MARCH 22, 2018
SAN FRANCISCO PLANNING COMMISSION
CANDLESTICK POINT & HUNTERS POINT SHIPYARD
PROJECT UPDATE

THE SHIPYARD & CANDLESTICK
INTRODUCTION
CANDYDAY POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

LOCATIONS

Shipyard Phase 1

Shipyard Phase 2

Candlestick

CONTEXT MAP
Scale: NTS

4
1997
**APPROVED!**
Hunters Point Shipyard Redevelopment Plan approved

2004
First land transfer to the City

2005
**APPROVED!**
Shipyard Phase 1 approved

2007
**APPROVED!**
Board approves CPHPS2 conceptual framework

2008
Prop G passed

2010
**APPROVED!**
Candlestick Point & Hunters Shipyard Phase 2 approved

2013
Phase 1 groundbreaking

2015
Alice Griffith groundbreaking
Candlestick Point Stadium demolished

2016
Prop O passes
Northside Park design community outreach

2017
Updated Shipyard master plan community outreach commences

2018

**OVER 250 COMMUNITY MEETINGS**

Today

**ONGOING MEETINGS WITH HPS CAC & COMMUNITY OUTREACH REGARDING PROJECT IMPLEMENTATION**
WHY ARE WE UPDATING THE PLAN?

01 Creating a more integrated community by providing a greater mix of uses

02 Re-imagining and providing more parks and open space

03 Increasing the number of historic buildings that could be retained at the Shipyard

04 Incorporating best practice green energy and sustainable infrastructure
WHAT WE ARE PROPOSING:

01 Opportunities for more:
- Schools
- Parks & open space
- Research & development space
- Retail/makerspace
- Hotel space
- Adaptive re-use of existing buildings
- More robust bicycle network
- Complete network of transit-only lanes throughout the site

02 A more robust and diverse mix of uses that has the potential to create more local jobs and generate significantly more general fund revenues

03 To incorporate the new plan, authorizing an additional 2M square feet of commercial uses to align the DDA and the Redevelopment Plan

04 Rebalancing the number of homes over the Shipyards and Candlestick
## WHAT’S THE SAME?

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>No increase in total square footage approved in the Redevelopment Plan</td>
</tr>
<tr>
<td>02</td>
<td>Commitment to affordable housing at ±32%</td>
</tr>
<tr>
<td>03</td>
<td>Backbone infrastructure</td>
</tr>
<tr>
<td>04</td>
<td>High quality transit service, active transportation options, and robust transportation demand management program</td>
</tr>
</tbody>
</table>
*Ground floor neighborhood retail/makerspace/PDR space is allowed per redevelopment plan. To the extent permitted by the Hunters Point Shipyard Redevelopment Plan and underlying site conditions, institutional uses may be developed on any block within The Shipyard.
**PROPOSED SHIPYARD LAND USE**

<table>
<thead>
<tr>
<th>Use</th>
<th>Approximate Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residential Units</td>
<td>3,454 sq ft</td>
</tr>
<tr>
<td>Artist Studios &amp; Gallery</td>
<td>250,000 sq ft</td>
</tr>
<tr>
<td>Office &amp; R&amp;D Space</td>
<td>4.25 million sq ft</td>
</tr>
<tr>
<td>Institutional Space</td>
<td>401,000 sq ft</td>
</tr>
<tr>
<td>Retail &amp; Makerspace</td>
<td>410,000 sq ft</td>
</tr>
<tr>
<td>Hotel Space</td>
<td>120,000 sq ft</td>
</tr>
<tr>
<td>Parks &amp; Open Space</td>
<td>240 acres</td>
</tr>
</tbody>
</table>

