

GAME NATION, 448 – 454 HIGH ROAD, TOTTENHAM, LONDON N17 9JD

PROPOSED EXTENDED TRADING HOURS NOISE ASSESSMENT

**On behalf of:
City Gaming Limited**

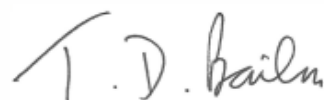
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1.0 INTRODUCTION

1.1 Hepworth Acoustics Ltd has been commissioned by City Gaming Limited to carry out a noise assessment in connection with an application seeking to extend the trading hours of the existing adult gaming centre located in the ground floor unit at 448 – 454 High Road, Tottenham, London N17 9JD.

1.2 We understand that the Client is seeking planning consent to vary the venue's trading hours. The approved trading hours are currently as follows:

- Monday to Saturday: 09:00 – 00:00
- Sunday: 09:00 – 23:00

1.3 The proposed new trading hours are as follows:

- Sunday to Wednesday: 09:00 – 02:00
- Thursday to Saturday: 09:00 – 06:00

1.4 The noise assessment has included the following:

- A site inspection;
- A survey of the prevailing night-time environmental noise levels at the site;
- Measurement of indoor activity noise at the premises;
- Discussion of building envelope noise breakout;
- Assessment of noise from external condensers;
- Outdoor customer noise prediction;
- Prediction of overall noise impact.

1.5 The site is bounded by High Road (A10) to the west. To the north is Albert Place, with retail premises and the residential flats of Rigby House beyond. Rigby House is the nearest residential building to the site. To the south of the site are further retail premises, with The Beehive pub to the southeast. To the east is the beer garden of The Beehive pub, with Stoneleigh Road beyond. The site location is shown in Figure 1.

- 1.6 There is a commercial unit on the first floor of the building, directly above the ground floor trading area, currently in use as a church/prayer hall. This is used in the daytime only, so it is not affected by the proposed changes to the trading hours.
- 1.7 There are two existing condensers mounted outside on the rear elevation of the building, which serve the climate control system for the ground floor premises. These can potentially switch on at any time the venue is open.
- 1.8 All recommendations are given for acoustics reasons only. Compliance with other requirements (e.g. fire, structural, thermal, etc.) must be checked by others.
- 1.9 The various noise units and indices referred to in this report are described in Appendix I. All noise levels mentioned in the text have been rounded to the nearest decibel, as fractions of decibels are imperceptible.

2.0 ACOUSTIC DESIGN CRITERIA

- 2.1 The *National Planning Policy Framework (NPPF)* 2021 states at paragraph 174 that *“Planning policies and decisions should contribute to and enhance the natural and local environment by: ... e) preventing new and existing development from contributing to, being put at unacceptable risk from, or being adversely affected by, unacceptable levels of ... noise pollution ...”*.
- 2.2 Further, paragraph 185 states that *“Planning policies and decisions should also ensure that new development is appropriate for its location taking into account the likely effects (including cumulative effects) of pollution on health, living conditions and the natural environment, as well as the potential sensitivity of the site or the wider area to impacts that could arise from the development. In doing so they should: a) mitigate and reduce to a minimum potential adverse impacts resulting from noise from new development – and avoid noise giving rise to significant adverse impacts on health and the quality of life ...”*.
- 2.3 Paragraph 187 states that: *“Planning policies and decisions should ensure that new development can be integrated effectively with existing businesses and community facilities (such as places of worship, pubs, music venues and sports clubs). Existing businesses and facilities should not have unreasonable restrictions placed on them as a result of development permitted after they were established. Where the operation of an existing business or community facility could have a significant adverse effect on new development (including changes of use) in its vicinity, the applicant (or ‘agent of change’) should be required to provide suitable mitigation before the development has been completed.*
- 2.4 In addition to the above, Policy D14 of the London Plan, dated March 2021, includes the following guidance on noise, which has been followed in this assessment:
- “In order to reduce, manage and mitigate noise to improve health and quality of life, residential and other non-aviation development proposals should manage noise by:*
- 1) avoiding significant adverse noise impacts on health and quality of life*
 - 2) reflecting the Agent of Change principle*
 - 3) mitigating and minimising the existing and potential adverse impacts of noise on, from, within, as a result of, or in the vicinity of new development without placing unreasonable restrictions on existing noise-generating uses*
 - 4) improving and enhancing the acoustic environment and promoting appropriate soundscapes*

