauty Salon, Spa Area		0.70	Detailed Task Work <sup>7</sup>	0.30
			Decorative/Display	0.25
Civic Meeting Place Area		0.90	Decorative/Display	0.25
Classroom, Lecture, Training, Vocational Area		0.60	White or Chalk Board <sup>1</sup>	7 W/ft
Concourse and Atria Area		0.60	Decorative/Display	0.25
Convention, Conference, Multipurpose and Meeting Area		<del>0.75</del> 0.88	Decorative/Display	<del>0.25</del> 0.55
Copy Room		0.50	-	-
Corridor Area		0.40	Decorative/Display	0.25
Dining Area	Bar/Lounge and Fine Dining	<del>0.45</del> 0.76	Decorative/Display	<del>0.35</del> 0.55
	Cafeteria/Fast Food	0.45	Decorative/Display	0.25
	Family and Leisure	0.40	Decorative/Display	0.25
Electrical, Mechanical, Telephone Rooms		0.40	Detailed Task Work <sup>7</sup>	0.20
Exercise/Fitness Center and Gymnasium Area		0.50	-	-
Financial Transaction Area		0.70	Decorative/Display	0.25
Healthcare Facility and Hospitals	Exam/Treatment Room	1.15	-	-
	Imaging Room		Decorative/Display	0.20
				Tunable white or dim-to-warm <sup>10</sup>
	Medical Supply Room	0.55	-	-
	Nursery	0.80	Tunable white or dim-to-warm <sup>10</sup>	0.10
	Nurse's Station	0.85	Tunable white or dim-to-warm <sup>10</sup>	0.10
			Detailed Task Work <sup>7</sup>	0.20
	Operating Room	1.90	-	-
	Patient Room			Decorative/Display
			Tunable white or dim-to-warm <sup>10</sup>	0.10
Physical Therapy Room	0.75	Tunable white or dim-to-warm <sup>10</sup>	0.10	
Recovery Room	0.90	Tunable white or dim-to-warm <sup>10</sup>	0.10	
Hotel Function Area		<del>0.85</del> 0.88	Decorative/Display	<del>0.25</del> 0.55
Kitchen/Food Preparation Area		0.95	-	-
Laboratory, Scientific		0.90	Specialized Task Work <sup>8</sup>	0.35
Laundry Area		0.45	-	-
Library	Reading Area	0.80	Decorative/Display	0.25
	Stacks Area	1.00	-	-
Lobby, Main Entry		<del>0.70</del> 0.80	Decorative/Display	<del>0.25</del> 0.66
Locker Room		0.45	-	-
Lounge, Breakroom, or Waiting Area		0.55	Decorative/Display	0.25
Manufacturing, Commercial & Industrial Work Area	Low Bay	0.60	Detailed Task Work <sup>7</sup>	0.20
	High Bay	0.65	Detailed Task Work <sup>7</sup>	0.20
	Precision	0.85	Precision Specialized Work <sup>9</sup>	0.70