*Artist's rendering conceptual only. Proposed land use is conceptual only.*
<table>
<thead>
<tr>
<th>LAND USE &amp; HOUSING</th>
<th>2010 HPS RDP</th>
<th>2010 DDA</th>
<th>2018</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residential</td>
<td>4,275</td>
<td>4,275</td>
<td>3,454</td>
</tr>
<tr>
<td>Research &amp; Development</td>
<td>5,000,000</td>
<td>3,000,000</td>
<td>4,265,000</td>
</tr>
<tr>
<td>Retail</td>
<td>125,000</td>
<td>125,000</td>
<td>401,000</td>
</tr>
<tr>
<td>Neighborhood Retail</td>
<td>125,000</td>
<td>0</td>
<td>226,000</td>
</tr>
<tr>
<td>Regional Retail</td>
<td>0</td>
<td>0</td>
<td>100,000</td>
</tr>
<tr>
<td>Makerspace</td>
<td>0</td>
<td>0</td>
<td>75,000</td>
</tr>
<tr>
<td>Hotel</td>
<td>0</td>
<td>0</td>
<td>120,000</td>
</tr>
<tr>
<td>Artist</td>
<td>255,000</td>
<td>255,000</td>
<td>255,000</td>
</tr>
<tr>
<td>Community Use</td>
<td>50,000</td>
<td>50,000</td>
<td>50,000</td>
</tr>
<tr>
<td>Institutional</td>
<td>0</td>
<td>0</td>
<td>410,000</td>
</tr>
<tr>
<td><strong>TOTAL:</strong></td>
<td><strong>5,430,000</strong></td>
<td><strong>3,430,000</strong></td>
<td><strong>5,501,000</strong></td>
</tr>
</tbody>
</table>
Note: All dates are projections and subject to Navy conveyance. 2018 dates refer to construction associated with new artist building.
PROJECT VISION
"I have great respect for the past. If you don't know where you've come from, you don't know where you're going. I have respect for the past, but I'm a person of the moment. I'm here, and I do my best to be completely centered at the place I'm at, then I go forward to the next place."

Maya Angelou
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION

INFRASTRUCTURAL LANDSCAPE

EXISTING

FUTURE

1869

1920s

1941
PROJECT VISION

HONORING THIS ICONIC PAST

• 1867 THE DRYDOCK IS COMPLETED
  At 450 feet long, 24 feet deep, and 100 feet wide at the top, it is the largest stone dock in the world.

• 1875 AN ICONIC AMERICAN BRAND IS BORN
  Levi Strauss and two colleagues purchase the Mission and Pacific Woolen Mills. They repurpose the company’s blanket-weaving facility in Hunters Point to make flannel linings for their riveted dungarees.

• 1947 THE ICONIC SHIPYARD CRANE
  The American Bridge Company builds a 630-ton gantry crane. It’s the largest in the world at the time, capable of lifting battleship gun turrets and other objects weighing up to one million pounds.

• 1941 A SHIPBUILDING BOOM
  The US Navy acquires the land and expands Drydock No. 4, once again making Hunters Point home to the world’s largest graving dock. The Navy officially begins shipbuilding operations to aid in the World War II effort.
1938 HUNTERS POINT HOUSES ITS FIRST ARTIST
Painter and sculptor Adrien Voisin purchases the old Albion Brewing Company castle. He spends the next 20 years converting it into a private residence and studio.

1939 THE UNITED STATES NAVY TAKES OWNERSHIP OF THE SHIPYARD
The Hunters Point Improvement Association is formed and is tasked with developing the district and deepening its connections to greater San Francisco. They organize to build more than 12,000 new homes for defense workers.
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION

KEY FRAMEWORK

- Retention of the original street grid
- Encouraging adaptive reuse of existing character enhancing structures
- Preserving the continuity of history

CHARACTER ENHANCING STRUCTURES

- 140
- 204
- 205
- 207
- 208
- 101
- 231
- 253
- 211
- 351
- 411
- 813
- 450 TON BRIDGE CRANE
The waterfront site draws just as much from the shoreline as it does the built artifacts. The drydocks are significant design features that pull the shoreline into the future development allowing for active engagement with the waterfront.

Drydock 4 currently serves as a strong division between the land masses flanking it. Through careful interventions in and around this drydock, it should be transformed into a gateway serving the two communities on either side – two pedestrian bridges extend the street network, providing not only a seamless functional connection, but also a visual marker between the zones.

The overall distribution of program across the site will require a careful balancing act. It is essential that each designed urban space be active throughout the day, which requires a mixing of program.

