# InfoSheet 13





## The Problem

Street lighting in The Park is provided by 212 original Victorian gas lamps. The network of lamps is thought to be one of the largest in Europe. Lamps are maintained by the team at NPEL. The lamps are mechanically powered and require winding every two weeks to keep time. With any mechanism this old they do occasionally lose time. The pilot lights that ignite the lamps are also prone to being blown out in high winds. The idiosyncrasies of the gas lamps might not be to everyone's taste but they do provide light that is wildlife friendly, and conducive to sleep by residents. With no electricity supply to the gas lamp network they would be incredibly expensive and time consuming to replace, not to mention a shame to lose as a genuine piece of Park heritage.

#### The Solution

Report to the NPEL:

Opening hours NPEL office: Mon, Weds, Thurs: 10am -1pm. Closed Tues & Fri.

Nottingham Park Estate Ltd 7a Lenton Road, NG7 1DP Telephone: 0115 947 4273

Email: enquiries@nottinghamparkestate.co.uk www.thenottinghamparkestateltd.co.uk

## The Process

If you see a gas lamp is not working correctly please report it to the NPEL team. You will need to report the gas lamp number which can be found on the base of the post. If you forget to note down the number you can look it up at this link . A description of why the lamp isn't working, the street name and approximate time of the report would be appreciated by the NPEL maintenance team.

We have 226 gas street lights, an electric one which looks like a gas lamp and two fakes ones? The electric one is on the splitter island at Peveril Drive bollards. It looks and behaves like an electric one, it even hisses when it starts up, we felt it was safer not to have gas in the middle of the road, especially at the infamous bollards. The two fake one house the CCTV cameras also down at the bollards.

Common problems: Pilot lights can get blown out in high wind.

Spiders are other insects blocking the jets stopping the gas flow.

Insects, especially wasps, getting stuck inside the lantern fly around and smash the mantles, which are the elements which glow to give out the light. The mantels will still work even with holes in so they only get changed when absolutely necessary.

The clocks must be wound every two weeks and the time altered to take into account changes in daylight. It takes the team two days to wind and adjust all of the clocks, they also carry out a guick check to ensure the lamp is functioning correctly. With the clocks being mechanical they keep time slightly differently so you may walk past one that is out when all the others around are on, it may well come on just after you have walked past.