- 5) *separating new noise-sensitive development from major noise sources (such as road, rail, air transport and some types of industrial use) through the use of distance, screening, layout, orientation, uses and materials – in preference to sole reliance on sound insulation*
- 6) *where it is not possible to achieve separation of noise-sensitive development and noise sources without undue impact on other sustainable development objectives, then any potential adverse effects should be controlled and mitigated through applying good acoustic design principles*
- 7) *promoting new technologies and improved practices to reduce noise at source, and on the transmission path from source to receiver.”*

- 2.5 Policy D14 encourages the use of BS 8233 and BS 4142, where appropriate.
- 2.6 For the internal noise limits for the adjacent residences, we have referred to the guidance in British Standard 8233: 2014 *Guidance on sound insulation and noise reduction for buildings*.
- 2.7 British Standard 8233: 2014 *Guidance on sound insulation and noise reduction for buildings*, recommends guidance on acoustic design criteria for acceptable noise levels within residential accommodation. BS 8233 guidelines for the daytime (07:00 – 23:00) and night-time (23:00 – 07:00) periods are summarised in Table 1.

Table 1: BS 8233 recommended acoustic design criteria

Activity	Location	Internal Noise Levels	
		Daytime 07:00 – 23:00	Night-time 23:00 – 07:00
Resting	Living room	35 dB $L_{Aeq,16hr}$	-
Dining	Dining room / area	40 dB $L_{Aeq,16hr}$	-
Sleeping (daytime resting)	Bedroom	35 dB $L_{Aeq,16hr}$	30 dB $L_{Aeq,8hr}$

- 2.8 BS 8233 clarifies that the above guidance relates only to noise without ‘specific character’ (e.g. such as that which has a distinguishable, discrete and continuous tone, is irregular enough to attract attention, or has strong low-frequency content) and that where such characteristics are present, lower noise limits might be appropriate.
- 2.9 The type of noise associated with the gaming machines has ‘specific character’. To account for this, we recommend that noise intrusion from the ground floor trading area to the adjacent residences should be controlled to be within NR 15. This is equivalent to no more than around 23 dB L_{Aeq} and is therefore well within the BS 8233 design limits stated in Table 1.

- 2.10 For external plant, we understand that the Local Authority, Haringey Borough Council, has no specific noise limits but recommends following the guidance *British Standard 4142: 2014 'Methods for rating and assessing industrial and commercial sound'*. The current version of British Standard 4142 is BS 4142: 2014 + A1: 2019 '*Methods for rating and assessing industrial and commercial sound*'. This standard provides methods for rating and assessing sound of an industrial and/or commercial nature. The standard will be referred to as BS 4142 for the rest of this report for brevity.
- 2.11 BS 4142 requires the 'rating' noise level for the operation to be compared with the background (L_{A90}) noise level in the absence of the operational noise being assessed.
- 2.12 The 'rating' level is derived based on the 'specific' L_{Aeq} noise level attributable to the operation with an '*acoustic feature*' penalty added for any noise sources which give rise to tonal, impulsive, intermittent, or other characteristics readily distinctive against the residual acoustic environment.
- 2.13 An initial estimate of the impact of the operation is determined by subtracting the background level from the rating level. BS 4142 states that:
- Typically, the greater this difference, the greater the magnitude of the impact
 - A difference of around +10 dB or more is likely to be an indication of a significant adverse impact, depending on the context
 - A difference of around +5 dB is likely to be an indication of an adverse impact, depending on the context
 - The lower the rating level is relative to the measured background level, the less likely it is that the operation will have an adverse impact or a significant adverse impact. Where the rating level does not exceed the background sound level, this is an indication of the specific sound source having a low impact, depending on the context.
- 2.14 Where the initial estimate of the impact needs to be modified due to the context, all pertinent factors should be taken into account, including:
- The absolute level of sound;
 - The character and level of the residual sound;
 - The sensitivity of the receptor and whether dwellings ... will already incorporate design measures that secure good internal and/or outdoor acoustic conditions, such as: i) façade insulation treatment, ii) ventilation and/or cooling, and iii) acoustic screening.