The project encourages best practices with regards to site remediation and environmental resiliency.

KEY FRAMEWORK

- Relationship to the shoreline
- Open space
- Integrated use districts
- Green Room
- Water Room
PROJECT VISION
HUNTERS POINT HISTORICAL INFLUENCES

The Hunters Point Shipyard has a rich tapestry of materials, scales, and narratives dating primarily from US naval heritage. By enhancing the visibility of these elements, future residents will experience a layered narrative that enriches contemporary life and extends the Bayview neighborhood. Drawing from such a wide range of characteristics allows the development to capitalize on features that are irreplaceable.

PROJECT VISION

01 Embrace the legacy, authenticity, and unique character of the Shipyard as we look to the future

02 Create a model for city-making that continues San Francisco’s legacy of distinct neighborhoods
PROJECT VISION

Draw cues from the scale and craft of the Shipyards heritage to preserve its unique identity.
Embrace the maritime topography of the Shipyard to define the character of the public realm.
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PROJECT VISION
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION

INNES AVENUE 1917

INNES AVENUE 2002
Chapter 2: Vision

Figure 2.1a: HPS2 ILLUSTRATIVE PLAN

Artist’s renderings are conceptual only. There is no guarantee that the project will be approved, developed or built as shown.
SHIPYARD HERITAGE BUILDINGS

LEGEND

- National Registry Building
- To be Studied for Retention, as Required per 2010 Approval
- To be Considered for Adaptive Reuse
- Artist Building
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION

URBAN OUTFITTERS CAMPUS, PHILADELPHIA, PA

Precedent images

URBAN OUTFITTERS CAMPUS, PHILADELPHIA, PA

ROM INNOVATION DOCK, ROTTERDAM
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION

Precedent images
PROJECT VISION
Artist’s renderings are conceptual only. There is no guarantee that the project will be approved, developed or built as shown.

Retention subject to further study.
Artist’s renderings are conceptual only. There is no guarantee that the project will be approved, developed or built as shown.

Retention subject to further study.
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION

Rebuild the Shipyard as a cultural and economic engine for Bayview Hunters
Establish residential neighborhoods with a variety of housing typologies to create diverse urban life and active streetscapes
Provide retail uses that activate the streetscape and amenities that build community

Precedent images
PROJECT VISION

Create office and R&D workplaces that perpetuate San Francisco’s preeminence in the global innovation economy

Invigorate the Artistic Cultural District
DESIGN STANDARDS
The Hunters Point Shipyard has a rich tapestry of materials, scales, and narratives dating primarily from US naval heritage. By enhancing the visibility of these elements, future residents will experience a layered narrative that enriches contemporary life and extends the Bayview neighborhood. Drawing from such a wide range of characteristics allows the development to capitalize on features that are irreplaceable.

Create a model for city-making that continues San Francisco’s legacy of distinct neighborhoods.
1 INTRODUCTION

1.1 Summary of Documents
1.2 Companion Documents
1.3 Document and Chapter Organization
1.4 History

2 Vision

3 DISTRICTS, KEY DESTINATIONS AND FEATURES

3.1 Warehouse District
3.2 Village Center
3.3 Wharf District
3.4 North Shoreline
3.5 Green Room
3.6 Water Room
3.7 Pedestrian Allée
3.8 Waterfront Open Spaces

4 BUILDING DESIGN STANDARDS & GUIDELINES

The Building Design Intent, Standards and Guidelines provide regulatory controls to guide the architectural design of buildings within the site to align with the Hunters Point Shipyard Vision. Each control consists of Intent, Definitions, Standards, and Guidelines. Certain controls include an Application section that outlines additional information including intent, definitions, and guidance on application of Standards.

Intent: Describes the principal goals, objectives and rational of each Standard and/or Guideline; as well as alignment of specific features or provisions to the project vision, principles, design drivers and physical framework.

Standard: Mandatory objective and quantifiable specifications or other requirements applicable in the Project. Modifications to Standards require formal approval.

Guideline: Mandatory criteria for implementation that are inherently qualitative and therefore require discretionary interpretation. Guidelines differ from Standards in that variation from them does not require formal modification. Compliance may be evaluated, and conditions amended or waived administratively.

