

PROJECT WORK THE ILLUMINATION OF ATATÜRK STADIUM

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ABSTRACT

In this project, illumination of Lefkosa Ataturk Stadium is being made by using the up-to date stadium illumination technology. There is no doubt that, concerning about the illumination, the highest cost in financially is stadium illumination. The Stadium illumination needs a great deal of carefull and keen work. Even if the illumenence level on the playground is not equal at each point it should be distributed according to their approximate equality because the illumination of a stadium must be made in order to let the players and spectators to view the play without any difficulty. Also it is an important event that the motions of ball should be observed by the eye.

At the begining of this project, the greatest reason why I choosed this sensitive stadium illumination which is the most improtant among the illumation subject is because both the subject of illumination and football is my highest passion.

While I was preparing this project, I met with a lot of difficulties. Among these, there were insufficent books and the lack of documents about this subject. Although noting detail, I obtained some documents about up-to date Stadium illumination by correspondence and with help of my course tutor. I tried my best to illuminate Lefkosa Ataturk Stadium with the documents and knowledge I gathered.

The main aim at this subject is to fully equalize the illuminance level that distributes at each point, if not to provide the equivalent of illuminance distribution. In addition to this, I used metal halide lamps which provides high "luminous efficiency" and high colour temperatures . In order to get 1000 lux average illuminance level. This is also reasonable for colour - tv broadcasting. Besides this data, care should be taken taht the uniformity factor will be less then 0.3.

INTRODUCTION

Human obeings have been depended very much, on light at all his duties. Natural lighting sources such as Sun, Moon and Stars had been insufficient for human beings to lead his life. For this reason, the necessity of artificail lighting has been arised.

As far as we are concerned, up to civilazation and specially till improvemnt of applicable sciences, in other words untill the middle of ninetenth century; illumination was done by candle oil lamps and wood. The oil lamps lost their importance by the invention of petroleum in 1859 in Northern America. At last first in 1845 by H.Goebel and later in 1879 by A.Edison without any contact of each other, the double invention of incandesent lamp, opened a new century in illumination technique.

When Goebel invented the first incandesent lamp, there still wasn't good-enough powerfull electrical supples so the invention was easily forgotten as the time passed. But after the invention of first dynamo by W.Siemens in 1866, A.Edison invented the incondesent lamp in 1879 for the second time. There is no doubt that, the improvemnt of incondescent lamp needed very hard and long works. After a certain period of time, tungsten wires were used. At this duration, great improvemnts happened in discharge lamps. The illumination technique came to its up-to date position by the distribution of fluorescent lamp. Today in short, the name of lighting has been given to the illuminating technique which is so improved as to be a branch of specialization.

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1. The Subject of Illumination

The basic concept of illumination consist of the production, distritution, economics and measurement of light. Beside this, illumination examines the effect of light on human body. Nowadays specially in America and Europe, the technique of illumination has a very important role in engineering and architecture. So we need more than a lamp that is stuck in the middle of a ceiling in order to light a room. Every place to be lighted must be examined as a special problem. In this examining, besides the phycological and economical conditions architectural and technical conditions must be taken into consideration. The solution of an illumination problem, can only be solved by the help of an electrical engeneer who has technical ability and by an architect who has the artistic ability in illumination. Today good lighting has been the necessity . In order both to answer the private whishes of people and to solve the various problems of societies who are in normal or in bad positions.

As a summary , the following advantages are gained by a sufficient illumination:-

- a) Seeing ability of eye.
- b) The health of eye is protected.
- c) The accidents are decressed.
- d) The performance of work is increased.
- e) The capacity of work in commerce is enlarged.
- f) The economical potential is increcent.
- g) Security is provided (A street lamp is equivalent to a policeman)
- h) The esthetic feelings and the necesity of comfort are an answer.

2. The Aim of Illumination

Because of a sufficient illumination meets more than one necessity when an illumination system is set up, usually a priority is given to one of these necessities in other words, this means that, the basic purpose of illumination is to meet the necessity which was given a priority. There is no doubt that when we meet this necessity other necessities mustn't be forgetten. According to its purpose,

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illumination can be divided into three grips;

a) Phycological Illumination :

The aim by, physicologic illumination is to be able to see the objects easily and faster by their shapes, details and colours. So an illumination which has these requirements called physicologic illumination. In physicologic illumination, we should take care of the things that can damage the seeng ability of an eye as in other types of illumination.

b) Decorative Illumination :

The main aim by this is not to show in details but rather it is done to feelings of esthetic effects. In this concept both the architect and the illuminating engineer play a great role.

c) Attractive Illumination

The aim by this type of illumination is to draw attention, in other words is to make advertisement. For this reason higher illumination levels, colour lights, flip-flop lamps or lamps which turns on or off automatically are used in great amount.

3. The Types of Illumination

Illumination is divided into two group as natural and artificial illumination according to the base of light and divided into two groups as indoor and outdoor illumination according to the place to be illuminated.

a) Natural Illumination

It deals with the distribution of the natural light in a most suitable way on the other hand , the use of artificial illumination , with natural illumination and the application of the buildings are also the subject of natural illumination.