Museum Area	Exhibition/Display	<del>0.60</del> 0.55	Decorative/Display	<del>0.45</del> 0.70
	Restoration Room	0.70	Detailed Task Work <sup>7</sup>	0.35
Office Area	> 250 square feet	0.60	Decorative/Display and Portable lighting for office areas <sup>6</sup>	0.20
	≤ 250 square feet	0.65		
Parking Garage Area	Parking Zone and Ramps	0.10	First ATM or Ticket Machine	100 W
			Additional ATM or Ticket Machine	50 W each
Pharmacy Area	Daylight Adaptation Zones <sup>2</sup>	1.00	Specialized Task Work <sup>8</sup>	0.35
Retail Sales Area	Grocery Sales	1.00	Decorative/Display	0.35
	Retail Merchandise Sales <a href="#">and Grocery</a>	<del>0.95</del> 0.85	Decorative/Display Initial Watts per Building <a href="#">Sales Display Retail 1</a> <a href="#">Sales Display Retail 2</a> <a href="#">Sales Display Retail 3</a> <a href="#">Sales Display Retail 4</a>	<del>0.35</del> 0.55 750 W 0.40 0.40 0.70 1.00
	Fitting Room	0.60	External Illuminated Mirror <sup>5</sup> Internal Illuminated Mirror <sup>5</sup>	40 W/ea 120 W/ea
Religious Worship Area		<del>0.95</del> 0.75	Decorative/Display	<del>0.25</del> 0.55
Restrooms		0.65	Decorative/Display	0.35
Stairwell		0.60	Decorative/Display	0.35
Storage, Commercial/Industrial	Warehouse	0.40	-	-
	Shipping & Handling	0.60	-	-
Sports Arena – Playing Area	Class I Facility <sup>13</sup>	2.25	-	-
Sports Arena – Playing Area	Class II Facility <sup>13</sup>	1.45	-	-
Sports Arena – Playing Area	Class III Facility <sup>13</sup>	1.10	-	-
Sports Arena – Playing Area	Class IV Facility <sup>13</sup>	0.75	-	-
Theater Area	Motion picture	<del>0.50</del> 0.27	Decorative/Display	<del>0.25</del> 0.55
Theater Area	Performance	<del>0.80</del> 1.09	Decorative/Display	<del>0.25</del> 0.55
Transportation Function	Baggage Area	0.40	-	-
	Ticketing Area	0.45	Decorative/Display	0.20
Videoconferencing Studio		0.90	Videoconferencing <sup>14</sup>	1.00
All other		0.40	-	-

Footnotes for this table are listed below.

1. White board or chalk board. – Directional lighting dedicated to a white board or chalk board.
2. Daylight Adaptation Zones shall be no longer than 66 feet from the entrance to the parking garage.
3. ~~Reserved~~  
[Sales Display Retail 1: Sales area for all products not listed in Area 2, 3, or 4](#)  
[Sales Display Retail 2: Sales area for vehicles, sporting goods and small electronics](#)  
[Sales Display Retail 3: Sales area for furniture, clothing, cosmetics and artwork](#)  
[Sales Display Retail 4: Sales area for jewelry, crystal and china](#)
4. Reserved
5. Illuminated mirrors. Lighting shall be dedicated to the mirror.
6. Portable lighting in office areas includes under shelf or furniture-mounted supplemental task lighting qualifies when controlled by a time clock or an occupancy sensor.
7. Detailed task work – Lighting provides high level of visual acuity required for activities with close attention to small elements and/or extreme close-up work.
8. Specialized task work – Lighting provides for small-scale, cognitive or fast performance visual tasks; lighting required for operating specialized equipment associated with pharmaceutical/laboratorial activities.
9. Precision specialized work – Lighting for work performed within a commercial or industrial environment that entails working with low contrast, finely detailed, or fast-moving objects.

10. Tunable white luminaires capable of color change greater than or equal to 2000K CCT, or dim-to-warm luminaires capable of color change greater than or equal to 500K CCT, connected to controls that allows color changing of the luminaires.
11. Aging Eye/Low-vision areas can be documented as being designed to comply with the light levels in ANSI/IES RP-28 and are or will be licensed by local or state authorities for either senior long-term care, adult day care, senior support, and/or people with special visual needs.
12. Transition lighting OFF at night. Lighting power controlled by astronomical time clock or other control to shut off lighting at night. Additional LPD only applies to area within 30 feet of an exit. Not applicable to lighting in daylit zones.
13. Class I Facility is used for competition play for 5000 or more spectators. Class II Facility is used for competition play for up to 5000 spectators. Class III Facility is used for competition play for up to 2000 spectators. Class IV Facility is normally used for recreational play and there is limited or no provision for spectators.
14. The additional videoconferencing lighting power shall be allowed provided the videoconferencing studio meets all the requirements of Section 140.6(c)2Gvii.

