

SPORT | FOOTBALL



PERFORMANCE  LIGHTING

PERFORMANCE LIGHTING

PERFORMANCE iN LIGHTING is specialised in professional lighting for indoor and outdoor, in several countries around the world. Thanks to decades of experience in the field, obtained through dedicated luminaires for both new sports centres and renovation work on existing centres.

PERFORMANCE iN LIGHTING provides right attention to overall design systems, to comply with regulations for all sports, and to assure total glare control in both indoor and outdoor settings.

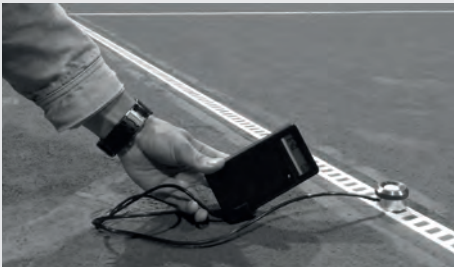
Constant improvement in applications linked with competitive and professional sports environments, with the use of more efficient technical solutions, allow PERFORMANCE iN LIGHTING to offer solutions with high energy savings, resulting in significant reductions in running costs, for safe, comfortable and efficient facilities, available to athletes and spectators alike.

The purpose of this monograph is to provide examples of lighting calculations that involve only horizontal lighting values that usually represents about ninety per cent of all lighting engineering design work.

Therefore, we will not provide examples here of lighting verification that requires vertical values or vertical values in the direction of TV cameras. For this kind of professional applications, please consult the pre-sales support of PERFORMANCE iN LIGHTING.

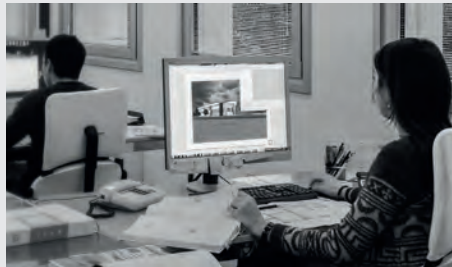
PRE-AFTER SALES SERVICES

The PERFORMANCE iN LIGHTING sales service includes direct and personal project management consultancy at 360 degrees, from the study of the lighting concept and technical feasibility to the evaluation of the financial return of investments to the support on-site during the installation phase through the sampling service.



ON-SITE TECHNICAL OVERWATCHES AND LIGHTING RELIEFS

PERFORMANCE iN LIGHTING provides a team of qualified specialists during all phases of the project: from the design stage, through on-site technical oversight and lighting reliefs, verification and lighting calculation. Our professional support team is available for essential projects to ensure not to lose even detail in compliance with current regulations providing certainty to all those who choose PERFORMANCE iN LIGHTING as a technical partner.



DESIGN AND LIGHTING PLANNING AIDS

The culture of light and lighting planning is being diffused more and more worldwide, and the sensibility of both public administrations and private users is growing to enhance urban areas, artistic and architectural assets, sports and recreational areas, in respect of the place and the environment. PERFORMANCE iN LIGHTING offers accurate advice and assist with lighting verification to grant the best solution possible through the analysis of all our solutions for every peculiar design. PERFORMANCE iN LIGHTING provides lighting solutions for "the space for people", worldwide, and not only as a necessary instrument for life but also as a powerful expressive means for the quality of the environment.



INSTALLATION AIMING AND SETTING SERVICES

PERFORMANCE iN LIGHTING provides a team of qualified specialists to design and elaborate the calculations on-site during the installation phase. The team joins the installation phase for the product aiming, light level testing and settings for big plants, arenas, industries, airports, and large infrastructures to ensure compliance with the current regulations. Choosing these paid services, all actors will have an extra certainty of having chosen PERFORMANCE iN LIGHTING as the right technical partner.



AFTER-SALES SERVICES

The warranty extension proposed by PERFORMANCE IN LIGHTING comes into practice thanks to continuous investments aimed at customer satisfaction. A team of specialised post-sales technicians is always present for an immediate solution to any problem. They are available for issues related to spare parts and after-sales assistance, where there were the conditions dictated by the group policy, to honour the promise made at the time of purchase and set in to solve the problem immediately. Our customers know that whenever they need a replacement part or service, both come directly from PERFORMANCE IN LIGHTING —ensuring compatibility, performance, timeliness, and the highest level of expertise.



BESPOKEN LIGHTING SOLUTIONS

One of the significant values that PERFORMANCE IN LIGHTING provides to customers is the ability to design and develop tailor-made products and lighting solutions, based on the needs of a specific project. Products variants such as un-standard painting colour finishes, different LED light colour temperature, un-catalogued electrical options, custom-made accessories for a peculiar installation are some typical examples. To suit the specific needs of professionals, PERFORMANCE IN LIGHTING can develop product solutions “Ex-Novo” (from scratch in Latin) not included in the standard portfolio. This capability allows PERFORMANCE IN LIGHTING luminaires to achieve a total integration of light in the context of use.



PROJECT LEASING

Sometimes, the initial investment cost for a lighting system frightens off, but, several sports facilities and large municipalities pay substantial electricity fees monthly. The habit that these amounts are being paid nevertheless does not spur people to analyse the subject correctly. The LED technology is an outstanding investment that allows in the short-to-medium time to amortise the initial investment, to save significantly on electric energy and to improve the usability of the installations. Furthermore, outstanding agreements are underway with credit institutions specialised in financial operations to support essential investments of big lighting plants in the most important countries of the European Union. In some countries, PERFORMANCE IN LIGHTING provides the option of an Operating Rental Service (subject to the approval of the Lending Body).



5-A-SIDE FOOTBALL



 EN 12193:2018

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 CONI

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 BZVB - ABFS

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 INFRASPORTS

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5-A-SIDE FOOTBALL

Football is the world most popular sport, in terms of number of players and number of spectators. The simplicity of its rules, the fact that all you need is a ball, the possibility to play in the most different places and situations are elements of its widespread popularity.

Five-a-side football was invented by FIFA in the first half of the 1980s to distinguish it from the South American Futsal and to ensure an indoor version of the sport. At the end of the 1980s, FIFA managed to prevail over F.I.F.U.S.A. and absorb it, generating protests and discontent among the South American federations. FIFA exported five-a-side football all over the world, organising continental and national championships based on the eleven-a-side football model, doing and its significant efforts to make five-a-side football on the Olympics.







5-A-SIDE FOOTBALL in the World

IOC - The International Olympic Committee, also known as CIO (from the initials of the original French name: Comité International Olympique), is a Swiss non-governmental organization created by Pierre de Coubertin in 1894 to revive the Olympic Games of ancient Greece through a four-year sporting event where athletes from all countries could compete against each other. It's the highest world sports organism comprises three main constituents: the IOC itself is the supreme authority of the Movement; the International Federations (IFs) and the National Olympic Committees (NOCs). The first two are international non-governmental organisations administering one or several sports at world level and encompassing organisations regulating such sports on a national level. Their mission is to develop, promote and protect the Olympic Movement in their respective countries.



GAISF - Global Association of International Sports Federations includes all sixty-nine CIO recognized federations (twenty-eight from ASOIF, seven from AIOWF and thirty-four from ARISF).



FIFA – the FIFA (Fédération Internationale de Football Association), established in 1904, regulates the sports of eleven-a-side and five-a-side football, as well as beach soccer. It deals with organising all intercontinental football events, the most important of which is, without a doubt, the world cup, which takes place every four years.

FIFA is in charge of six different confederations, which are responsible for organising and supervising football activities all around the world. They are:

- AFC (Asian Football Confederation) in Asia,
- CAF (Confédération Africaine de Football) in Africa,
- CONCACAF (Confederation of North, Central American and Caribbean Association Football) in North and Central America,
- CONMEBOL (Confederación Sudamericana de Fútbol) in South America,
- OFC (Oceania Football Confederation) in Oceania,
- UEFA (Union of European Football Associations) in Europe.





