





LAND USE CATEGORY	COMMUNITY NOISE EXPOSURE					
	L dn or CNEL, db					
	55	60	65	70	75	80
Residential - Low Density Single Family, Duplex, Mobile Homes	Black	Black	Black	Black	Grey	Grey
Residential - Multi Family	Black	Black	Black	Black	Grey	Grey
Transient Lodging- Motels, Hotels	Black	Black	Black	Black	Grey	Grey
Schools, Libraries, Churches, Hospitals, Nursing Homes	Black	Black	Black	Black	Grey	Grey
Auditoriums, Concert Halls, Amphitheaters	Black	Black	Black	Black	Grey	Grey
Sports Arena, Outdoor Spectator Sports	Black	Black	Black	Black	Grey	Grey
Playgrounds, Neighborhood Parks	Black	Black	Black	Black	Grey	Grey
Golf Courses, Riding Stables, Water Recreation, Cemeteries	Black	Black	Black	Black	Grey	Grey
Office Buildings, Business Commercial and Professional	Black	Black	Black	Black	Grey	Grey
Industrial, Manufacturing Utilities, Agriculture	Black	Black	Black	Black	Grey	Grey

**INTERPRETATION**

-  **Normally Acceptable**  
Specified land use is satisfactory, based upon the assumption that any buildings involved are of normal conventional construction, without any special noise insulation requirements.
-  **Conditionally Acceptable**  
New construction or development should be undertaken only after a detailed analysis of the noise reduction requirements is made and needed noise insulation features included in the design. Conventional construction, but with closed windows and fresh air supply systems or air conditioning will normally suffice.
-  **Normally Unacceptable**  
New construction or development should generally be discouraged. If new construction or development does proceed, a detailed analysis of the noise reduction requirements must be made and needed noise insulation features included in the design.
-  **Clearly Unacceptable**  
New construction or development should generally not be undertaken.

SOURCE: California Office of Planning and Research.  
1990, *General Plan Guidelines*.

**Figure 4.10.2**  
Land Use Compatibility for  
Community Noise Environments