3.0 NOISE SURVEYS

Environmental Noise

- 3.1 Environmental noise measurements were carried out at the site to determine the prevailing ambient noise levels of the area during the proposed extended operational hours. Noise was measured at Location 1, on the pavement in front of the building, and at Location 2 at the rear of the building, adjacent to the nearest habitable room windows in Rigby House. The locations are indicated on Figure 1.
- 3.2 The noise measurements were taken on Friday 2nd June 2023 between 01:00 and 03:00 to represent typical late-night conditions. Measurements were taken simultaneously at Locations 1 and 2. Measurements were taken in sequential 15-minute samples at both locations.
- 3.3 The measurement microphones at Locations 1 and 2 were mounted on tripods, in 'free-field' conditions, around 1.5 metres above local ground level.
- 3.4 The weather conditions throughout the noise survey were mild, dry, and overcast, with wind speeds below 5 m/s. Wind was from the south-west. These were considered suitable conditions for the noise survey.
- 3.5 The results of the noise survey are detailed in Appendix II. The measured noise levels are summarised in Table 2. The L_{Aeq} values in Table 2 are the logarithmic average of the samples. The L_{A90} values in Table 2 are the arithmetic average of the samples.

Table 2: Environmental noise levels summary (dBA)

Location	Noise levels		
	$L_{Amax,f}$	$L_{Aeq,T}$	$L_{A90,T}$
1	72 – 83	58	51
2	62 – 74	50	44

- 3.6 The main noise source during the survey was road traffic on High Road and Stoneleigh Road. Some noise from commercial plant associated with nearby commercial premises was audible in lulls between traffic.

Reference Noise Levels

- 3.7 Noise measurements were taken inside the existing Game Nation premises from 20.00 to 21.00 on Friday 2nd June 2023. This time was selected following consultation with staff to be representative of a

typical busy period. The measurement microphone was moved around the gaming area to obtain an average reading, at around 1.5 metres above local floor level.

3.8 The results are shown in Appendix II and are summarised in Table 3.

Table 3: Typical Game Nation internal trading noise levels (dB)

Description	Octave Band Centre Frequency (Hz)								A
	63	125	250	500	1k	2k	4k	8k	
L_{eq}	64	63	61	63	61	57	52	47	65
Typical $L_{max,f}$	81	76	73	71	69	64	69	60	75

3.9 Therefore, the trading noise is characterised by fairly modest average noise levels interspersed with occasional periods of more elevated peaks of noise.

Outdoor Mechanical Plant

3.10 Noise measurements were taken of the two existing condensers serving the premises, both running at full speed, at 23:45 on Thursday 1st June 2023 at 1 metre from the units. Background noise was then measured with the units off. The results are shown in Table 4. $L_{A90,1min}$ was used for both measurements. This can be considered equivalent to L_{Aeq} for steady, continuous plant noise sources such as the condensers.

Table 4: Measured condensers noise levels (dB)

Description	Sound Pressure Levels (dB) Octave Band Centre Frequency (Hz)								
	63	125	250	500	1k	2k	4k	8k	A
Condensers @ 1 metre	59	58	55	51	49	45	39	34	54
Background levels (equipment off)	44	44	41	41	40	37	30	27	44
Background noise correction	0	0	0	0	0	-1	0	-1	-
Specific noise level (to nearest dB)	59	58	55	51	49	44	39	33	54

Sound Level Meter Details

3.11 Noise measurements at Location 1, adjacent to the condensers, and inside Game Nation were carried out using a Brüel & Kjær Type 2250 sound level meter (serial no. 3011626). Noise measurements at Location 2 were carried out using a Nti XL2-TA 'Class 1' sound level meter (serial no. A2A-20294-E0). Both meters were fitted with microphone windshields.

- 3.12 The calibration levels of the meters were checked before and after the surveys with a Brüel & Kjær Type 4231 sound calibrator (serial no. 2412667). No significant calibration deviation was observed.