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b) Artificial Illumination:

Today it is almost obtained only by sources of electrical illumintions. According to the light sources used, the artificial illumination are divided into groups as illumination with incondescent, discharge and fluorescent lamps.

c) Indoor Illumination

This is a type of illumination where inside of the every kind of building is illuminated. In this type of illumination, ceilings and walls send light to working place by reflections, sol they help illuminating the working area. The illumination of a house, school, hospital, factory, theatre, cinema and the places like this are in the same catagory. In this type, illumination can be 'divided into groups such as direct, semi-direct and indirect illumination according to the characteristics of the light sources. For instance ; if the 90-100 % of the light flux of the source is going away to space, this is called direct illumination system. And concequently 60 % - 90 %, 40 %, 60 %, 10 % , 40 % , and 0 %, - 10 % are called semi - direct, mix, semi - indirect illumination system.

d) Outdoor Illumination

This type of illumination is used to illuminate open places which the surfaces is usually illuminated by direct light. The places like roads, playgrounds, garages, stadiums and bus stations are in this group.

Because of my project is about stadium illumination which is included in this type of illumination. I'll not go into detail of other type of outdoor illumination I'll talk about the content of my project.

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PART B

STADIUM ILLUMINATION

1. BASIC DATA

a) Football

Football and plays like Handball, Rugby, are played in open air. It is almost impossible to be played in saloons or even in smaller playgrounds. Because of our subject, football is played in open air, it is considered of the point view of Outdoor Illumination.

b) <u>Measurements</u>

Measurements of international standart football grounds by Federation of International Football Association (FIFA) is shown in Fig. 1. The width is between 45 m. - 90 m. and the length 90 m. - 120 m. of an international playground. The length and width of penalty area is 40.32 m and 16.5 m. consequently. The length of goal post area is 18.32 m and the width is 5.5 m. The diameter of pitch center is 9.15 m. The balls used in football are leather balls and their diameter is 25 cm.

c) Sport Centres

It is usually arranged according to the number of spectators. For this reason in solutions of illumination the maximum vision distances must be taken into consideration. For instance at centres which has equal spectators capacity, according to the building style different vision distances would be requirements. The playgrounds can be built with different materials such as sand, gravel and so on. Those playgrounds which has great spectators capacity are called "stadium". - Stadiums with 30,000 spectators capacity is called small. - Stadiums which has 60,000 spectators capacity is called middle . - Big stadiums are those which has the capacity of 60,000 spectators. The playgrounds in this stadiums is usually covered with lawn.

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d) The Importance of Illumination

The illumination of an stadium should be made in a way that, players and the spectators must follow the play without any difficulty. The most important subject in vision area is to follow the motions of ball which is the smallest item in play. In this, the main function of eye is perceiving the speed. The experimental reserches is shown that, in order to perceive and identify a thing in motion, varies according to width of view angle contrast with illumination level and environment and degree of illumination level of environment. So the difference of illumination level between ball and playground should be as high as possible.

A playground which has Av. reflection degrees are 0.1 - 0.3, for instance. It is 0.1 - 0.15 at gravel playground and it is 0.15 - 0.25 at lawn playground according to its cut and humidity. According to the material and illumination used with a light colour ball (reflection degree $p \gg 0.5$) the intensity of illumination level between ball and playground varies between 2/1 and 5/1.

For a good solution it is necessary to see and follow a ball which is in motion and to keep a certain perceiving duration.

- Therefore, when we apply practically those data obtained scientifically, the close relationship can be used between the perceiving duration of <u>view</u> angle, illumination level of surrounding and contrast.

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e) The Seeing Necessity of Players

From the scientific point of view the view distance of a player is less than 100 m. At graph 4, the perceiving duration is seen according the illumination level. According to this, illumination level of playground should be at least 10 abs (1 candele = 3.14 abs) and the proportion of reflection between 0.25 and 0.125. According to the spectators the view should be better. For this reason, illumination and illumination level for spectators stated in the other part is accepted as good-enough for the players.

f) Seeing Necessity of Spectators

The whole spectators have to be able to see all the motions of ball. It is necessary to relate with the position stated at graph 4 in order to succeed this. Also a spectator distance which is the very far away from the ball must be taken into consideration. While the illumination level of playground is determined by horizontal illumination power, the distance of spectators from the ball and spectators ability to see the ball depend on vertical illumination. The power of vertical illumination shows very much difference according to its place.

A certain measurements, would charge the power of vertical illumination which is situated at certain places in the middle and edges of playground. The contrast between playground and illumination level can only be at the top part of ball of which the contrast of this is only be determined by horizontal illumination.

At the first approach, the illumination level of top part of ball up to 45° angle is determined by horizontal illumination. It is shown at fig.2. In this position, the diameter of top point be 0.7 of the whole diameter (d).