**TABLE 140.6 D TAILORED METHOD LIGHTING POWER ALLOWANCES**

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Primary Function Area</b>	<b>General Illumination Level (Lux)</b>	<b>Wall Display Lighting Power Density (W/ft<sup>2</sup>)</b>	<b>Allowed Combined Floor-Display Power and Task Lighting Power Density (W/ft<sup>2</sup>)</b>	<b>Allowed Decorative/Special Effect Lighting Power Density (W/ft<sup>2</sup>)</b>
Auditorium Area -	300	3.00	0.20	0.35
Convention, Conference, Multipurpose, and Meeting Center Areas	300	2.00	0.30	0.35
Dining Areas -	200	1.25	0.45	0.35
Exhibit, Museum Areas	150	11.20	0.70	0.35
Hotel Area:	-	-	-	-
Ballroom/Events	400	1.80	0.12	0.35
Lobby	200	3.40	0.20	0.35
Lobby, Main entry	200	3.40	0.20	0.35
Religious Worship Area -	300	1.30	0.40	0.35
Retail Sales	-	-	-	-
Grocery	600	6.60	0.60	0.35
Merchandise Sales, and Showroom Areas	500	11.50	0.70	0.35
Theater Area:	-	-	-	-

Motion picture	200	2.00	0.20	0.35
Performance Arts	200	7.30	0.20	0.35

**TABLE 140.6 E TAILORED WALL AND FLOOR DISPLAY MOUNTING HEIGHT ADJUSTMENT FACTORS**

Height in feet above finished floor and bottom of luminaire(s)	Floor Display or Wall Display Mounting Height Adjustment Factor
≤ 10'-6"	1.00
> 10'-6" to 14'-0"	0.85
> 14'-0" to 18'-0"	0.75
> 18'-0"	0.70

**TABLE 140.6 F ROOM CAVITY RATIO (RCR) EQUATIONS**

Determine the Room Cavity Ratio for TABLE 140.6 G using one of the following equations:  
Room cavity ratio for rectangular rooms

$$RCR = \frac{5 \times H \times (L + W)}{L \times W}$$

Room cavity ratio for irregular-shaped rooms

$$RCR = \frac{2.5 \times H \times P}{A}$$

Where: L = Length of room; W = Width of room; H = Vertical distance from the work plane to the centerline of the lighting fixture; P = Perimeter of room, and A = Area of room

**TABLE 140.6 G TAILORED METHOD GENERAL LIGHTING POWER ALLOWED BY ILLUMINANCE AND ROOM CAVITY RATIO**

General Lighting Power Density (W/ft<sup>2</sup>) for the following RCR values<sup>b</sup>

General Illuminance Level (lux) <sup>a</sup>	RCR	RCR	RCR	RCR
	≤ 2.0	> 2.0 and ≤ 3.5	> 3.5 and ≤ 7.0	> 7.0
150	0.35	0.40	0.50	0.65
200	0.40	0.50	0.65	0.85
300	0.55	0.70	0.85	1.20
400	0.65	0.80	1.05	1.25
500	0.80	0.90	1.25	1.55
600	0.90	1.05	1.40	2.00

<sup>a</sup> Illuminance values from Column 2 of TABLE 140.6 D.

<sup>b</sup> RCR values are calculated using applicable equations in TABLE 140.6 F.

### Option 3: Simplify Tailored Method Tables and S140.6

Option 3 leaves Tailored Method in Title 24, Part 6 and simplifies the language in Table 140.6-D as indicated below along with other text changes in the section. Function areas that are rarely used with Tailored Method have been eliminated from Table 140.6-D.