4.0 ASSESSMENT

Noise Break Out

- 4.1 We understand that the existing glazed frontage and glass entry door for the ground floor will not be altered. We would expect this to provide sound reduction of at least 20 dB R_w .
- 4.2 The rear of the building currently comprises a brick façade, and a heavy steel security door with seals. We understand this will not be altered. We would expect this to provide sound reduction of at least 30 dB R_w .
- 4.3 Based on the above, and on the internal trading noise levels shown in Table 3, the break out noise levels from use of the gaming centre to outside during the extended trading hours will be well below the measured background noise levels. Any noise transfer into the adjacent residences, measured to be 18 metres away from the venue's entry doors at their closest, will also be well within the limits stated in Paragraph 2.9 of this report, assuming habitable room windows are open.
- 4.4 We therefore do not anticipate any issues of noise impact associated with break out of noise through the building envelope. This matches our experience on site, where no activity noise was audible outside the premises at night whilst the venue was trading.

External Plant Noise

- 4.5 The two existing external condensers, located at the rear of the building, serve the climate control system for the gaming centre.
- 4.6 The distance between the condensers and the nearest habitable room window is 14 metres. This distance results in a reduction of 23 dB(A) for the sound pressure levels measured @ 1 metre.
- 4.7 The condenser noise levels incident on the nearest habitable room window are shown in Table 5. This calculation assumes both condensers are operating simultaneously to consider a worst-case scenario.
- 4.8 Based on our measurements on site, the condensers do not feature tonal or impulsive characteristics that are readily distinctive against the residual acoustic environment. The condensers operate on demand and are therefore intermittent. As such, we have applied a +3 dB acoustic feature correction for intermittency when calculating the rating level of sound from the condensers in accordance with the guidance in BS 4142.

Table 5: Predicted Condenser Noise at Nearest Habitable Room Window

Description	dB(A)
Sound pressure level for 2no. condensers simultaneously @ 1 metre (dB L_p)	54
Distance attenuation to nearest habitable room window (14 metres, hemispherical propagation)	-23
Acoustic feature correction	+3
Rating level outside nearest habitable room window (dB $L_{Aeq,15mins}$)	34
Night-time background noise level (dB $L_{A90,15mins}$)	44
Difference (dB $L_{Aeq,15mins}$ - dB $L_{A90,15mins}$)	-10

- 4.9 As shown in Table 5, the rating level is 10 dB(A) below the measured night-time background sound level at the rear of the premises, outside the nearest residences. As stated in BS 4142, "Where the rating level does not exceed the background sound level, this is an indication of the specific sound source having a low impact, depending on the context" and would not amount to any adverse noise impact.
- 4.10 On this basis, we conclude that the operation of the condensers during the proposed extended trading hours will not have any adverse noise impact on the amenity of local residents and thus no specific noise mitigation measures are required.