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g) Effect of Shadow

The shadow shouldn't be very much at the playground. This is achieved by multi-directional illumination. Because of measured differences at different directions in vertical illumination usually give a plastical appearence on human body ; this kind of application is wanted.

h) Mixture of Light

The mixtures of light is examined in differnt for spectators and players. Spectators are usually exposed to a mixture of light which \therefore can be endured. The ideal position is that none of the direct light should fall on spectators. But this situation can not be done. The mixture of light for a spectator is . inevitable because they are under high vertical illumination and always in motion so they are exposed to mixtures of light in different directions. And there are physical and phycological effects of this. A_t this subject, the physical effects can be examined because there aren't enough data about phycological effects.

i) Colour

It is important for spectators and player that colours should not be spoiled under light. Specially colour of skin must be kept and this needs adding red colour into illumination.

j) Appropriateness for Camera and Television Broadcasts

Television Cameras and films has different sensitivity than the human face. When choosing a light source, this situation should be taken into consideration. In a stadium before being made any surplus illumination a good black or white television broadcast, the vertical illumination should be the average of more than 250 lux, The quality of film is spoiled at fewer illumination. More illumination light source is needed for colour television broadcast. The average of 800-1000 lux is essential values for colour television broadcast.

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EQUIPMENT

2.

a)

b)

c)

Light Sources

At stadium illuminations usually as a light source, metal halide lamps or high-pressure metal halide lamps are used.

Definition of Metal Halide Lamps

High-pressure metal halide gas discharge lamps have a very luminous efficacy and excellent colour rending properties with an internal diffusing coating on the hard glass outer bulb and a stable lumen output through their long life, HPI lamps are very suitable for :

- industrial and commercial
- indoor lighting
- public lighting
- flood lighting
- plant irradiation.

Description of Metal Halide Lamps

- Basically HPI-T lamps operate on the same principle as all gas-discharge lamps.

In view of the need for a light source with excellent colour rendering combined with high efficiency, the discharge tube contains metal halide compounds which have the effect if increasing the intensity in the three spectral bands blue, green, yellow and red. Consequently the colour appearence and colour rending are improved and the luminous efficacy is considerably increased. When used together with the appropriate optical systems, this combination provides a highly efficient source of accurately controlled, powerfull teams of light.

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The spectrum of the metal halide lamps meets the requirements for colour file and colour tv. The lamps are therefore highly suitable for the lighting of colour television broadcasts.

1) The Lamp Characteristics of Metal Halide Lamps

- Very high luminous effiecacy

- Excellent colour rendering

- Reliable, long life.

- Stable lumen maintenance.

e) Applications of Metal Halide Lamp

- Lighting for colour TV. broadcasting.

- Lighting for colour films.

- Public lighting

- Sports ground lighting.

- Floodlighting.

- Industrial and commercial indoor lighting

- Plant irradiation.

f) Ballasts and Ignitors

Metal halide lamps require high quality ballasts for optimum operation, as well as ignitors to ensure reliable ignition for ballasts and ignitors.

g) <u>Temperatures</u>

Max. permissible base temperatures $250 \degree C$ for 400 W. $300 \degree C$ for 1000 W. $* 300 \degree C$ for 2000 W.

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DEFINITION

Floodlight for use with one SON/T 1000 W high-pressure sodium lamp or one HPI/T 2000 W metal halide lamp.



DESCRIPTION

- Housing and rear-cover: rugged all-cast aluminium construction
- Castings of low-copper-content for excellent corrosionresistance, even in coastal and industrial areas
- Two beam-versions, as different reflectors are available:

	HPI/T 2000 W	SON/T 1000 W
narrow beam	2×9°	2×9°
wide beam	2×23°	2×27°

- High-grade aluminium reflectors for accurate beam control

ORDERING D

- Lamp replacement is effected by removing the rear-cover, thus facilitating servicing
- Easy-to-operate stainlesssteel clips on the rear-cover; to be closed by hand and opened with a simple tool. The floodlight cannot be easily opened by unauthorized persons.
- Cast-on beam-aiming sight and protractor scale for quick daylight adjustment
- Ozone-resistant ethylene-propylene rubber gasket for jet-proof and dustproof sealing of front glass; 4 extra safety clamps.

APPLICATIONS

- Sports groundsFloodlighting of buildings
- Marshalling yards
- Car parks
- Skating rinks High-mast lighting
- Sports halls
- Shipyards

IA			Ordering number*)					
	Designation	For lamps	Narrow-beam type	Wide-beam type	Weight kg			
		1×HPI/T 2000 W	9112 718 502	9112 718 503	23,5			
	HNF 002	1×SON/T 1000 W	9112 718 504 .	9112 718 505	23.5			

*) Complete floodlight



FLOODLIGHT FOR HIGH-PRESSURE SODIUM LAMPS OR METAL HALIDE LAMPS

DETAILED DRAWING

- 1. Housing
- 2. Safety clamp (4 ×)
- 3. Front glass
- 4. Reflector
- 5. Lampholder
- 6. Lampholder insulating plate
- 7. Lampholder bracket
- 8. Terminal block
- 9. Glands for dust-filters
- 10. Bracket
- 11. Closing clip top $(2 \times)$
- 12. Rear-cover
- 13. Lamp support
- 14. Reflector rear-cover
- 15. Gasket
- 16. Closing clip bottom (2 \times)
- 17. Additional lamp support
- 18. Side reflector



PECIAL TOOL

e front glass is provided with special type of gasket. To reace the glass, a special gastinsertion tool can be used, onsisting of a handle with ree removable clips to suit e different floodlights. Orderg number for complete set 19 260 005. ADJUSTMENT

POSSIBILITIES

DIMENSIONS





Definition

High-pressure metal halide gas-discharge lamps, for indoor and outdoor use, with the iodide additives indium, thallium and sodium in the mercury discharge. The discharge tube is enclosed in a clear, tubular hard glass outer bulb.

