

Lightscape Management Plan

The Central Idaho Dark Sky Reserve (CIDSR) will encompass approximately 906,000 acres within Custer, Blaine, Elmore, and Boise counties, Idaho. The CIDSR boundaries include the cities of Stanley (Custer County), Ketchum (Blaine County), and Sun Valley (Blaine County), and the unincorporated communities of Lower Stanley in Custer County and Smiley Creek in Blaine County. Areas of the CIDSR that overlap Elmore County and Boise County are all within the Sawtooth Wilderness with the exception of a small area of approximately 6,400 acres (2591 ha.) encompassing Grandjean Lodge and summer homes.

The Wilderness areas and the SNRA provide large areas of land protected in perpetuity by the federal government of the United States.

Outdoor Lighting Standards

Blaine County (2010) and Custer County (2010) have adopted outdoor lighting ordinances. The City of Ketchum (1999, revised 2017) and the City of Sun Valley (2002) in Blaine County have adopted outdoor lighting ordinances that are more restrictive than the county requirements. Although Stanley (population 63) does not yet have an outdoor lighting ordinance, it has achieved voluntary shielding of almost all of its outdoor lights, and is drafting an outdoor lighting ordinance that will assure continued compliance with minimum IDA requirements for the Dark Sky Reserve. Stanley's voluntary efforts to shield outdoor

lights have been so successful that SQM readings as dark as 21.93 have been recorded within the city limits.

Although Elmore and Boise counties do not have outdoor lighting ordinances, almost all of these lands are within designated wilderness in which there are no electric lights. Within the four counties that comprise the CIDSR, ninety-nine percent (99%) of the non-Wilderness land area and ninety-nine percent (99%) of the incorporated city area is regulated by existing outdoor lighting ordinances.

The Lightscape Management Plan recognizes and incorporates the outdoor lighting ordinances that apply to the cities and counties within the boundaries of the CIDSR. It also incorporates the policy direction from the Sawtooth NRA summarized in this section, and contained in the letter of support submitted by the Forest Supervisor of the Sawtooth National Forest.

The ordinances all require fully shielded luminaries, with some exceptions, and the Ketchum ordinance, which applies to more than 50% of the population within the CIDSR, requires luminaries less than 2,700 K. The signatories of this plan will work to bring at least 90% of outdoor lighting into compliance with their respective ordinances within five years of CIDSR designation, and work towards 100% of lighting compliance within ten years of designation.

Although outdoor lighting in different areas within the CIDSR will be regulated by municipal and county ordinances, the common goal is to achieve at least the minimum requirements for the



International Dark Sky Association's Dark Sky Reserve Program through a set of unified guidelines.

The provisions of the Ketchum, Sun Valley, Blaine County, and Custer County outdoor lighting ordinances are provided in Appendix A.

Guidelines for CIDSR Lightscape Management Plan

1. New, current and retrofit lighting must meet the requirements of applicable ordinances.
2. The ordinances will establish policies for determining whether an area should or should not be lighted, at what times an area should or should not be lighted, and appropriate illumination levels. Standards may vary among the ordinances.
3. The core areas are on Sawtooth NRA lands that have no outdoor electric lights. The goal is to maintain this situation to prevent any light pollution emanating from within the core areas.
4. Fully shielded fixtures are standard throughout the Reserve. Any lighting fixtures above 500 initial lumens are required to use fully shielded fixtures emitting no light at or above the horizontal. Unshielded fixtures are only allowed with the use of timers and/or curfews.
5. The correlated color temperature (CCT) of lamps installed within the Reserve will not exceed 3000 K.
6. All jurisdictional entities within the Reserve have cooperated in completing a lighting inventory, with the goal of bringing 90% of outdoor lighting into compliance with jurisdictional requirements within five years of receiving IDA designation
7. The jurisdictional entities establish a goal of bringing the Reserve into 100% compliance with their outdoor lighting regulations within 10 years.
8. The CIDSR will establish an advisory group to oversee lightscape management plan implementation, including monitoring to measure the trends in light pollution in the Reserve core. The goal of monitoring is to prevent any degradation of night sky quality and to bring non-compliant lighting identified in the 2017 lighting inventory into compliance with IDA guidelines within 10 years. Lighting on the approximate 1200 private structures that exist on private inholdings within the Sawtooth National Recreation Area will be the focus of monitoring because these structures lie in proximity to the core areas.. This advisory group will consist of representatives from each municipality in the CIDSR, educational representative, local agencies, and interested citizens. The advisory group will also develop incentive programs to further compliance.
9. Each municipality within the Reserve will have at least one



highly visible demonstration project with night sky friendly lighting consisting of at least 10 fixtures for each 5000 residents, or approximately 10% of fixtures within the Reserve (outside the core) will be retrofitted or brought into compliance.

10. Municipalities within the Reserve will have programs, either through education, economic incentives, permitting or regulation, to encourage all new outdoor lighting fixtures to conform to municipal or county standards.
11. Municipalities, management entities, and partners within the Reserve agree to establish interpretive outreach programs to support the goals of the Reserve, and educate visitors and residents about the importance of preserving the dark night sky resource.

