

Night-walk checklist

See how your area is lit – one walk after dark, one page each side.

Module A · Know your night sky
Module C · Light only what is needed

1 Before you go

Self-Assessment Guide D3.1.1, Step 1

Municipality / area	Date	Team
Start time (1st walk)	Start time (after midnight, optional)	Weather / Moon

- | | |
|--|--|
| ☐ Route map printed and divided into zones (centre, residential, edge, coast/park – MZ0–MZ4 if known) | ☐ Walk once around 22:00 and, if possible, again after midnight to check the deep-night reduction |
| ☐ Clear sky and no Moon if you will measure sky quality | ☐ Torch with red light, phone camera, this sheet, SQM meter or sky app (optional) |
| ☐ Go in pairs, wear a reflective vest | ☐ Police / municipal services informed if needed |

2 Overall picture of the area

D3.1.1, Step 3 guiding questions

- | | |
|---|---|
| 1 Are most fixtures fully shielded, directing light downwards? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 2 Are there many uplights (facades, monuments, sports fields)? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 3 Are some areas over-lit or cluttered with lights? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 4 Is there a tendency to install more lighting than necessary? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 5 Is adaptive lighting used (timers, motion sensors, dimming)? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 6 Are warm-coloured light sources (≤ 3000 K) commonly used? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 7 Are non-compliant fixtures being replaced or retrofitted? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |
| 8 Is lighting aligned with national, regional and local rules? | ☐ Yes ☐ Partly ☐ No ☐ Unknown |

3 Problem spots – tick and mark them on the map

Starlight Guidelines D3.2.1

- | | |
|---|--|
| ☐ Floodlit monuments, churches or facades – still on after midnight? | ☐ Lit water: sea, river, fountain, pool never R12 |
| ☐ Illuminated signs and shop windows on after closing time | ☐ Lights visible from the beach or the sea coastal |
| ☐ Sports fields lit with nobody playing | ☐ Uplit trees; lights in parks or green corridors |
| ☐ Lit roads outside the settlement | ☐ Decorative globes shining in every direction |
| ☐ Homes: entrance lights and floodlights pointing out or up | ☐ Lit windows facing nature or the coast |

Notes

Turn over: lights, sky quality, what to fix first →

4 Light by light

D3.2.1 R1, R7, R8, R11 · Annex 2 note 1

#	Location / zone	Task it serves	Light above horizontal?	Tilted up?	Fitting type	Colour	Too bright / glare?	Spills onto	Decision K / C / R	Photo
e.g.	Church square – centre (MZ3)	Facade	Yes	Yes	Floodlight	Cold white	Yes	Sky, windows	C – off at 24:00, re-aim	IMG 0142
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Task: road · crossing · path · entrance · facade · sign · none · **Above horizontal:** yes / partly / no · **Fitting:** street light · floodlight · decorative globe · wall/entrance · uplighter · sign · **Colour:** warm/amber · neutral white · cold/bluish · **Spills onto:** windows · trees · water · sky
Decision – K Keep (needed: shield it, warm it) · **C** Control (needed sometimes: timer, sensor, switch-off hour) · **R** Remove (no task – switch off)

5 Route map

Sketch the route or attach the printed map.
Mark lights by their number and problem spots with X.

6 Sky quality

optional · D3.1.1 Step 4

Point	Time	Milky Way seen?	Bortle 1–9 or stars counted	SQM avg
A				
B				
C				

SQM: point straight up, 6 readings, discard the first, average the rest.
Only in full darkness (Sun 18° below the horizon), no Moon, away from lights. Use the same points every year (R40).

7 After the walk

D3.2.1 R19, R39

Top 5 lights to fix first – the worst light in the most sensitive place

1

2

3

4

5

Quick wins – no investment needed

- ☐ Switch-off hour for decorative lighting
- ☐ Timer / dimming settings corrected
- ☐ Floodlights re-aimed downwards
- ☐ Results shared with the technical service
- ☐ Results added to the self-assessment template