Description

- Basically, HPI-T lamps operate on the same principle as all gas-discharge lamps.
- In view of the need for a light source with excellent colour rendering combined with high efficacy, the discharge tube contains metal halide compounds which have the effect of increasing the intensity in the three spectral bands blue, green and yellow-red. Consequently, the colour appearance and colour rendering are
- improved and the luminous efficacy is considerably increased When used together with the appropriate optical systems, this combination provides a highly efficient source of accurately controlled, powerful beams of light.
- The spectrum of the metal halide lamp meets the requirements for colour film and colour television. The lamps are therefore highly suitable for the lighting of colour television broadcasts.
- Lamp characteristics:
- Very high luminous efficacy
- Excellent colour rendering
- · Reliable, long life

HILIPS

Stable lumen maintenance

- Lighting for colour TV broadcasting Applications

- Lighting for colour films
- Public lighting
 Sports ground lighting
- Floodlighting
- Industrial and commercial indoor lighting
- Plant irradiation

Ballasts and ignitors

Metal halide lamps require high quality ballasts for optimum operation, as well as ignitors to ensure reliable ignition. For ballasts and ignitors see relevant leaflet. If gear from third parties is used contact the Product Group - High Intensity Discharge Lamps.

Temperatures

Max. permissible bulb temperature:

Max. permissible base temperatures: 250 °C for 400 W 300 °C for 1000 W 300 °C for 2000 W 600 °C

High-pressure metal halide lamps



Burning positions

The HPI-T 250 W, HPI-T 400 W, HPI-T 1000 W and HPI-T 2000 W, 380 V lamps may burn in a horizontal position $\pm 20^{\circ}$ only, while the burning angle of the HPI-T 2000 W, 220 V lamp may be varied by approximately 75° from the horizontal. This means that the 2000 W, 220 V lamp can be used to relational supervise floodlights in a declined position without used in rotational-symmetric floodlights in a declined position without the colour rendering properties being affected.





HPI-T 2000 W/220 V

Technical and ordering data

Lamp	Base	Min. supply voltage for ignition ') Base V		Average lamp	Average lamp	Lamp starting current	Minimum permissible lamp wattage	Nominal lamp wattage ²) ⁴)	Maximum permissible lamp wattage	Average luminous flux	Average	Run-up time ³) 4)	Ordering number
designation		+20°C	-18°C	V	A	A(max.)	W2)	W	W2)	Im ²) ⁴)	cd/m ²²) 4)	min.	
HPI-T 250 W HPI-T 400 W HPI-T 1000 W HPI-T 2000 W/220 HPI-T 2000 W/380	E40 E40 E40 E40 E40	200 200 200 200 330	200 200 200 200 340	125 125 130 135 240	2,1 3,4 8,25 16,5 8,6	5 6 14 24 14	210 330 800 1650 1650	245 390 965 1960 1900	285 450 1100 2200 2200	17000 31500 81000 189000 183000	700 x 104 770 x 104 950 x 104 1100 x 104 870 x 104	3 3 3 3 3	9280 761 092 9280 734 092 9280 740 092 9280 736 092 9280 718 092

At 0 hours.
 Atter 100 burning hours.
 The number of minutes after which the lamp has reached 80% of its final luminous flux. Final colour rendering properties will be reached after 10-15 minutes.
 Measured at nominal supply voltage and reference ballast for a free burning lamp.



Gas-discharge lamps

Electronic ignitors

Ballasts







SI 51/52



Definition

A series of ballasts and electronic ignitors for operation with high-pressure metal halide gas-discharge lamps.

Description

- For satisfactory starting and correct running, a metal halide lamp must be operated in conjunction with an appropriate balast and ignitor (except for BUS – Base Up Self-starting – lamp types which incorporate an internal starting device).
- Since the ignition voltage of a metal halide lamp is higher than the applied mains voltage, a starting device [electronic ignitor) serves to provide a high-voltage pulse per cycle across the lamp and, once the lamp has been started, the ignitor switches off automatically.
- During normal operation the current through the lamp is limited with the aid of a ballast.
- All ballast types are orthocyclically wound for maximum efficiency and minimum watts losses.
- Ballasts and ignitors are all fitted with pinch-screw terminal blocks; further, the ballasts, which have metal baseplates, are also equipped with an earth terminal.

- Ballast types 1000W and 2000W are of metal octagonal box construction whilst the 250W and 400W versions are nylon encapsulated, this latter technique resulting in reductions in both weight and dimensions.
- Maximum permissible winding temperatures in the ballasts under running conditions are 120°C (1000W, 2000W) and 130°C (250W, 400W) respectively; since the ignitors contain a number of temperature-sensitive components, the housing temperature should always lie between - 20°C and + 80°C.
- Thyristors employed in the identions ensure reliable functioning throughout their ident service life.
- Electronic ignitors can only usualed in combination with inductive ballasts.