5-A-SIDE FOOTBALL in Europe

UEFA – The Union of European Football Associations is one of the six continental confederations affiliated with FIFA and represents all the football federations in Europe, in addition to those from Russia, Turkey, Armenia, Azerbaijan, Georgia, Cyprus, Israel and Kazakhstan. UEFA is responsible for all European football, including youth, female and five-a-side Championships. UEFA currently organises nine tournaments for national teams and five for club teams.



CEN - The European Committee for Standardization (Comite European de Normalisation in French), better known by the acronym CEN, is a regulatory body that aims to harmonise and produce technical standards (EN) in Europe in collaboration with national and supranational regulatory agencies such as ISO.

The CEN seeks to facilitate the exchange of goods and services between member countries, harmonising the respective national standards and cooperating with European political, economic and scientific organisations interested in standardisation.

The European standards produced by CEN are usually harmonized and adapted by the individual countries that receive them, such as the UNI in Italy.



EUROPEAN LIGHTING STANDARDS

The widespread popularity of five-a-side and eleven-a-side football on both amateur and professional levels all over the world and, made immediately perceive the need to light the numerous sports facilities at night time correctly and to guarantee optimum lighting for players and spectators all over the world.

On a global level FIFA (Fédération Internationale de Football Association) has issued precise instructions on how to lit sports grounds suitable for hosting eleven-a-side football competitions. At the same time, no lighting instructions are released so far for international five-a-side football competitions.

Like FIFA, UEFA (Union of European Football Associations), provides clear lighting guidelines only for eleven-a-side and not for five-a-side football. UEFA's guidelines for eleven-a-side football are very exhaustive and mainly regard lighting elements, uniformity, glare, colour temperature and colour rendering index characteristics that the lighting system must guarantee to the play and ensure to TV cameras the right level of vertical lighting.

Consistent with the goals stated at the start of this monograph, the lighting examples that follow are all compliant with the EN 12193:2018 standard. The examples are provided solely for the evaluation of horizontal lighting elements and are divided into INDOOR and OUTDOOR solutions in order to highlight the differences between the two types of tennis lighting systems.

In force by CEN members national standards bodies of Austria, Belgium, Bulgaria, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Norway, Poland, Portugal, Romania, Slovakia, Slovenia, Spain, Sweden, Switzerland and United Kingdom.

The Lighting Class describes the lighting parameters for the best possible illumination of a playing area. The following table establishes the level of competition and technical parameters.

EN 12193:2018 (indoor - outdoor)

Competition level	Lighting class		
	I	II	III
Local Competition and Training			✓
Regional Competition		✓	
International and National Competition	✓		



EN 12193:2018 (indoor)

Reference Area	Class	Lighting Horizontal PA		Lighting Horizontal TA		Gr	Colour Rendering	
		Eave	Uniformity Emin/Eave	Eave	Uniformity Emin/Eave		CRI	
PA 40x20 m TA 44x24 m	III	200 lux	0,50	-	-	40	60	
	II	500 lux	0,70	-	-	40	60	
	I	750 lux	0,70	-	-	35	80	

EN 12193:2018 (outdoor)

Reference Area	Class	Lighting Horizontal PA		Lighting Horizontal TA		Gr	Colour Rendering	
		Eave	Uniformity Emin/Eave	Eave	Uniformity Emin/Eave		CRI	
PA 40x20 m TA 44x24 m	III	75 lux	0,50	-	-	55	60	
	II	200 lux	0,60	-	-	55	60	
	I	500 lux	0,70	-	-	55	70	



	GUELL 2	GUELL 2.5	GUELL 3	GUELL 4	SQUARE PRO	LAMA+ MINI	LAMA+	consult factory
								
			p. 14	p. 15			p. 14	
				p. 15				

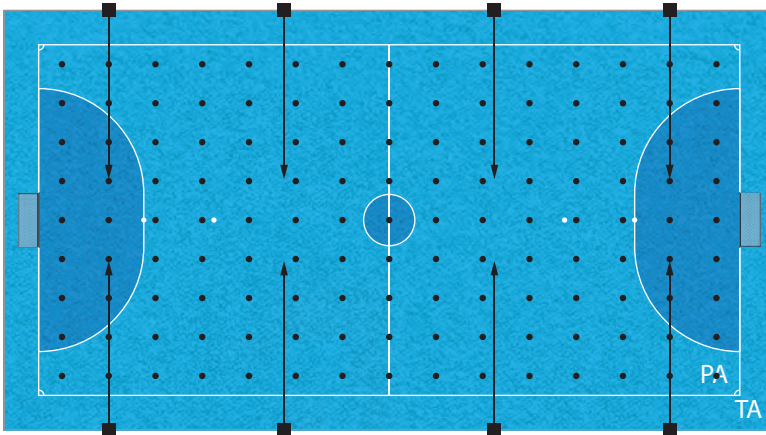
	GUELL 2	GUELL 2.5	GUELL 3	GUELL 4	SQUARE PRO	LAMA+ MINI	LAMA+	consult factory
								
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		p. 16						
				p. 17				

EN 12193 | 200 lux

CLASS III

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	200 lux	Emin/Eave (PA)	0,50
Colour Rendering Index (CRI)	60	Glare Rating (Rg)	40



GUELL 3

1,85 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306116	A50/W	4000	231 W	8

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

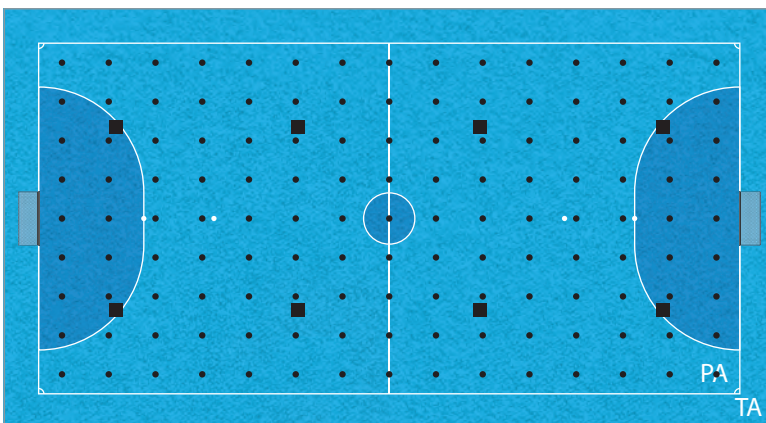
Eave (PA)	204 lux
Uniformity Emin/Eave (PA)	0,66
Glare Rating (Rg)	32

EN 12193 | 200 lux

CLASS III

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	200 lux	Emin/Eave (PA)	0,50
Colour Rendering Index (CRI)	60	Glare Rating (Rg)	40



LAMA+

1,18 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
06280087	S/EW	4000	148 W	8

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

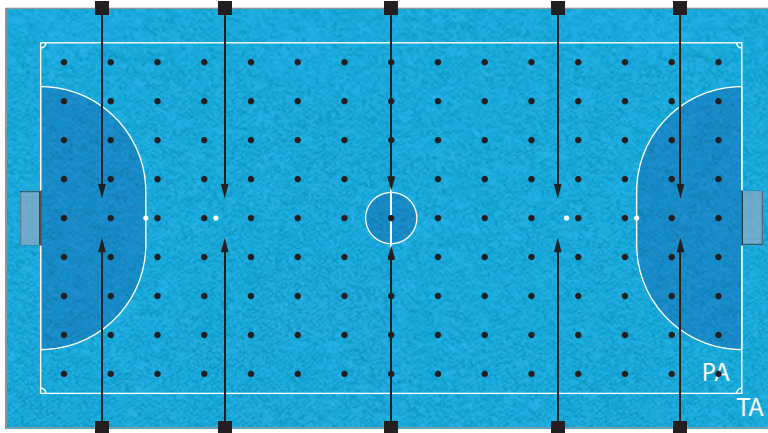
Eave (PA)	200 lux
Uniformity Emin/Eave (PA)	0,74
Glare Rating (Rg)	19