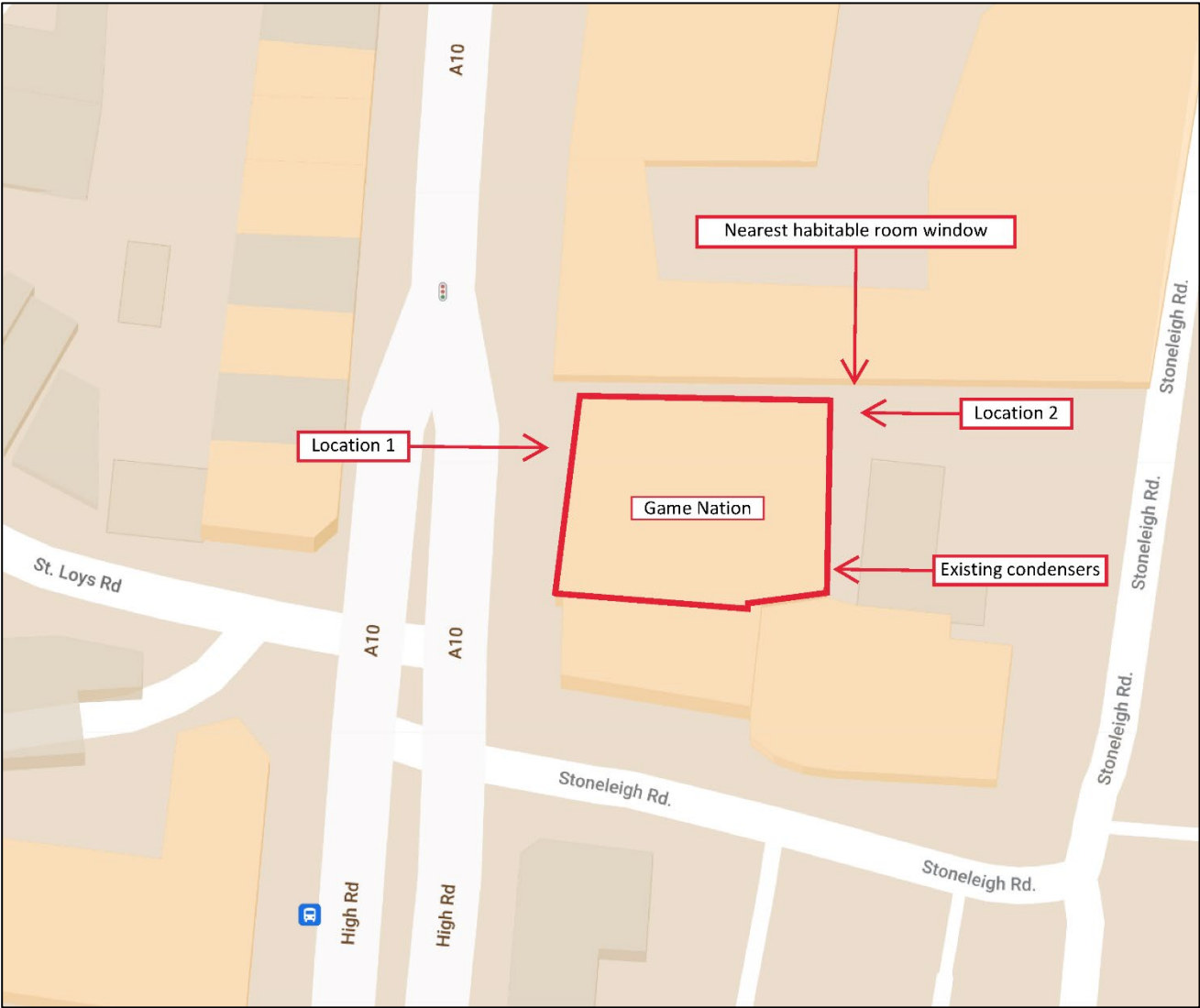
Outdoor Customer Noise

- 4.11 We have been asked to consider the potential noise impact at night from customers arriving at or leaving from the premises. Based on our experience of monitoring the existing Game Nation premises, customers mostly arrive and leave alone or in pairs, and do not make significant noise. Based on expected occupancy levels during the extended operating hours, around two to three customers are likely to arrive or leave in a 15-minute period.
- 4.12 If customers have a conversation when leaving, typical speech noise levels for an adult are around 65 dB(A) @ 1 metre. Taking into consideration the distance to the nearest residential windows, this will reduce to 48 dB(A) at the first-floor windows. This is at least 9 dB(A) below the night-time L_{Aeq} level measured outside the front entrance. It would also not be distinguishable from other conversing passers-by. Based on this, noise impact from customers arriving at or leaving from the premises at night is predicted to be low.

5.0 CONCLUSIONS

- 5.1 A noise assessment of the existing Game Nation adult gaming centre at 448 – 454 High Rd, London N17 9JD has been carried out in connection with an application to extend the approved operating hours.
- 5.2 This assessment has involved carrying out a baseline noise monitoring survey to establish the existing night-time noise climate of the area.
- 5.3 Noise measurements have been made inside Game Nation during a typical busy period to provide reference internal noise levels for the gaming activities in the venue.
- 5.4 Based on the reference noise levels and the level of noise breakout, the noise intrusion to the adjacent residences during the proposed extended operation hours is predicted to be well within our recommended internal residential noise limits, so no specific sound insulation enhancements are required.
- 5.5 The night-time noise impact of the condensers serving the climate control system for the gaming centre has been determined and found to be low.
- 5.6 Comments on the likely noise impact of customers arriving and leaving the premises at night have also been provided.
- 5.7 From the analysis in this report, we conclude that the noise impact of the extended trading hours of the premises will be adequately controlled, with no loss of amenity to the adjacent residences.