Warning: The ignitor remains the transform without a lamp in the circuit or when that lamp in definitive.

Applications

- Industrial and commend and a ming
- Public lighting
- Floodlighting
- Sports ground signtin
- Plant irradiation



Ballasts and neuclonic particles for high-process-20-columnations lamps













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Technical and ordering data on ignitors

Forlamps	Type number	Mains voltage V	Frequency Hz	Max. permissible temperature at 110% mains °C	Ordering number
HPI-T 250 W	SI 51	220 - 240	50 - 60	- 20 + 80	9136 195 199
HPI-T 400 W	SI 51	220-240	50 - 60	- 20 + 80	9136 195 199
HPI-T 1000 W	SI 52	220-240	50 - 60	- 20 + 80	9136 195 299
HPI-T 2000 W	SI 52	220-240	50 - 60	- 20 + 80	9136 195 299
HPI-T 2000 W	SI 54	380-415	50 - 60	- 20 + 80	9136 191 499

Technical and ordering data on ballasts Low power-factor (inductive) ballasts

				-				Powe	er-factor	correction ²)		_	
For lamps	Type number	Nominal voltage ¹)	Sec. peak	A		Power - factor	Losses W	Сара	citor	Mains cu A	rrent	Circuit/ wiring	Ordering number
		V	during ignition or without lamp V	during ignition	during operatio	n		μF	v	during ignition	during operation	oragram	
HPI-250 W BUS	BHI 2501 11	220	_	36	22 .	0.55	18	20	250	1,85	1,30	1	9136 039 203
HPLT 250 W	BHL 250LTT	220	580 - 750	3.6	22	0.55	18	20	250	1,85	1,30	2	9136 039 203
HOL 400 M PUS	DHL ADOL 11	220		5.0	34	0.55	25	30	250	3,00	2,00	1	9136 049 203
	BHL 400L11	220	590.750	5.0	3.4	0.55	25	30	250	3.00	2,00	2	9136 049 203
HP1-400 W DU	DHL 400L11	220	500-750	5.0	3.4	0.55	25	30	250	3.00	2,00	2	9136 049 203
HP1-400 W	DHL 400LTT	220	500 - 750	5.0	3.4	0.55	25	30	250	3.00	2.00	2	9136 049 203
HPI-1400 W	DHL400LII	220	500-750	12.0	9.25	0.55	50	65	250	8.00	5.30	3	9136 060 103
HPI-1 1000 W	BHL 1000LU2	220	600 - 760	13,0	16.5	0,55	100	125	250	16.00	10.50	4	9136 060 103
HPI-1 2000 W	BHL 1000L023)	220	600 - 760	20,00	10,5	0,00	74	35	380	10.00	6.00	5	9136 070 089
HPI-1 2000 W HPI-T 2000 W	BHL 2000L18 BHL 2000L184)	380 380	1300	14,00	0,0	0,02			bollooto	espected i	n naralial	6	9136 070 089

') Consumers' voltage: 220 V = 210 - 230 V, 380 V = 3 for other voltages and frequencies are given on request.

²) To obtain HPF circuit ($\cos \phi \ge 0.85$) by means of a parallel capacitor across the mains. Capacitance tolerance \pm 10%. Capacitors to be ordered from C.D. Elcoma.

4) Compensation in star connection. For 3 lamps across 3 phases 100 µF/250 V between phase and neutral.

•

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Lamp vantage

in the technical data the amp wattages are giver amps (such as lifetime and concur aspects) will be negatively millienced if the lamps we operated outside these wattage ranges.

d maximum permissible mance of metal halide

Conditions of use

Satisfactory performance of this type of lamp can only be expected if the ballast on which it is operated complies with specifications laid down by the lamp manufacturer. Moreover, the mains supply voltage may not fluctuate more than $\pm 5\%$ from the rated voltage of the ballast.

Luminaire requirements

In metal halide lamps discharge tubes are used in which, as with all other similar lamptypes, high pressures exist under normal operating conditions. These discharge tubes are designed to resist this pressure but it can never be completely excluded that a lamp may shatter. It is advisable to use luminaires which are specifically designed for their application.

Re-ignition time

The re-ignition time of metal halide lamps depends on the ambient temperature and, in the case of lamps with external ignition, the height of the ignition pulse. With reliable, lowvoltage, Philips ignitors the re-ignition time will be approximately 15 minutes. However, when ignitors with a higher pulse (up to 4-5 kV) are used, this interval will be reduced to approximately 5 minutes. Immediate hot reignition is not possible.

Installation requirements

The phase should be connected to the central contact of the lampholder for both safety reasons and to ensure reliable ignition.

Note: A long distance between control gear and the lamp can influence the reliability of ignition. Installations should be designed to ensure that the ignition requirements will be achieved at the lamp terminals.