EN 12193 | 500 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	500 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	60	Glare Rating (Rg)	40



GUELL 4 4,48 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	10

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

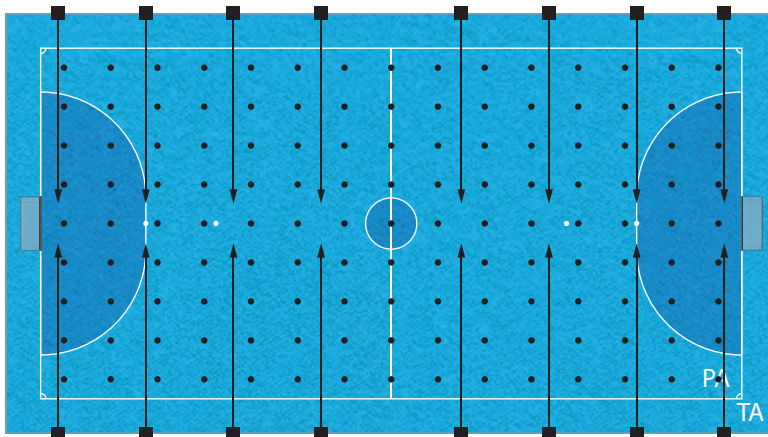
Eave (PA)	501 lux
Uniformity Emin/Eave (PA)	0,71
Glare Rating (Rg)	33

EN 12193 | 750 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	750 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	80	Glare Rating (Rg)	35



GUELL 4 7,17 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	16

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

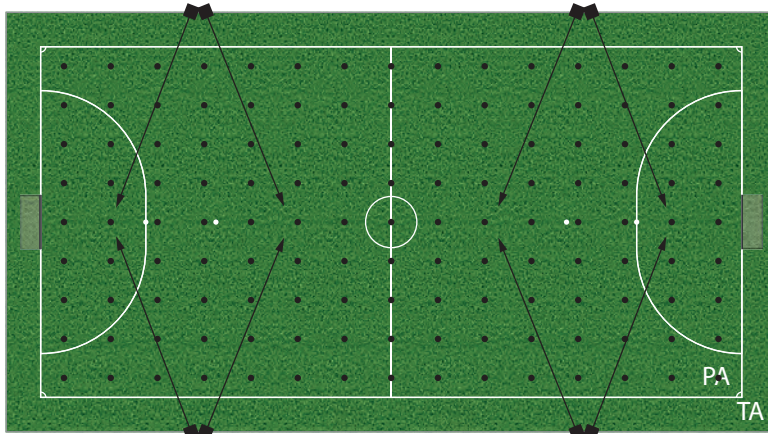
Eave (PA)	781 lux
Uniformity Emin/Eave (PA)	0,75
Glare Rating (Rg)	33

EN 12193 | 75 lux

CLASS III

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	75 lux	Emin/Eave (PA)	0,50
Colour Rendering Index (CRI)	60	Glare Rating (Rg)	55



Lighting calculation at zero light pollution.



GUELL 2 1,06 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
3100129	A40/W	4000	133 W	8

ACCESSORY PART NUMBER	DESCRIPTION	Q.TY
14173694	Louvre	8

INSTALLATION SUMMARY:

Poles / Lines	4
Installation height	8 m
Maintenance factor	0,90

RESULTS OVERVIEW:

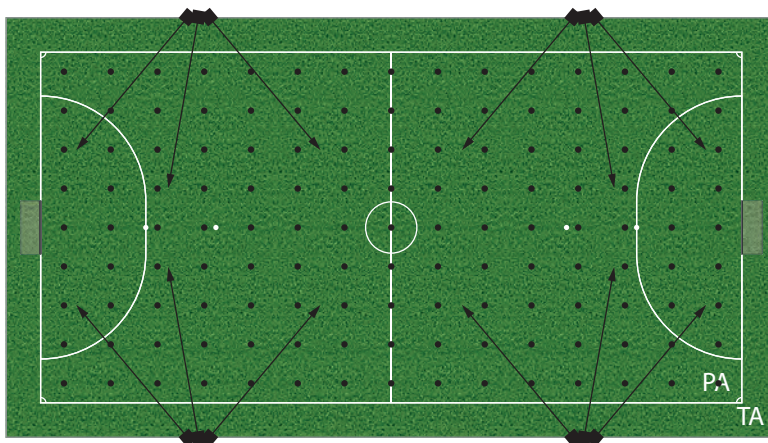
Eave (PA)	75 lux
Uniformity Emin/Eave (PA)	0,61
Glare Rating (Rg)	39

EN 12193 | 200 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	200 lux	Emin/Eave (PA)	0,60
Colour Rendering Index (CRI)	60	Glare Rating (Rg)	55



Lighting calculation at zero light pollution.



GUELL 2.5 2,86 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306202	A40/W	4000	238 W	12

ACCESSORY PART NUMBER	DESCRIPTION	Q.TY
310963	Louvre	12

INSTALLATION SUMMARY:

Poles / Lines	4
Installation height	8 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	219 lux
Uniformity Emin/Eave (PA)	0,61
Glare Rating (Rg)	39

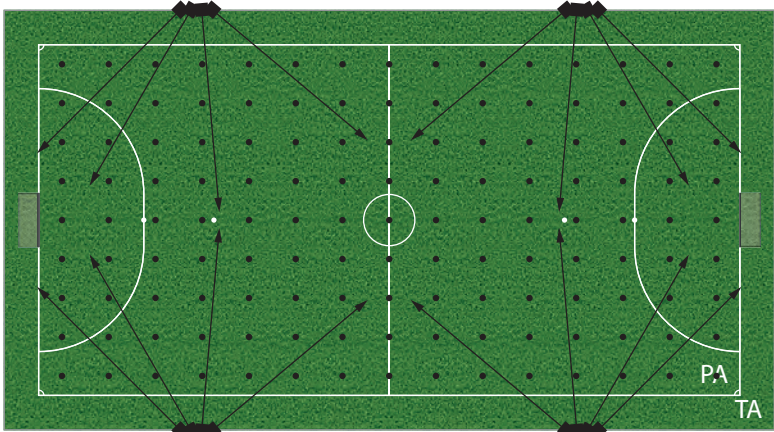
EN 12193

| 500 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	15 x 9
TOTAL AREA (TA)	44 x 24 m	Grid Points (TA)	15 x 9
Eave (PA)	500 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	70	Glare Rating (Rg)	55



Lighting calculation at zero light pollution.



GUELL 4

7,17 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	16

INSTALLATION SUMMARY:

Poles / Lines	4
Installation height	10 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	535 lux
Uniformity Emin/Eave (PA)	0,72
Glare Rating (Rg)	35





5-A-SIDE FOOTBALL in Italy

CONI - issue of the International Olympic Committee (IOC), is the authority for regulating and managing territorial sports activities. The Italian National Olympic Committee, a public body responsible for organizing and strengthening national sport, promotes the maximum diffusion of sporting practice.

CONI - emanazione del Comitato Olimpico Internazionale (CIO), è autorità di disciplina regolazione e gestione delle attività sportive nazionali. Il Comitato Olimpico Nazionale Italiano, Ente pubblico cui è demandata l'organizzazione e il potenziamento dello sport nazionale, promuove la massima diffusione della pratica sportiva.

The Lighting Class describes the lighting parameters for the best possible illumination of a playing area. The following table establishes the level of competition and technical parameters.

Le classi di illuminamento descrivono i parametri illuminotecnici per la migliore illuminazione possibile dell'area da gioco. Le seguenti tavole stabiliscono i parametri tecnici richiesti per i vari livelli di competizione.