Figure 1 – Site Location



Appendix I: Noise Units & Indices

Sound and the decibel

A sound wave is a small fluctuation of atmospheric pressure. The human ear responds to these variations in pressure, producing the sensation of hearing. The ear can detect a very wide range of pressure variations. In order to cope with this wide range of pressure variations, a logarithmic scale is used to convert the values into manageable numbers. Although it might seem unusual to use a logarithmic scale to measure a physical phenomenon, it has been found that human hearing also responds to sound in an approximately logarithmic fashion. The dB (decibel) is the logarithmic unit used to describe sound (or noise) levels. The usual range of sound pressure levels is from 0 dB (threshold of hearing) to 120 dB (threshold of pain).

Due to the logarithmic nature of decibels, when two noises of the same level are combined together, the total noise level is (under normal circumstances) 3 dB(A) higher than each of the individual noise levels e.g. 60 dB(A) plus 60 dB(A) = 63 dB(A). In terms of perceived 'loudness', a 3 dB(A) variation in noise level is a relatively small (but nevertheless just noticeable) change. An increase in noise level of 10 dB(A) generally corresponds to a doubling of perceived loudness. Likewise, a reduction in noise level of 10 dB(A) generally corresponds to a halving of perceived loudness.

The ear is not equally sensitive to sound at all frequencies. It is less sensitive to sound at low and very high frequencies, compared with the frequencies in between. Therefore, when measuring a sound made up of different frequencies, it is often useful to 'weight' each frequency appropriately, so that the measurement correlates better with what a person would actually hear. This is usually achieved by using an electronic filter called the 'A' weighting, which is built into sound level meters. Noise levels measured using the 'A' weighting are denoted dB(A) or dBA.

Frequency and Hertz (Hz)

As well as the loudness of a sound, the frequency content of a sound is also very important. Frequency is a measure of the rate of fluctuation of a sound wave. The unit used is cycles per second, or hertz (Hz). Sometimes large frequency values are written as kiloHertz (kHz), where 1 kHz = 1000 Hz.

Young people with normal hearing can hear frequencies in the range 20 Hz to 20 kHz. However, the upper frequency limit gradually reduces as a person gets older.

Glossary of Terms

- $L_{Aeq,T}$ This is the A-weighted 'equivalent continuous noise level' which is an average of the total sound energy measured over a specified time period, T. In other words, $L_{Aeq,T}$ is the level of a continuous noise which has the same total (A-weighted) energy as the real fluctuating noise, measured over the same time period. It is increasingly being used as the preferred parameter for all forms of environmental noise.
- $L_{Amax,f}$ This is the maximum A-weighted noise level that was recorded during a sample duration, with the sound level meter on the 'fast' setting.
- $L_{A90,T}$ This is the A-weighted noise level exceeded for 90% of the time period, T. L_{A90} is used as a measure of background noise.

Appendix II: Noise Survey Results

Location 1

Equipment: Brüel & Kjær 2250 Type 1 Sound Analyser (serial no. 3011626) with tripod and windshield
 Weather: Dry, wind speed below 5 m/s

All levels in dB re 20 µPa.

Table A1: Measured external noise levels (dB)

Start	Duration (h:mm:ss)	$L_{Aeq,15mins}$	$L_{Amax,f}$	$L_{A90,15mins}$
02/06/2023 01:00	0:15:00	60	80	52
02/06/2023 01:15	0:15:00	56	76	51
02/06/2023 01:30	0:15:00	59	72	52
02/06/2023 01:45	0:15:00	59	72	50
02/06/2023 02:00	0:15:00	57	75	51
02/06/2023 02:15	0:15:00	60	83	52
02/06/2023 02:30	0:15:00	58	72	51
02/06/2023 02:45	0:15:00	57	74	51

Location 2

Equipment: NTi XL2-TA 'Class 1' sound level meter (serial no. A2A-20294-E0) with tripod and windshield
 Weather: Dry, wind speed below 5 m/s

All levels in dB re 20 µPa.