Typical curves

:-

lamp wattage
lamp voltage
lamp current
luminous flux

Wia

Vie

ia O





Normalised spectral power distribution

HPI-T 2000 W/380 V







Packing data

		Packing unit						
Lamp designation	weight	Qty	Weight kg	Dimensions cm	Volume m ³			
HPI-T 250 W	180	12	4,46	36x29x39	0,041			
HPI-T 400 W	180	12	4,46	36x29x39	0.041			
HPLT 1000 W	400	4	4.65	32x32x51	0,052			
HDI T 2000 W/220	650	4	5.00	35x35x60	0.074			
HPLT 2000 W/380	670	4	5.00	35x35x60	0.074			

B. a)

Masts Arrangements

There are basically two alternative lighting arrangements sutable for football stadium.

* Four Corner Arrangements.

In this arrangement the light sources are mounted on four columns or masts situated at the four corners of the ground.

* Side Arrangement

With this arrangement the light sources are mounted wither on columns or in row parallel to the pitch.

If there is no roof for spectators area which surrounds the playing field, the four corner arrangement is the best one but to use side arrangement is the best if there is because there is good uniformity of the vertical illuminance.

We preferred the four corner arrangement when illuminating the Ataturk Stadium, the reason of this is the four corner arrangement is used for playing fields with huge capacity. In this type of arrangement vertical illumination is lower then the horizontal one. This situation is stated at the project.

According to the four-corner arrangemt, the maunting of masts creates 10° and also 25° from the goal post towards back. Masts are mounted to field in lines between 25° and 10° of which starting from the middle of the playing field and it shouldn't be nearer from the line which makes 5° angle to edge of the field.

In this, the viewing distance is the part from farthest spectator to pitch center.

This is shown at the related figure.

b) Mounting Heights and Glare

As the mounting height decreases so the danger of glare and the length of the shadows cast by the players increases. Advantages of using high columns are that they restrict glare and cast shorter shadows.

The type of floodlight used , it is desimable that the angles subtended at the centre of the pitch between the horizontal and the lowest point of each flood light battery, be at least 25 $^{\circ}$. (It is shown at fig.)





FOUR-CORNER ARRANGEMENT OF STADIUM LIGHTING SHOWING THE POSITION OF THE COLUMNS.

 \boxtimes



VIEWING DISTANCE FROM FARTHEST SPECTATOR TO PITCH CENTER



-27-

Illuminance at a point is found from



In practice, mostly the illuminance levels in horizantal axis are calculated, we have to express "r" and "d" in terms of "a"; from above fig. $r^2 = a^2 + h^2$, $r = \sqrt{a^2 + h^2}$ and $\cos \alpha = \frac{h}{\sqrt{a^2 + h^2}}$

The illuminance at a point becomes.

$$E = \frac{T_x h}{\left[a^2 + h^2\right]^{3/2}} = eqn(2)$$

from fig. we know that

$$\cos \alpha = \frac{M}{r}$$
 and $r^2 = \frac{M^2}{\cos^2 \alpha}$

so illuminance at the point becomes.

$$E = \frac{\mathbf{I}_{\mathbf{x},\mathbf{A}}}{h^2} \cos^3 \alpha - eqn(3)$$

Formula at eg. 3. consists of direct illumination at calculations of Outdoor -Illumination. at calculations of Outdoor Illumination. The basic characteristic of Outdoor Illumination calculations is formed by not calculating co-efficient reflection of which belongs to surface limiting the atmosphere. So, the whole outdoor illumination lumineires reflects light to semi-low atmosphere.

Illumination Uniformity

It is asked to be uniform according to place and time. Two uniformity co-efficient is defined which is shown by δ_1 , δ_2 in order to express its uniformity according to place.

 $\delta_1 = E \min / E_{AV} \quad (asked to be at least 0.3)$ $\delta_2 = E \min / E \max$

The basic formula used in stadium illuminations is Eq 3 defined.

To find I_{α} , A and $\cos^3 \chi$ at the formula, we use the formulas mentioned below.



$$\begin{aligned} & \mathcal{X} = \cos^{-1} \frac{1}{\sqrt{1 + x_{0}' + y_{0}'^{2}}} \left(\frac{1 + y_{0}'^{2}}{\sqrt{1 + y_{0}'^{2} + x'^{2}}} + \frac{x_{0}' x'}{\sqrt{1 + y_{0}'^{2} + x'^{2}}} \right) \\ A &= \cos^{-1} \frac{1}{\sqrt{1 + y_{0}'^{2} + y_{0}'^{2}}} \left(\frac{1 + x_{0}'^{2}}{\sqrt{1 + x_{0}'^{2} + y'^{2}}} + \frac{y_{0}' y'}{\sqrt{1 + x_{0}'^{2} + y'^{2}}} \right) \end{aligned}$$

$$x' = \frac{x}{h}, \quad y' = \frac{y}{h}, \quad x_{0} = \frac{x_{0}}{h}, \quad y_{0} = \frac{y_{0}}{h}$$

- 29 -

x_c: it is the x- co-ordinate on the surface which the projector axis intercept the plane that will illuminate.

y: it is the y- co-ordinate on the surface of the point at which the projector axis intercept the plane wthat will illuminate.

x,y : the co-ordinate of the point at which we want to calculate illuminance.

