

Positioning of Mobile Noise Monitors (NMTs)

Edinburgh Airport is looking for volunteers to house a Mobile Noise Monitor in their garden for a two-week period.

A Mobile Noise Monitoring unit consists of similar elements as the fixed NMT but in a portable configuration. The mobile monitor is housed in an industry standard Peli-Case waterproof, pressure correct, lockable enclosure.

The microphone is located on top of a tripod with mast. The mast is approximately 6 metres in height to conform with noise measuring standards. Please see the included photographs to give an idea of the dimensions of the mobile NMT.

To ensure accurate and consistent noise measurements, the mobile NMT should be positioned as follows:

- In a safe, secure, and accessible position, where the possibility of vandalism or theft is reduced.
- On a flat soft surface such as grass, however, concrete, slabbing or decking are acceptable if they are located within a garden area which is mainly vegetation.
- In an area without overhanging trees or vegetation.
- The measurement position should not be located next to other sources of noise such as a busy road, industrial site, construction work or any other noise source which would interfere with measurements.
- The NMT should not be located within areas of high background noise levels.
- The NMT should not be located within at least 1 metre of walls or reflective surfaces to avoid reflection of sound, a greater distance is preferred.
- The NMT should not be in areas where it may become waterlogged.

If you are interested in volunteering your garden space, please email us at noise@edinburghairport.com telling us your name, phone number and address, including full postcode. Homes should ideally be under, or near the flightpaths of either runways 06 or 24.

If your home falls into the correct areas, we will send out a member of staff to inspect the site and ensure its suitability. Should you have any questions not covered here please don't hesitate to contact us on the above email address.