5 IMPLEMENTATION

5.1 Review and Approval of Design Documents
5.2 Deviations and Variances
5.3 Process for Amendment of the Design for Development Documents
5.4 Interim Uses

6 APPENDIX

6.1 Term Definitions
6.2 List of Figures
6.3 Image Credits
6.4 Acknowledgments
6.5 Project Team
6.6 Sitewide Diagrams
Building Design

4.1.4 Facade Composition

4.1.4.1 Facade Composition (FC)

Intent

All buildings are composed of a series of composition strategies that provide character, distinctness, and access to light. Differentiation in facade composition strategies can provide architectural variety in building facades and distinguish them from block to block.

Strategy Types

The HPS2 facade composition strategies are organized into the following four (4) strategy types:

- Facade Modulation (FC1)
- Facade Articulation (FC2)
- Facade Modulation (FC3)
- Material/Color (FC4)

Definitions

Facade Composition

Facade Composition refers to the combination of facade design strategies that include Facade Modulation (FC1), Facade Articulation (FC2), Facade Modulation (FC3), and Material/Color (FC4).

Standards

4.1.4.1.1 Facade Composition (FC)

This building shall have a Facade Composition comprising at a minimum two (2) strategy types.

- Option 1: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Articulation
  - FC3 Facade Modulation
  - FC4 Material/Color

Example: Building 6 uses the following two (2) strategies. See Figure 4.1p.

Strategy 1

- Option 2: Modulation
  - FC1 Facade Articulation
  - FC2 Facade Articulation
  - FC3 Facade Articulation
  - FC4 Material/Color

Example: Building A uses the following two (2) strategies. See Figure 4.1v.

Strategy 2

- Option 3: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Modulation
  - FC3 Facade Articulation
  - FC4 Material/Color

Example: Building 8 uses the following two (2) strategies. See Figure 4.1w.

Strategy 3

- Option 4: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Modulation
  - FC3 Facade Modulation
  - FC4 Material/Color

Example: Building 12 uses the following two (2) strategies. See Figure 4.1x.

Strategy 4

- Option 5: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Modulation
  - FC3 Facade Modulation
  - FC4 Material/Color

Example: Building 20 uses the following two (2) strategies. See Figure 4.1y.

Strategy 5

- Option 6: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Modulation
  - FC3 Facade Modulation
  - FC4 Material/Color

Example: Building 28 uses the following two (2) strategies. See Figure 4.1z.

Strategy 6

- Option 7: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Modulation
  - FC3 Facade Modulation
  - FC4 Material/Color

Example: Building 36 uses the following two (2) strategies. See Figure 4.1a.

Strategy 7

- Option 8: Modulation
  - FC1 Facade Modulation
  - FC2 Facade Modulation
  - FC3 Facade Modulation
  - FC4 Material/Color

Example: Building 44 uses the following two (2) strategies. See Figure 4.1b.

Strategy 8

4.1.4.2 Block to Block Variations

Blocks shall demonstrate distinction from one another in their Material/Color, Articulation and Fenestration Strategy. Each building shall have a distinct facade to adjacent buildings. This will be achieved through the use of the following four (4) strategy types.

- Option 1: Block to Block Variations
  - FC1 Facade Modulation
  - FC2 Facade Articulation
  - FC3 Fenestration
  - FC4 Material/Color

Example: Building A and B both use the same Facade Modulation, Articulation and Fenestration Strategy, then they shall demonstrate distinctness from one another in their Material/Color, Strategy and Facade Articulation Strategy.

- Option 2: Block to Block Variations
  - FC1 Facade Modulation
  - FC2 Facade Articulation
  - FC3 Fenestration
  - FC4 Material/Color

Example: Building C and D both use the same Facade Modulation, Articulation and Fenestration Strategy, then they shall demonstrate distinctness from one another in their Material/Color, Strategy and Facade Articulation Strategy.

- Option 3: Block to Block Variations
  - FC1 Facade Modulation
  - FC2 Facade Articulation
  - FC3 Fenestration
  - FC4 Material/Color

Example: Building E and F both use the same Facade Modulation, Articulation and Fenestration Strategy, then they shall demonstrate distinctness from one another in their Material/Color, Strategy and Facade Articulation Strategy.