CONI:2008 (indoor - outdoor)

Competition level	Lighting class		
	I	II	III
Local Competition and Training	✓		
Regional Competition		✓	
International an National Competition			✓






CONI:2008 (indoor)

Reference Area	Class	Lighting Horizontal PA		Lighting Horizontal TA		Gr	Colour Rendering	
		Eave	Uniformity Emin/Eave	Eave	Uniformity Emin/Eave		CRI	
PA 40x20 m TA 44x24 m	I	200 lux	0,50	-	-	(40)	(60)	
	II	500 lux	0,70	-	-	(40)	(60)	
	III	750 lux	0,70	-	-	(35)	(80)	

CONI:2008 (indoor)

Reference Area	Class	Lighting Horizontal PA		Lighting Horizontal TA		Gr	Colour Rendering	
		Eave	Uniformity Emin/Eave	Eave	Uniformity Emin/Eave		CRI	
PA 40x20 m TA 44x24 m	I	100 lux	0,50	-	-	(55)	(60)	
	II	200 lux	0,60	-	-	(55)	(60)	
	III	500 lux	0,70	-	-	(55)	(70)	



	GUELL 2	GUELL 2.5	GUELL 3	GUELL 4	SQUARE PRO	LAMA+ MINI	LAMA+	consult factory
								
			p. 22	p. 23			p. 22	
				p. 23				

	GUELL 2	GUELL 2.5	GUELL 3	GUELL 4	SQUARE PRO	LAMA+ MINI	LAMA+	consult factory
								
		p. 24						
		p. 24						
				p. 25				

The lighting values in brackets are taken by PERFORMANCE IN LIGHTING as a reference from other regulations in case the rule in question does not expressly declare them.

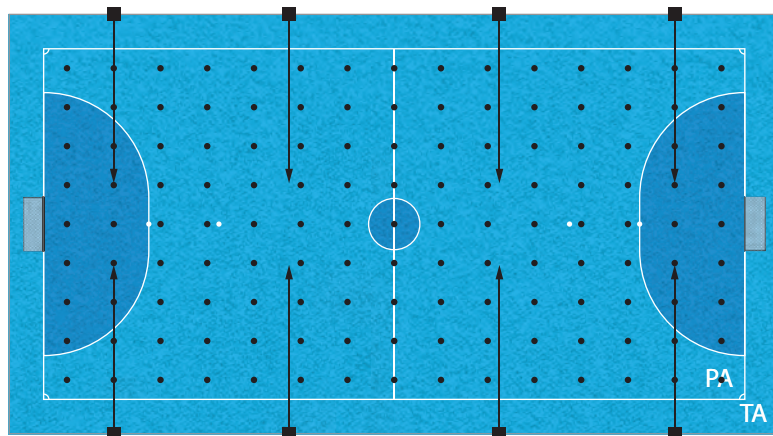
PERFORMANCE IN LIGHTING prende come riferimento da altre normative i valori illuminotecnici espressi tra parentesi qualora non espressamente dichiarati dalla normativa in esame.

CONI | 200 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	200 lux	Emin/Eave (PA)	0,50
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



GUELL 3

1,85 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306116	A50/W	4000	231 W	8

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

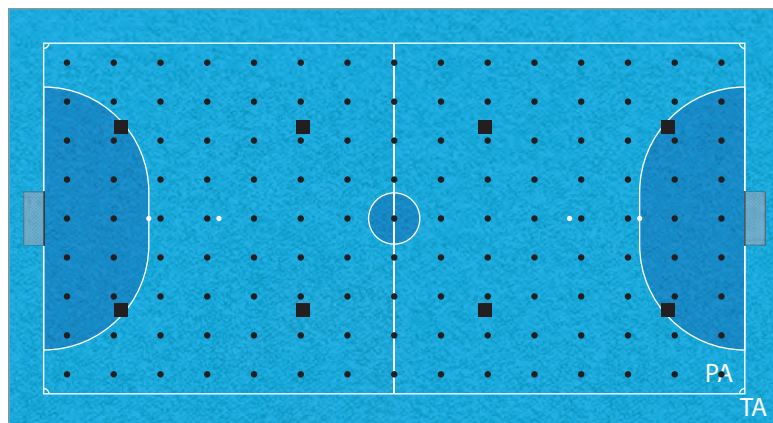
Eave (PA)	204 lux
Uniformity Emin/Eave (PA)	0,66
Glare Rating (Rg)	32

CONI | 200 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	200 lux	Emin/Eave (PA)	0,50
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



LAMA+

1,18 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
06280087	S/EW	4000	148 W	8

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

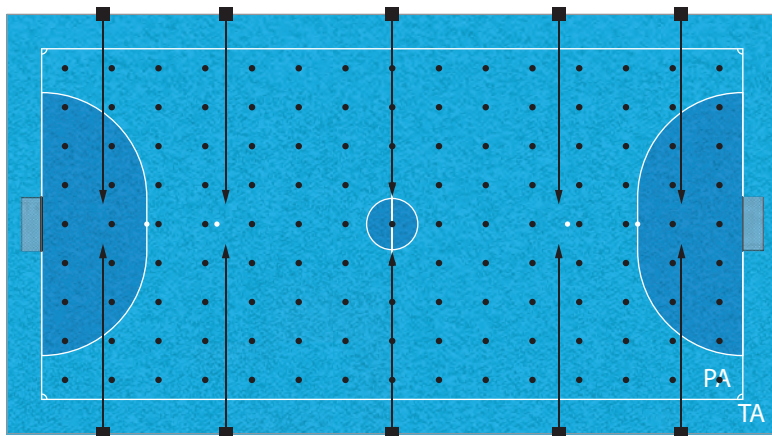
Eave (PA)	200 lux
Uniformity Emin/Eave (PA)	0,74
Glare Rating (Rg)	19

CONI | 500 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	500 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



GUELL 4

4,48 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	10

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

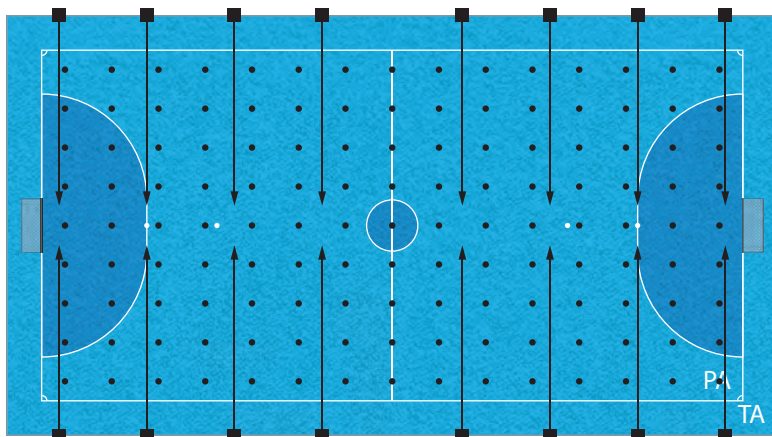
Eave (PA)	501 lux
Uniformity Emin/Eave (PA)	0,71
Glare Rating (Rg)	33

CONI | 750 lux

CLASS III

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	750 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	(80)	Glare Rating (Rg)	(35)



GUELL 4

7,17 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	16

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

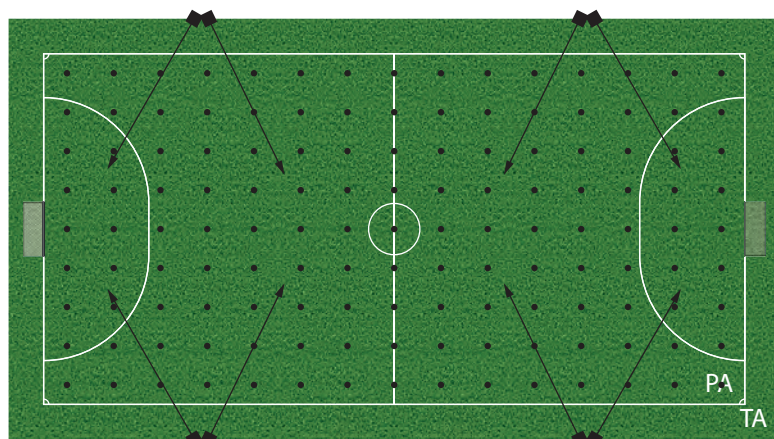
Eave (PA)	781 lux
Uniformity Emin/Eave (PA)	0,75
Glare Rating (Rg)	33

CONI | 100 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	100 lux	Emin/Eave (PA)	0,50
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(55)



Lighting calculation at zero light pollution.