TABLE 140.6-D TAILORED METHOD LIGHTING POWER ALLOWANCES

Primary Function Area (specified RCR*)	General Illumination Level (Lux) Allowed LPD for General Lighting (W/sf)	Additional Lighting Power	
		Qualified Lighting Systems	Additional Allowance
Auditorium	300		
Convention, Conference, Multipurpose, and Meeting Center Areas	300		
Bar/ Lounge and Fine Dining Areas	200	Wall display lighting (W/ft)	1.25
RCR < 2.0	0.4	Floor Display, Task & Decorative (W/sf)	<del>(0.45 + 0.35)</del> 0.80
2.0 < RCR <= 3.5	0.5		
3.5 < RCR <= 7.0	0.65		
7.0 < RCR	0.85		
Hotel Ballroom/Events	400		
Hotel Lobby	200		
Main Entry Lobby	200	Wall Display lighting (W/ft)	3.40
RCR < 2.0	0.4	Floor Display, Task & Decorative (W/sf)	<del>(0.20 + 0.35)</del> 0.55
2.0 < RCR <= 3.5	0.5		
3.5 < RCR <= 7.0	0.65		
7.0 < RCR	0.85		
Museum Exhibit/ Display	150	Wall display lighting (W/ft)	11.20
RCR < 2.0	0.35	Floor Display, Task & Decorative (W/sf)	<del>(0.70 + 0.35)</del> 0.70
2.0 < RCR <= 3.5	0.40		
3.5 < RCR <= 7.0	0.50	Valuable Display Case (W/sf-floor)	0.50
7.0 < RCR	0.65		
Religious Worship Area	300	Wall display lighting (W/ft)	1.3
RCR < 2.0	0.55	Floor Display, Task & Decorative (W/sf)	<del>(0.40 + 0.35)</del> 0.75
2.0 < RCR <= 3.5	0.70		
3.5 < RCR <= 7.0	0.85		
7.0 < RCR	1.2	Valuable Display Case (W/sf-floor)	0.50
Retail Grocery Sales	600		

Retail Merchandise Sales	500	Wall Display Lighting (W/ft)	11.5
RCR < 2.0	0.80	Floor Display, Task & Decorative (W/sf)	(0.70 + 0.35)
2.0 < RCR <= 3.5	0.90		1.05
3.5 < RCR <= 7.0	1.25		
7.0 < RCR	1.55	Valuable Display Case (W/sf-floor)	0.50
Theatre, Motion Picture	200		
Theatre, Performance Arts	200		

\*RCR is the room cavity ratio of the enclosed space containing the primary function area and is calculated according to Section 140.6(c) 3.F.i.

**TABLE 140.6 E TAILORED WALL AND FLOOR DISPLAY MOUNTING HEIGHT ADJUSTMENT FACTORS**

Height in feet above finished floor and bottom of luminaire(s)	Floor Display or Wall Display Mounting Height Adjustment Factor
≤ 10'-6"	1.00
> 10'-6" to 14'-0"	0.85
> 14'-0" to 18'-0"	0.75
> 18'-0"	0.70

**TABLE 140.6 F ROOM CAVITY RATIO (RCR) EQUATIONS**

Determine the Room Cavity Ratio for TABLE 140.6 G using one of the following equations:

Room cavity ratio for rectangular rooms

$$RCR = \frac{5 * H * (L + W)}{L * W}$$

Room cavity ratio for irregular shaped rooms

$$RCR = \frac{2.5 * H * P}{A}$$

Where: L = Length of room; W = Width of room; H = Vertical distance from the work plane to the centerline of the lighting fixture; P = Perimeter of room; and A = Area of room

**TABLE 140.6 G TAILORED METHOD GENERAL LIGHTING POWER ALLOWED BY ILLUMINANCE AND ROOM CAVITY RATIO**

General Lighting Power Density (W/ft<sup>2</sup>) for the following RCR values<sup>b</sup>

General Illuminance Level (lux) <sup>a</sup>	RCR	RCR	RCR	RCR
	≤ 2.0	> 2.0 and ≤ 3.5	> 3.5 and ≤ 7.0	> 7.0
150	0.35	0.40	0.50	0.65
200	0.40	0.50	0.65	0.85
300	0.55	0.70	0.85	1.20
400	0.65	0.80	1.05	1.25
500	0.80	0.90	1.25	1.55
600	0.90	1.05	1.40	2.00

<sup>a</sup> Illuminance values from Column 2 of TABLE 140.6 D.

<sup>b</sup> RCR values are calculated using applicable equations in TABLE 140.6 F.