Y: It is the angle between the direction at which we want to calculate the illuminance and the normal to the surface that will illuminate.

The formula used in illumination in order to find the number of floodlights to be used, can be defined like this.

M = Area x Ear lumen of floodlight

4. CONCEPTS

a) Colour Rendering

The effect of a light source on the colour apperance under a reference light source.

b) Diffused Lighting

Lighting in which the light on the yworking plane or on an uobject is not predominantly incident from any particular direction.

c) Glare

A condition of vision in which there is discomfort and/or a reduction in the ability to see significant objects, due to an unsuitable distribution or range of brightness, or to extreme contrasts simultaneous or successive in the field of view.

d) Maintenance factor

A factor used in illumination calculation to allow for the reduction of light output from a source of fiting because of dust and foreign matter being deposited on it.

e) Objective Brightness

This is the lumnious intensity of a light source. It is the light output divided by the projected area of the light source in the particular direction measured in candles per unit area.

PART C

CALCULATIONS OF STADIUM ILLUMINATION

- I. Computer program & data for illumination.
- 2. Calculation of horizontal illumination (table 1)
- 3. Calculation of vertical illumination (table 2)
- 4. Table: classification of the recommended vertical illumination in some countries.

	open(3,file='pr4.dat',status='new')
	write(*,*)'give the values of x0,y0,h'
	read(*,*)x0,y0,h
	WRITE(*,10)
	WRITE(3,10)
10	format(5x, 'x',5x, 'y',9x, 'a',10x, 'A',6x, 'cos3&'/)
	do 1 $i=1,71,5$
	m=i-1
	do 2 j=1,101,5
	n=j-1
	$\times 10 = \times 0/h$
	$\times 1 = n/h$
	y10=y0/h
	y1 ≕m/h
	b=(1/sqrt(1+x10**2+y10**2))
	c=((1+y10**2+x10*x1)/sqrt(1+y10**2+x1**2))
	a=acos(b*c)*180/3.142
	d=(1/sqrt(1+x10**2+y10**2))
	e=((1+x10**2+y10*y1)/sqrt(1+x10**2+y1**2))
	f=acos(e*d)*180/3.142
	t=1/(1+x1**2+y1**2)**1.5
	write(*,100)n,m,a,f,t
	write(3,100)n,m,a,f,t
100	format(4x,i3,3x,i2,6x,f6.3,5x,f6.3,5x,f5.3)
22	continue
-	continue
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	30	0	4.479	18,773	. 576	75600	54	1161.216
	35	0	8.563	18.773	. 472	68512.5	54	898.884
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	4.5	O	15.608	18.773	. 354	59850	54	564.9839
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	E17 E3	0	21.344	18.773	. 254	56322	54	381.4876
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	70	0	28.026	18.773	. 158	52737.0167	. 54	222.1989
	75	Q	29.850	18.773	.136	51679.6875	54	187.4249
	80	Ō	31.509	18.773	. 118	49827.2727	7 54	156. 7898
	85	()	33.023	18.773	.102	47250	54	128.52
	90	O	34.409	18.773	.089	47250	54	112.1319
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	100	Ċ.	36.848	18.773	.069	44248.23	54	81.4167
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-	RT	5	21.459	13.226	. 964	64968.75	54	1670.25
	1 O	5	15.671	13.226	. 914	69693.75	54	1618.66
	15	Ę	10.115	13.226	.840	75600	54	1693.44
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- ATATURK STADIUM /LEFKOSA
- FLOODLIGHT TYPE : HNF 002
- FLOODLIGHT FOR COLOUR T.V, PLAYING FIELD
- MOUNTING HEIGHT :45.0 meter
- LAMP TYPE : HPI-T 2000 w METAL HALIDE LAMP
- LUMINOUS FLUX : 189,000 LUMEN
- CALCULATION OF HORIZONTAL ILLUMINANCE (LUX) AVERAGE ILLUMINANCE EAve : I55I56/88 =I763.4 MAXIMUM ILLUMINANCE EMax : 2306.74 MAXIMUM ILLUMINANCE EMin : II35.82 UNIFORMITY I : Emin/ EAve : 0.64 UNIFORMITY 2 : Emin / Emax : 0.49

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TABLE 2

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4) TABLE 3: CLASSIFICATION OF THE RECOMMENDED VERTICAL ILLUMINANCE IN SOME COUNTRIES