- Option 4: Block to Block Variations
  - FC1 Facade Modulation
  - FC2 Facade Articulation
  - FC3 Fenestration
  - FC4 Material/Color

Example: Building G and H both use the same Facade Modulation, Articulation and Fenestration Strategy, then they shall demonstrate distinctness from one another in their Material/Color, Strategy and Facade Articulation Strategy.
Building Design

4.1.6 Facade Composition (cont’d)

Building fenestration strategies are facade composition elements that contribute to the character and feel of a building and the urban character of the streetscape. The presence or absence of openings in a building affects its architectural character.

Fenestration strategies include a variety of techniques to bring light into a building and to modulate the feeling of a building and its urban context. Such strategies strengthen the expression of the building's architectural character.

Application

Fenestration strategies may include two or more of the following strategies or variations:

• Atria as Facades
• Glass Curtain Wall
• Window Wall
• Double Skin

Strategy Types

Glass Curtain Wall

- Glazed Unit (Wall)
- Glazed Unit (Window)
- Bay Window
- Bay on Balcony

Variations in fenestration strategies may include a distinctly different application of the same strategy (such as a different pattern, size, and/or shape of punched windows).

 Definitions

Fenestration is the presence or absence of openings in a building, such as windows, doors, skylights, balconies, and similar glazed systems.
HUNTERS POINT SHIPYARD DESIGN FOR DEVELOPMENT
ARCHITECTURAL TESTS - 02.23.18
Block 44 - Step 3

FACADE VARIATION (PICK TWO)
- Facade Modulation
- Facade Articulation
- Fenestration/Transparency
- Material Color

BULK/MASSING CONTROLS
- Upper Floor Step Backs
- Significant Breaks

BUILDING DESIGN CONTROLS
- Building Improvements
  1. Apply 1 Additional Bulk/Massing Control
  2. Face private courtyards and/or atria onto public ROW or MBB.
  3. Distinct corner architectural feature
  4. Roof Expression
  5. Expressive Entrances
  6. Increased Transparency
  7. Provide Visual Access to interior courtyard and/or atrium
  8. 24/7 Access to Open Space

Public Improvements (PI)
- Public Access Through Building
- Public Access through Open Space Connection

STEP 1
STEP 2
STEP 3

BUILDING SIZE: LARGE
1 Bulk/Massing Control
and
2 Building Design Controls
or
1 Building Design Control +
1 Public Improvement

COMMERCIAL

160'
20'
146'

Building Sizes: S,M,L,XL

Based on largest potential floor plate size.
Actual built floor plate sizes may vary and change building size classification (100% Developable Area)
- Small to Medium
- Medium
- Large
- Extra Large
- Adaptive Reuse

S, M, L, XL FLOORPLATES

SMALL: PLAN LENGTH <150

MEDIUM: <70K SF

LARGE: 70-100K SF

X-LARGE: >100K SF

CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

Building Sizes: S,M,L,XL
Based on largest potential floor plate size.
Actual built floor plate sizes may vary and change building size classification (100% Developable Area)
- Small to Medium
- Medium
- Large
- Extra Large
- Adaptive Reuse

S, M, L, XL FLOORPLATES

SMALL: PLAN LENGTH <150

MEDIUM: <70K SF

LARGE: 70-100K SF

X-LARGE: >100K SF

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4.0 USER GUIDE TO APPLY BUILDING DESIGN STANDARDS & GUIDELINES BASED ON FLOOR PLATE SIZE

01 Apply Standards*
All buildings are required to meet standards as applicable.

02 Determine Further Requirements for Bulk and Massing
Measure maximum building plan length and floor plate size to determine whether further requirements for bulk and massing are required.

03 Determine and Apply Additional Enhancement Measures as Required
M, L, and XL buildings are required to apply additional Building Enhancement Measure (BM) and/or Public Realm Enhancement Measure (PM). For L and XL buildings, select either Option 1 or 2.