Table A2: Measured external noise levels (dB)

Start	Duration (h:mm:ss)	$L_{Aeq,15mins}$	$L_{Amax,f}$	$L_{A90,15mins}$
02/06/2023 01:00	0:15:00	52	72	44
02/06/2023 01:15	0:15:00	50	71	45
02/06/2023 01:30	0:15:00	49	64	44
02/06/2023 01:45	0:15:00	49	66	44
02/06/2023 02:00	0:15:00	48	62	44
02/06/2023 02:15	0:15:00	49	67	45
02/06/2023 02:30	0:15:00	51	74	44
02/06/2023 02:45	0:15:00	49	69	45

Reference internal noise levels at existing Game Nation, 448 – 454 High Road, London N17 9JD

Equipment: Brüel & Kjær 2250 Type 1 Sound Analyser (serial no. 3011626) with tripod and windshield

Date: Friday 2nd June 2023

All levels in dB re 20 µPa.

Table A3: Measured internal noise levels (dB)

Location	Start	Duration (h:mm:ss)	$L_{Aeq,1min}$	$L_{Amax,f}$	$L_{A90,1min}$
Gaming Area	02/06/2023 20:00	0:01:00	61	67	58
	02/06/2023 20:01	0:01:00	60	71	57
	02/06/2023 20:02	0:01:00	61	76	57
	02/06/2023 20:03	0:01:00	61	73	58
	02/06/2023 20:04	0:01:00	62	72	58
	02/06/2023 20:05	0:01:00	61	75	57
	02/06/2023 20:06	0:01:00	61	74	58
	02/06/2023 20:07	0:01:00	62	74	58
	02/06/2023 20:08	0:01:00	61	74	58
	02/06/2023 20:09	0:01:00	61	74	58
	02/06/2023 20:10	0:01:00	61	72	58
	02/06/2023 20:11	0:01:00	62	72	58
	02/06/2023 20:12	0:01:00	63	71	59
	02/06/2023 20:13	0:01:00	61	68	58
	02/06/2023 20:14	0:01:00	61	67	58
	02/06/2023 20:15	0:01:00	60	71	57
	02/06/2023 20:16	0:01:00	64	74	59
	02/06/2023 20:17	0:01:00	64	71	60
	02/06/2023 20:18	0:01:00	65	82	57
	02/06/2023 20:19	0:01:00	61	75	56
	02/06/2023 20:20	0:01:00	63	71	58
	02/06/2023 20:21	0:01:00	66	75	61
	02/06/2023 20:22	0:01:00	66	74	61
	02/06/2023 20:23	0:01:00	65	72	62
	02/06/2023 20:24	0:01:00	65	78	58
	02/06/2023 20:25	0:01:00	62	74	58
	02/06/2023 20:26	0:01:00	62	74	57
	02/06/2023 20:27	0:01:00	64	72	60
	02/06/2023 20:28	0:01:00	64	73	58
	02/06/2023 20:29	0:01:00	64	73	59
	02/06/2023 20:30	0:01:00	63	69	59
	02/06/2023 20:31	0:01:00	64	73	59
	02/06/2023 20:32	0:01:00	64	73	59
	02/06/2023 20:33	0:01:00	63	69	59

	02/06/2023 20:34	0:01:00	62	73	59
	02/06/2023 20:35	0:01:00	63	73	59
	02/06/2023 20:36	0:01:00	64	73	59
	02/06/2023 20:37	0:01:00	63	71	60
	02/06/2023 20:38	0:01:00	63	73	60
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	02/06/2023 20:52	0:01:00	66	78	60
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	02/06/2023 20:54	0:01:00	67	78	60
	02/06/2023 20:55	0:01:00	64	76	59
	02/06/2023 20:56	0:01:00	64	74	59
	02/06/2023 20:57	0:01:00	62	74	59
	02/06/2023 20:58	0:01:00	61	72	57
	02/06/2023 20:59	0:01:00	61	68	58