

## Food stuffs and luxury food industry

	Maintained illuminance (lux)	Limiting glare rating	Minimum colour rendering ( $R_a$ )	Notes
Work places and zones:				
— in breweries, malting floor, for washing, barrel filling, cleaning, sieving, peeling	200	25	80	
— for cooking in preserve and chocolate factories	—	—	—	
— for drying and fermenting raw tobacco, fermentation cellar	—	—	—	
Sorting and washing of products, milling mixing, packing	300	25	80	
Workplaces and critical zones in slaughter houses, dairies, mills, on filtering floor in sugar refineries	500	25	80	1, 2
Cutting and sorting of fruit and vegetables	300	25	80	
Manufacture of delicatessen foods, kitchen work, manufacture of cigars and cigarettes	500	22	80	
Inspection of glasses and bottles, product control, trimming, sorting, decoration	500	22	80	
Laboratories	500	19	80	
Colour inspection	1000	16	90	3

### Notes:

**General:** luminaires should be constructed so that no part of the luminaire can fall into the foodstuffs, even when the luminaire is opened for lamp changing. The luminaires should be capable of being washed or hosed down in safety. Lamps suitable for operation at low temperatures will be necessary for some food storage areas. Lamps and luminaires suitable for hot and humid conditions may be required for some other areas.

1. Areas containing a dust explosion hazard may be present; appropriate luminaires should be chosen.
2. Damp conditions may be present and hosing down may be part of the cleaning process. For meat inspection there is a statutory minimum illuminance of 540 lux (50 lumens/ft<sup>2</sup>), and lamps with a colour rendering index greater than 90 should be used.
3. Colour temperature of the light should be greater than 4000 K.

Illuminance values may be varied to suit circumstances, see section 2.3.2, Illuminance.

## Foundries and metal casting

	Maintained illuminance (lux)	Limiting glare rating	Minimum colour rendering ( $R_a$ )	Notes
Man-sized under floor tunnels, cellars etc.	50	—	20	1
Platforms	100	25	40	
Sand preparation	200	25	80	2, 3
Dressing room	200	25	80	2
Work places at cupola and mixer	200	25	80	2
Casting bay	200	25	80	2
Shake out areas	200	25	80	2, 3
Machine moulding	200	25	80	2, 3
Hand and core moulding	300	25	80	2, 4
Die casting	300	25	80	2
Model building	500	25	80	2, 4