GUELL 2.5

1,33 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306200	A40/W	4000	166 W	8

ACCESSORY PART NUMBER	DESCRIPTION	Q.TY
310963	Louvre	8

INSTALLATION SUMMARY:

Poles / Lines	4
Installation height	8 m
Maintenance factor	0,90

RESULTS OVERVIEW:

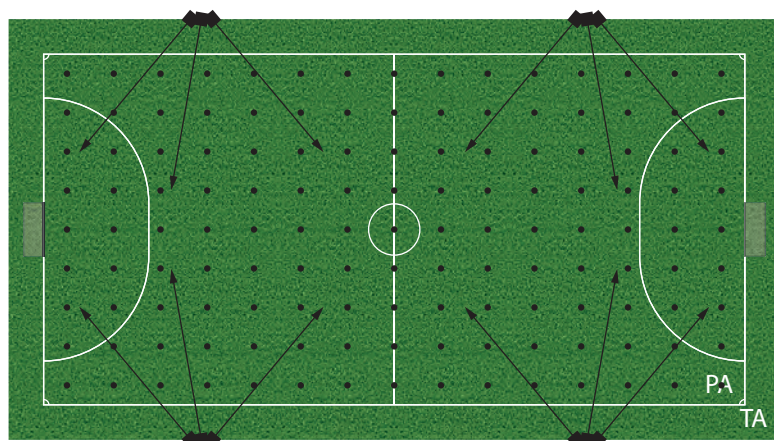
Eave (PA)	103 lux
Uniformity Emin/Eave (PA)	0,55
Glare Rating (Rg)	40

CONI | 200 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	200 lux	Emin/Eave (PA)	0,60
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(55)



Lighting calculation at zero light pollution.



GUELL 2.5

2,86 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306202	A40/W	4000	238 W	12

ACCESSORY PART NUMBER	DESCRIPTION	Q.TY
310963	Louvre	12

INSTALLATION SUMMARY:

Poles / Lines	4
Installation height	8 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	219 lux
Uniformity Emin/Eave (PA)	0,61
Glare Rating (Rg)	39

CONI

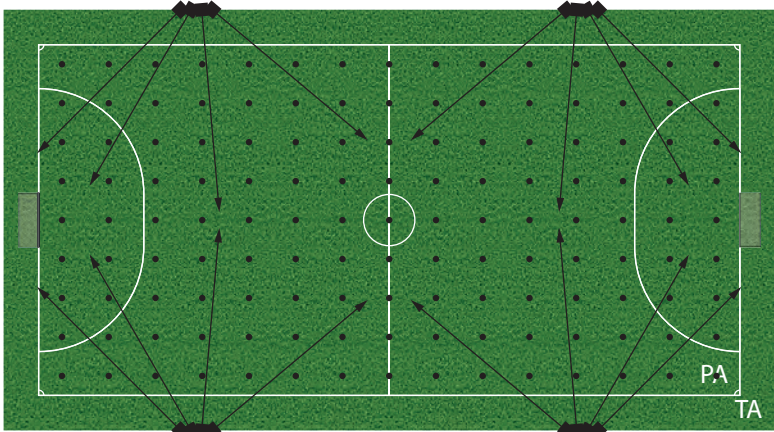
|

500 lux

CLASS III

REQUIREMENTS:

PLAY AREA (PA)	(40 x 20) m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	(44 x 24) m	Grid Points (TA)	(15 x 9)
Eave (PA)	500 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	(70)	Glare Rating (Rg)	(55)



Lighting calculation at zero light pollution.



GUELL 4

7,17 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	16

INSTALLATION SUMMARY:

Poles / Lines	4
Installation height	10 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	535 lux
Uniformity Emin/Eave (PA)	0,72
Glare Rating (Rg)	35





5-A-SIDE FOOTBALL in Belgium



RBFA - The Royal Belgian Football Association (Dutch: Koninklijke Belgische Voetbalbond, KBVB; French: Union royale belge des sociétés de football association, URBSFA; German: Königlicher Belgischer Fußballverband, KBFV) is the governing body of football in Brussels, Belgium, not far from the King Baudouin Stadium. It was a founding member of FIFA in 1904 and UEFA in 1954.

KVVB - *De Koninklijke Belgische Voetbalbond (Anglais: The Royal Belgian Football Association (RBFA), Frans: Union Royale Belge des Sociétés de Football Association (URBSFA), Duits: Königlicher Belgischer Fußballverband, (KBFV) is het bestuursorgaan in Brussel, België. De KVVB is stichtend lid van de FIFA in 1904 en de UEFA in 1954; zijn zetel is gevestigd in Brussel, vlakbij het Koning Boudewijnstadion.*

URBSFA - *L'Union Royale Belge des Sociétés de Football (Anglais: The Royal Belgian Football Association, RBFA, Néerlandais: Koninklijke Belgische Voetbalbond, KBVB; Allemand: Königlicher Belgischer Fußballverband, KBFV) est l'organe directeur du football à Bruxelles, en Belgique. Elle est membre fondateur de la FIFA en 1904 et de l'UEFA en 1954 et son siège est basé à Bruxelles, tout proche du stade Roi Baudouin.*



ABFS - The Belgian Association for Indoor Football runs a national competition of around a hundred clubs and has two leagues, one French and one Dutch. Launched in Belgium, in Flanders in 1968, indoor football became widespread in 1976. It was after the cultural decrees of 1978 that the federation was born in its current configuration with an organ of national importance.

ABFS - *De Belgische vereniging voor zaalvoetbal heeft een nationale competitie van ongeveer honderd clubs en heeft twee divisies, een Franse en een Nederlandse. Gelanceerd in België, in 1968 in Vlaanderen, werd zaalvoetbal in 1976 nationaal. Het was na de culturele besluiten van 1978 dat de federatie werd geboren in de huidige configuratie met een orgaan van nationaal belang.*

ABFS - *L'Association belge de football en salle gère une compétition nationale, d'une centaine de clubs, et chapeaute 2 ligue, une francophone et une néerlandophone. Lancé en Belgique, en Flandre en 1968, le football en salle est devenu national dès 1976. C'est à la suite des décrets culturels de 1978, que la fédération a vu le jour dans sa configuration actuelle soit avec un organe d'importance nationale.*



INFRASPORTS - Since 1 January 1994, the SPW (Service Public Wallonie) has seen its competences expand by transferring the responsibility for the subsidized sports infrastructure that has operated from the French Community to the Walloon and Brussels Regions.

INFRASPORTS - *Sinds 1 januari 1994 heeft de SPW (Service Public de Wallonie) haar competenties zien groeien door de verantwoordelijkheid voor de gesubsidieerde sportinfrastructuur beheerd vanuit de Franse Gemeenschap over te dragen naar het Waalse en het Brusselse Gewest.*

INFRASPORTS - *Depuis le 1er janvier 1994, le SPW (Service Public Wallonie) a vu ses compétences s'élargir par le transfert de la responsabilité des infrastructures sportives subsidiées qui s'est opéré de la Communauté française aux Régions wallonne et bruxelloise.*



The Lighting Class describes the lighting parameters for the best possible illumination of a playing area. The following table establishes the level of competition and technical parameters.