COUNTRY	RECOMMENDED VERTICAL ILLUMINANCE	PUBLICATION
CANADA	$\overline{E}_{y} = 1.250 \text{ Lux}$ $E_{v_{min}} = 900 \text{ Lux}$	"Lighting for football stadiums for color television broadcastings", CTP 7, 1971, Canadian telecasting practices committe
CANADA	$\overline{E}_{y} = 1.250$ Lux, facing the camera	"Report on lighting of Indoor Ice- hockey events for color television production" report no. 7:24:86 revision no. 4, iss. 4. Jan. 72
FRANCE	$E_v = 1.0001.400$ Lux, facing the camera	"Recommandations relatives a l'eclairage des Installations sportives" AFE, Edition 1974
CERMANY	Ev = 1.000 Lux for standard installations Ev = 1.500 Lux for very large stadia with shooting distance greater than 150 m or very tast games. e.g. ice-hockey	Standard recommendation DIN 67 526, section 2 issued 1973
GREAT ORITAIN	minimum incident illuminance 800 Lux, for long focus close-up lenses $\overline{E}_{V} = 1.400 \text{ Lux}$	"Requirements for Television lighting at Stadia for colour outside Broad- casts ", issue III 27.8.71 BBC Television
NETHERLANDS	E = 1.500 Lux for aperture f: 4 signal-to noise ratio 40 dB	"Recommendations for the lighting of football-grounds" Committee of the Netherlands Institution for Illumination Nov. 1971
NETHERLANDS	$E_v = 1.000$ Lux on planes facing the camera	"Recommendations for the lighting of sports-halls" committee of the Netherlands Institution for Illumination Dez. 1971

PART D

Feeder Circuit

- I. Explanation
- a) The Way of Feeding

The electrical power for stadium illumination is going to be provided by normal link and from generator when it is cut off.

b) LINK

It is going to be fed by II kv. underground cable of city link, oil circuit breaker at power unit and step_down transformer. The power of step-down transformer is usually 500K.V.A. Voltages of step-down transformer, for link part is II k.v input and output is 415/240 v.

c) GENERATOR

A diesel generator with same power as step-down transformer (500 kva) is been thought, in order to feed the whole system urgently from generator. It is also thought that, the diesel generator must get switched on automatically while producing electrical power, in order to prevent loss of time.

d) LINK OUTPUT (Link o/p)

It will be connected to the generator board and feed the system. The busbars, according to the situation, will be fed with 650 amp magnetic and thermal protection breaker.

The above system will be fed with 300 amps. for I.and 3. masts, 300 amps. for 2.and 4. masts by underground cables through thermal and magnetic protection breaker $\{3xI50+70\}$ mm² cu and also by underground cables of which the output is I0x2.5 mm² cu from power and control unit with control board. The way of feeding for 2. and 4. masts is the same as I. and 3.

Power unit of masts will be fed by I50 amps. magnetic and thermal breakers and she will feed 3, IO amps. conductors. Conductors will have thermal protection. The conductor output will feed the busbar system of which I8 floodlight in the I. group are connected. Every projector will be fed by IOamps. fuse via her busbar group. From the R-S and T lines, 6 of each group which will make I8 projectors in total will be fed.

Conductors will be controlled through undergroud cables $IOx 25 \text{ mm}^2$ cu from control board.

2) CALCULATION

The necessary fuse calculation and the sector

P= VI COS
$$\Upsilon$$

P= 2000 w
COS Υ for HNF 002 COS Υ = ...
P= VI COS Υ
2000 = (240) (I) (0.9)
=> I=9.25 Amps.

According to this result, the best appropriate the determined as IO amps. by using Regulation.

We use the below power formula in order to find the line current.

$$P=\sqrt{3} V_{1} I_{1} \cos \varphi$$

I8 x 2000 = $\sqrt{3}$ 4I5 IL (0.9)
=> I1 = 55.64 Amps.

According to this result, the best possible value is determined as 60 Amps. by using the Regulation.

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COST

1.

Cost-Beriefit Analysis of Ataturk Football Stadium Project

Ataturk football Stadium became the pearl of our country, Turkish Republic of Northern Cyprus having 30,000 capacity of spectators which is one of the biggest in the Middle E_ast. This stadium was opened with a ceromony which two teams (F.B and Sariyer) had played in 1989. This event was attracted from a lot of Turkish Cypriots and they all belived that this Stadium was really a need of our country. Ataturk Stadium needs also to be illuminated for night affairs when different types of facilities will be held. This , of course brings high cost when compared with these benefits above as there will be increase in the cost of the project because of the illumination facilities needed for the project. 2. Cost of The Equipments and Installation Used in the Illumination of the Project.

				Price (T.L)	
a)	Cost	of	one step up-down transformar	80,000,000	
b)	Cost	of	four masts	20,000,000	
c)	Cost	of	216 floodlights	216,000,000	
a)	Cost	of	800 meter cable	15,000,000	
e)	Cost	of	one dizel generator (500 KVA)	70,000,000	
f)	Cost	of.	contactor, fuse and other materials	60,000,000	
			Total 1:	461,000,000	
g)	Cost	of	drawing (20 % total 1)	92,200,000	
h)	Cost	of	installation (80 % of Total 1)	368,800,000	
					-
			Total Cost:	922,000,000	TL.
			Total Cost:	347,924 \$	

APPENDIX

- I. THE PLAN OF THE STADIUM
- 2. THE PLAN OF FEEDER CIRCUIT
- 3. ISO-CANDELA CURVE OF HNF 002 FLOODLIGHTS



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- 3. DOCUMENTS and CATALOGUES SIEMENS
- 4. LAMPS and LIGHTING

- Prof. MUZAFFER ÖZKAYA

 - EDWARD ARNOLD