* All buildings may apply more Standards & Guidelines at the discretion of the designer, but no less than required.
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

TESTING VARIETY
RIJINSTRAAT 8
the Hague, the Netherlands

Floorplate - Atrium
Height

Apparent Face - Vertical Change
Eye-Level View

Horizontal Change

STEP 2. FACADE LENGTH
Plan Length > 150 feet
For all facades in this development, apply one of the Bulk/Massing Strategies

STEP 3. BULK/MASSING STRATEGIES

- Facade 1 (460 ft)
  Facade Variation: Vertical Variations (Max. 115 ft)
  - Fenestration/Transparency
  - Material/Color

- Facade 2 (275 ft)
  Facade Variation: Horizontal Variations
  - Fenestration/Transparency
  - Façade Modulation

STEP 4. FLOORPLATE SIZE
97,500 sf above 40 ft - Medium Building Floorplate

ADDENDUM
- Face private courtyards and atria onto a public ROW or MB
- Extend atria/courtyards to the Ground Floor
- Increased Transparency
- Provide access to interior courtyard and/or atrium
- Public Access through the Building

Private Common Open Space
…
1. Private Common Open Space
   Rooftop Example

2. Private Individual Open Space
   Balcony Example

3. Private Common Open Space
   Internal Courtyard Gardens Example

4. Private Individual Open Space
   Front Yard Example
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PROJECT VISION
PROJECT VISION
PROJECT VISION
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

PROJECT VISION
NEXT STEPS
AGREEMENTS TO BE AMENDED

01 2010 HPS & BVHP REDEVELOPMENT PLAN
Establishes legal authority and permitted land uses
Conforming amendments will also be made to the BVHP Redevelopment Plan

02 PHASE 1 & 2 DISPOSITION & DEVELOPMENT AGREEMENT (DDA)
Grants development rights to FivePoint and requires certain obligations regarding public facilities and community benefits

03 PROJECT DOCUMENTS
Conforming amendments to the DDA
Exhibits to reflect the updated master plan
- BMR Housing Plan
- Community Benefits Plan
- D4D
- DRDAP
- Financing Plan
- Infrastructure Plan
- Parks & Open Space Plan
- Schedule of Performance
- Sustainability Plan
- Transportation Plan
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COMMUNITY OUTREACH

2017

AUG 2017
HPS CAC Planning, Development & Finance (PDF) Subcommittee

OCT 2017
Community Open House No. 1

NOV 2017
HPS CAC PDF Subcommittee & Full CAC re: parks and open space

JAN 2018
Community Open House No. 2

2018

FEB 2018
HPS CAC PDF Subcommittee re: transportation & eco-district

MAR 2018
HPS CAC Business & Employment Subcommittee
HPS CAC Housing Subcommittee
Parks, Recreation & Open Space Advisory Committee
Recreation and Park Commission re: parks and open space
SFMTA Policy and Governance Subcommittee

TODAY
PROJECT TIMELINE
OUR FUTURE

FALL 2017
Community Outreach & Public Meetings

WINTER 2017
Community Outreach & Public Meetings

SPRING 2018
REQUESTING APPROVAL BY OCII COMMISSION, PLANNING COMMISSION, & BOARD OF SUPERVISORS:
Redevelopment Plan
DDA & Associated Exhibits

FALL 2018
REQUESTING APPROVAL BY OCII COMMISSION:
Major Phase Application
Streetscape Master Plan
Signage Master Plan

Crane Icon Design by Dinosoft Labs from the Noun Project
CANDLESTICK POINT & HUNTERS POINT SHIPYARD PROJECT UPDATE

ACTION TO BE TAKEN

Planning Commission, April 26, 2018

01 Approval of amendments to:
  • Bayview Hunters Point Area Plan
  • Candlestick Point Sub-Area Plan
  • Hunters Point Area Plan
  • Zoning Maps of the Candlestick Point Activity Node Special Use District and CP Height and Bulk District
  • Hunters Point Shipyard Design for Development
  • Candlestick Point Design for Development

02 Make General Plan Consistency Findings regarding amendments to the Hunters Point Shipyard Redevelopment Plan and Bayview Hunters Point Redevelopment Plan