De verlichtingsparameters voor de best mogelijke verlichting van een speelruimte worden beschreven door de verlichtingsklasse. Elk niveau van competitie (regionaal, provinciaal) wordt door een passende verlichtingsklasse en specifieke na te komen verlichtingswaarden beheerd overeenkomend met de volgende tabel.

Les paramètres d'éclairage qui permettent d'obtenir le meilleur éclairage possible d'une zone de jeu sont décrits par la Classe Éclairage. Chaque niveau de compétition (régional, provincial) est géré par une classe d'éclairage et des valeurs d'éclairage spécifiques à respecter selon le tableau suivant.

BZVB - ABFS (indoor)

Competition level	Lighting class	
	I	II
PROVINCIAL - REGIONAL		✓
NATIONAL - INTERNATIONAL	✓	

INFRASPORTS (indoor)

Competition level	Lighting class	
	I	II
REGIONAL		✓
NATIONAL - INTERNATIONAL	✓	



BZVB - ABFS (indoor)

Reference Area	Class	Lighting Horizontal PA		Lighting Horizontal TA		Gr	Colour Rendering	
		Eave	Uniformity Emin/Eave	Eave	Uniformity Emin/Eave		CRI	
PA 40x20 m	II	300 lux	(0,70)	-	-	(40)	(60)	
TA 44x22 m	I	500 lux	(0,70)	-	-	(35)	(80)	



INFRASPORTS (indoor)

Reference Area	Class	Lighting Horizontal PA		Lighting Horizontal TA		Gr	Colour Rendering	
		Eave	Uniformity Emin/Eave	Eave	Uniformity Emin/Eave		CRI	
PA 40x20 m	II	300 lux	0,70	-	-	(40)	(60)	
TA 44x22 m	I	500 lux	0,70	-	-	(35)	(80)	



	GUELL 2	GUELL 2.5	GUELL 3	GUELL 4	SQUARE PRO	LAMA+ MINI	LAMA+	consult factory
								
				p. 30			p. 30	
				p. 31				

	GUELL 2	GUELL 2.5	GUELL 3	GUELL 4	SQUARE PRO	LAMA+ MINI	LAMA+	consult factory
								
				p. 32			p. 32	
				p. 33				

The lighting values in brackets are taken by PERFORMANCE IN LIGHTING as a reference from other regulations in case the rule in question does not expressly declare them.

De verlichtingswaarden tussen haakjes zijn waarden die PERFORMANCE IN LIGHTING als referenties overneemt van andere reglementen in het geval zij niet uitdrukkelijk aangehaald worden door het reglement in kwestie.

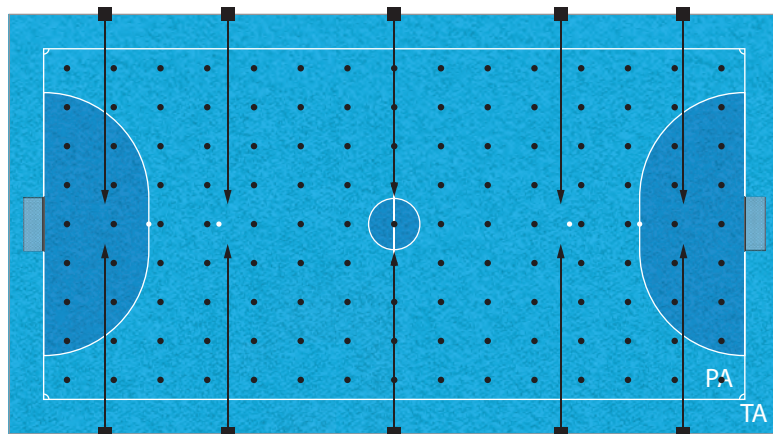
Les valeurs d'éclairage entre parenthèses sont prises par PERFORMANCE IN LIGHTING comme référence à partir d'autres règlements au cas où elles n'étaient pas expressément déclarées par le règlement en question.

BZVB - ABFS | 300 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	44 x 22 m	Grid Points (TA)	(15 x 9)
Eave (PA)	300 lux	Emin/Eave (PA)	(0,70)
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



GUELL 4

2,69 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	6

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

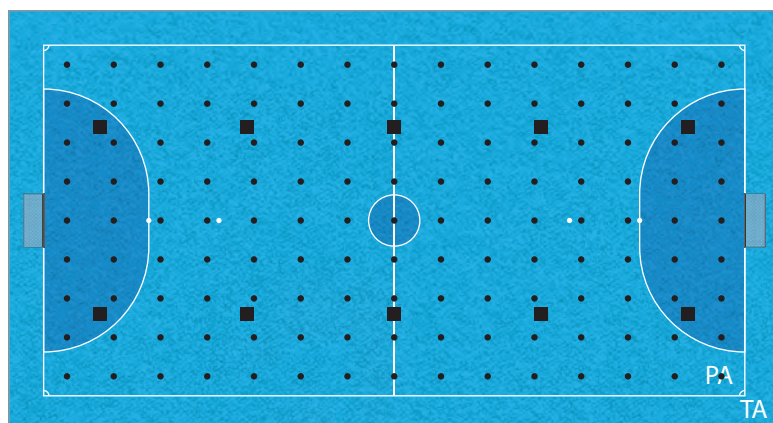
Eave (PA)	311 lux
Uniformity Emin/Eave (PA)	0,70
Glare Rating (Rg)	35

BZVB - ABFS | 300 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	44 x 22 m	Grid Points (TA)	(15 x 9)
Eave (PA)	300 lux	Emin/Eave (PA)	(0,70)
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



LAMA+

2,05 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
06271887	S/EW	4000	205 W	10

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	300 lux
Uniformity Emin/Eave (PA)	0,70
Glare Rating (Rg)	17

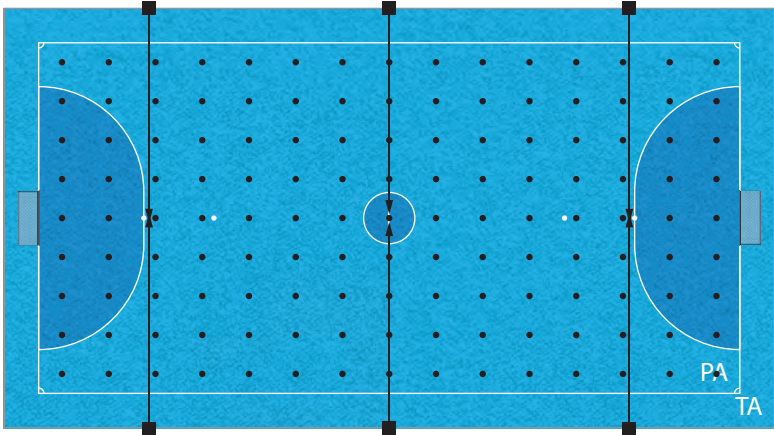
BZVB - ABFS

| 500 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	44 x 22 m	Grid Points (TA)	(15 x 9)
Eave (PA)	500 lux	Emin/Eave (PA)	(0,70)
Colour Rendering Index (CRI)	(80)	Glare Rating (Rg)	(35)



GUELL 4

4,48 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	10

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	501 lux
Uniformity Emin/Eave (PA)	0,71
Glare Rating (Rg)	33

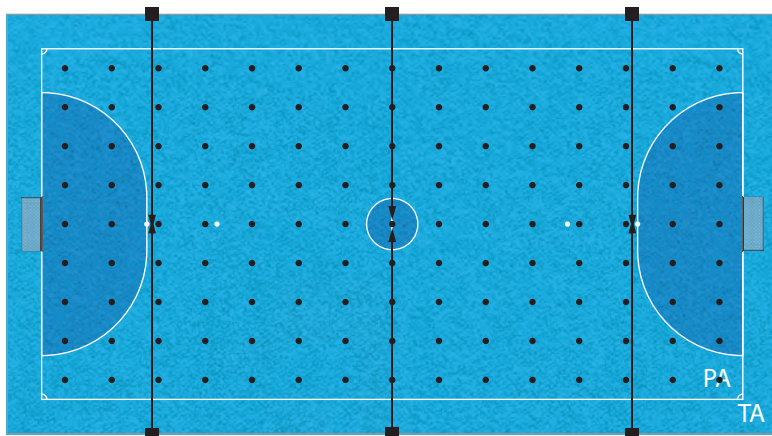


INFRASPORTS | 300 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	44 x 22 m	Grid Points (TA)	(15 x 9)
Eave (PA)	300 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



GUELL 4

2,69 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	6

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

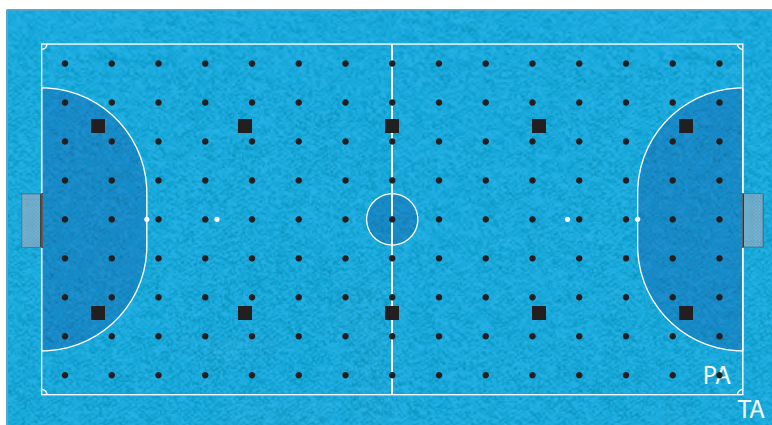
Eave (PA)	311 lux
Uniformity Emin/Eave (PA)	0,70
Glare Rating (Rg)	35

INFRASPORTS | 300 lux

CLASS II

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	44 x 22 m	Grid Points (TA)	(15 x 9)
Eave (PA)	300 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	(60)	Glare Rating (Rg)	(40)



LAMA+

2,05 kW total power consumption

PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
06271887	S/EW	4000	205 W	10

INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	300 lux
Uniformity Emin/Eave (PA)	0,70
Glare Rating (Rg)	17

INFRASPORTS | 500 lux

CLASS I

REQUIREMENTS:

PLAY AREA (PA)	40 x 20 m	Grid Points (PA)	(15 x 9)
TOTAL AREA (TA)	44 x 22 m	Grid Points (TA)	(15 x 9)
Eave (PA)	500 lux	Emin/Eave (PA)	0,70
Colour Rendering Index (CRI)	(80)	Glare Rating (Rg)	(35)



GUELL 4 4,48 kW total power consumption

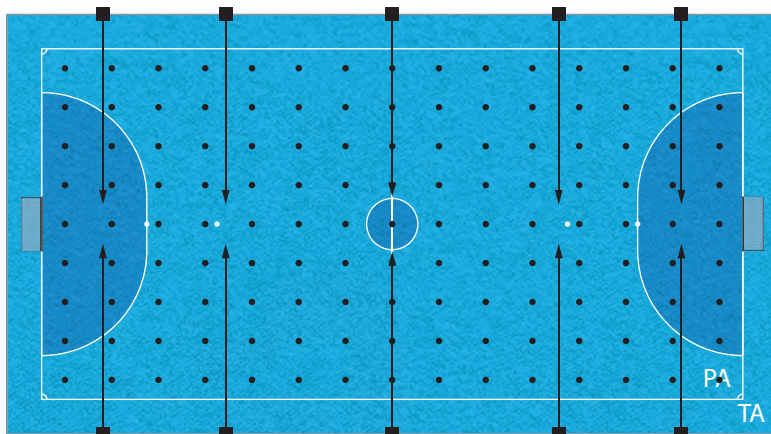
PART NUMBER	OPTIC	KELVIN	WATTAGE	Q.TY
306128	A50/W	4000	448 W	10

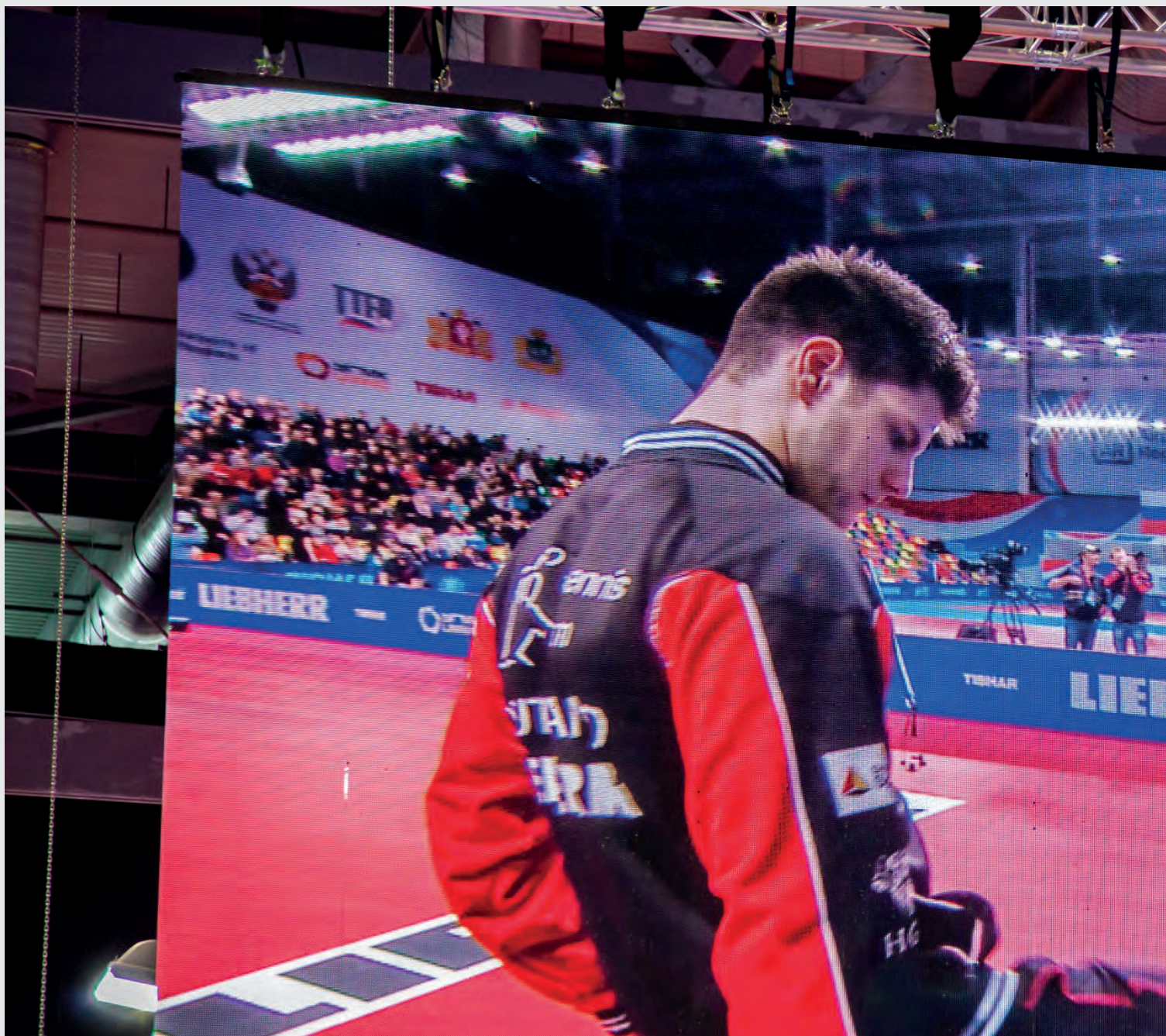
INSTALLATION SUMMARY:

Poles / Lines	2
Installation height	7 m
Maintenance factor	0,90

RESULTS OVERVIEW:

Eave (PA)	501 lux
Uniformity Emin/Eave (PA)	0,71
Glare Rating (Rg)	33





TLCI - TLMF

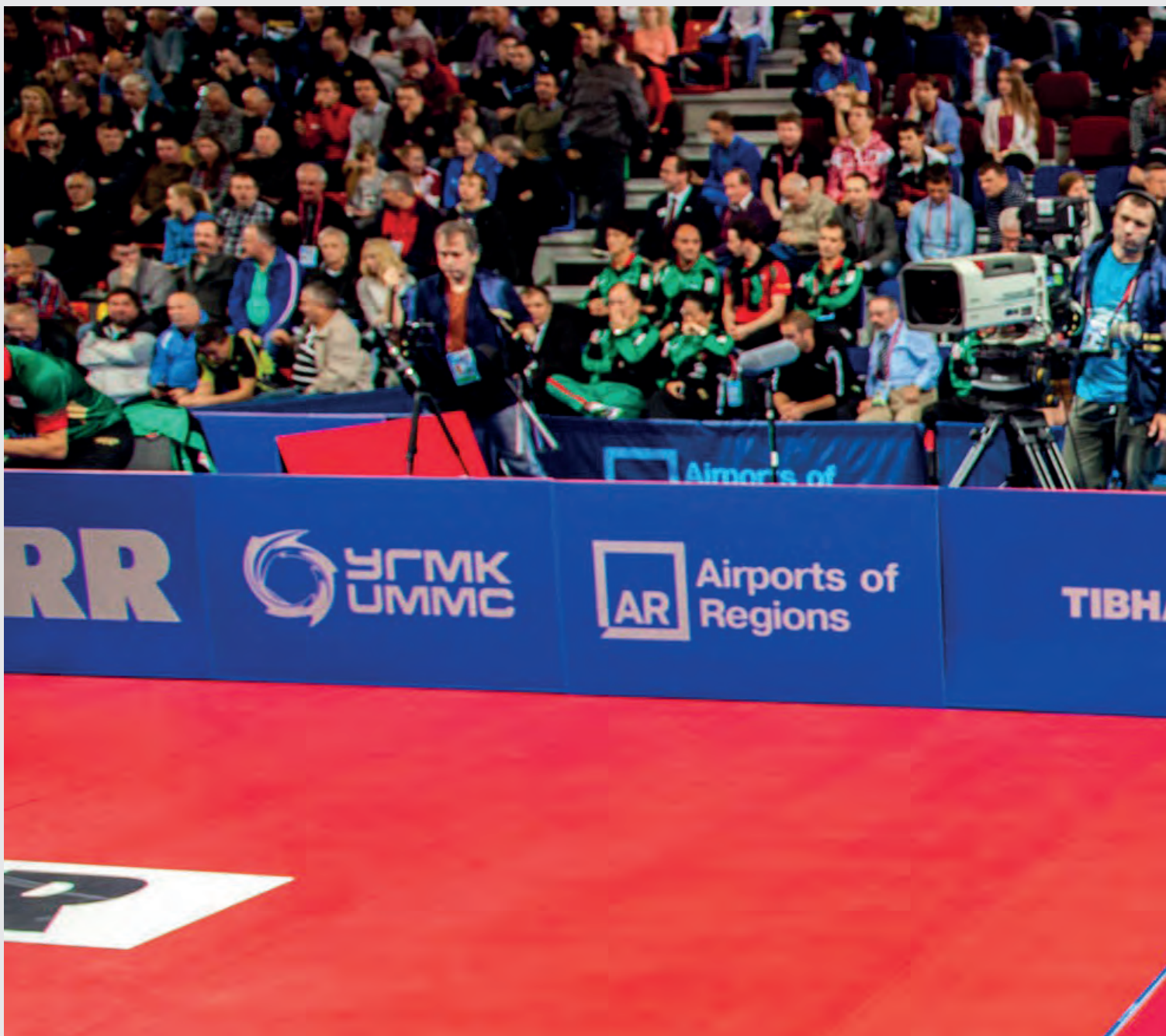
For many years the Color Rendering Index (also called CRI, colour rendering index, or Ra, average rendering) has been used to describe the ability of a light source to faithfully return the colours of an object concerning a reference source. Several measurement systems are available today, under definition or already approved internationally: Color Render Index (CRI), Color Quality Scale (CQS), Gamut Area Index (GAI), TM-30, American method of IES (Illuminating Engineering Society), CIE 224: 2017 Color Fidelity Index. All these metric systems speak about the human



perceptive system directly and not through a television camera. The Television Lighting Consistency Index (TLCI) tries to solve these problems by providing a specific colour rendering metric for video cameras like how the CRI or TM-30 works with human vision. Alongside the positive aspects of long life and energy savings, LED light sources, due to their spectral emission, can produce a different representation of the colours for the reality of the cameras, thus forcing the television producers to devote a lot of time and money in post-production. In 2012 EBU

(European Broadcasting Union) released TLCI-2012 protocol which, although not yet an international standard, has already been adopted and used by all the primary video camera and display manufacturers and by the significant producers of film and television content in the world. The TLCI is a useful tool for lighting equipment manufacturers who want to design luminaires compatible with television demands. The Television Luminaire Matching Factor (TLMF) is instead a valid tool for professionals who wish to understand how different

sources mate and mix before they even carry out lighting designs when it would be too late to remedy any problems. The EBU guidelines define, in the TLMF-2013 protocol, a single scale of evaluation of the chromatic quality of cinematographic images, to which a different weight is attributed depending on whether it is material intended for a television production. Consult PERFORMANCE iN LIGHTING pre-sales service for specific information on your project.



FLICKER FACTOR (FF)

The circumstances that produce the “flicker” phenomenon vary according to the modulations of the light source and derivatives, the frequency of alternating voltage and the frame rate of the camera. The flicker distracts and damages the viewer’s experience. Therefore, it needs to be eliminated where possible. Many institutions try to understand and synthesise this concept. Today in the definition of the TEMPORAL LIGHTING ARTIFACTS (TLA) in which they are defined, through CIE TN (Technical Note) IEC / TR 61547-1 the concept of



flicker, stroboscopic and “phantom array”. Accordingly, the flicker effect is a visible optical stimulus in the absence of eye movement in a static environment. The Flicker Factor (FF) refers specifically to the number of light modulations expressed as a percentage deriving as a ratio multiplied by 100 per cent between the maximum illumination (E_{max}) subtracted from the minimum illuminance (E_{min}) and the sum between the same E_{max} and E_{min} . Therefore, FF is a percentage number derived from a real measurement on the lighting system. UEFA 2016 standards

define FF in three levels of competition to be verified at a standardised height and degrees plan. When testing professional illumination for stadiums and arenas, it is necessary to establish the type of operating lighting system. Especially LED lighting devices, where FF depends on the type of LED power supply used, not intrinsically produce FF but reproduce faithfully the shape of the wave that arrives from the supply compartment which in this case derives from the type of current driving. A Light Flicker Meter, available on the market, is necessary to

measure this parameter after luminaires installation and aiming.



To meet the customer's needs, PERFORMANCE IN LIGHTING has over the years established a vast and structured commercial network through subsidiary companies and distributors.

The Group now exports to more than 100 countries worldwide.

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