

Visitacion Valley/Schlage Lock: Key Changes to Design for Development (D4D) and Open Space & Streetscape Masterplan

Topic / Section	Notes	Pages in Draft Proposed Amendments to D4D
Part I: Vision, Goals & Framework	Text revisions and updates throughout Part 1 to reflect loss of SF Redevelopment Agency and reasons for updates.	N/A - Not in this packet yet.
Part II: Development Controls & Guidelines		
Sustainable Site Development	Consider using the City’s Eco-Districts framework to enhance on-site sustainability. Remove any controls or guidelines that have been superseded by recent City requirements, and refer to applicable ordinances (i.e. commercial water conservation ordinance, the residential energy and water conservation ordinance, the water efficient irrigation ordinance, etc.).	P. 2-6
Land Use/Zoning	Incorporate the land uses/zoning-designations from SFRA Redevelopment Plan	P. 6
Surface parking	Prohibit surface parking in general. However, explore if/ how to allow limited parking frontage at specific locations – i.e. those without frontage requirements - if screened by green walls or designed well (Include language in page 20 #2 if so).	P 20-21
Required block frontages / individual entries – retail and residential	Determine final GF residential and commercial street frontage requirements, given some increased heights and wall break modifications, to ensure positive pedestrian-oriented environment; update retail frontage map. Also, add inclusion of a requirement for a sculptured or green wall, combined with additional pedestrian treatments (e.g., bioswale, etc.), along Street A along the eastern face of block 2.	Figure 2.2 in adopted D4D P. 7 -8
Locally owned retail	Update retail percentages – the updated proposal is to accommodate 50,000 sq. ft. of retail of which 35,000 sq. ft. (70%) is comprised of floor plates (for grocery store/anchor retail) greater than 5,000 sq. ft. Therefore the 50% requirement for locally owned, small businesses and retail 5,000 sq. ft. or less conflicts with the updated total retail proposal. Amend to remove conflict but keep a meaningful amount of local retail.	P 8, #1
Wrapping large commercial	The guideline says “where possible;” we’ll address this with frontage requirements, so strike language.	p. 8, #4

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Height changes	Heights are changing to increase project feasibility, update relevant map in the D4D.	No figure in this package, see attached map
Density	Update unit counts when final.	p. 8
Height measurement	Variation in height will be addressed through required setbacks and other urban design tools, rather than through height measurement. Therefore, building height will be measured from a single point, as long as this method of measurement does not result in a height change of a full floor across the block. Eliminate the provision related to sections where there is a 15% slope or greater, as it doesn't apply to most of the site.	P. 9
Varied Roof Profile	Given increased heights and relaxed height measurement requirements, new development standards to achieve the intended varied roof lines within and between blocks, and to emphasize the slope of the site as stated in the D4D will be included: <ul style="list-style-type: none"> • Require that upper stories of buildings step back along key frontages and throughout site. • Enable 5-8 foot height exceptions at key corners or other locations that should be punctuated. • Required retail and residential entrances must step down with street slopes. 	p. 10
Maximum building wall lengths (100' and 150') & breaks	Building length / building massing - Replace required maximum building length requirements with the following menu of design treatments (remove/replace relevant photos). Replace guidelines # 1 & 2 with new language. Also, add additional guidelines to vary architectural style within each building as well as across blocks.	p. 11 & 14
Required pathways	Since maximum building length is being replaced with design treatments, pathways at building breaks will no longer be required as a result (update relevant photos).	p.11
Further reduction in max. building	Strike out guideline given replacement of max. building walls with setbacks, recesses	p. 11, design guideline

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dimensions	and other tools.	#1
Setbacks	Various set back clarifications and locations to be addressed by Pyatok.	p. 11-12
Primary Streets	Get rid of “primary street” concept, as it implies other streets are not critical and reduces importance of Street A. In many cases, replace with “Leland and Bayshore”. In other cases, refer to frontage map, or replace with “all” frontages or” active” frontages.	P. 12 and others throughout D4D.
Retail Entrances	Modify retail entrances at sidewalk level where not feasible due to sloping.	p. 13, #2
Building frontages and utility /service elements	Amend to clarify that these elements should have minimal impact and not be located along Leland.	p. 13 & 15
Residential entrances	Amend to clarify individual entries vs. multi-unit building entries. See above.	p. 13
Façade Design	Add new language regarding blank and blind walls, to clarify that walls without windows and doors are not permitted to exceed 30’ in length along key frontages; and treatment should include architectural features and detail.	p. 14
Window Materials	Vinyl and aluminum materials - Strike out ‘aluminum’ from text. Clarify guideline about recessing windows.	p. 15
Open space requirement	Requirement for open space to be changed to be similar to other recent projects (60 square feet of usable open space per unit if private or 50 square feet per unit if common), given the amount of publicly owned and publicly accessible open space to be provided on the site.	P. 16
Open space dimension	Change in min. dimension from 6 ft. to 5 ft. in each horizontal dimension in D4D to allow wider, more usable spaces.	p. 16, #2
Public vs. private	Clarify what public opens spaces DO NOT count toward private open space and what can	p. 16, #6

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open space totals	be counted (refer to p.65 circulation/new map and new language that will be in the D4D).	
Wider curb cuts for large retail loading	Exceptions on curb cuts length for large retail are OK up to 25' wide.	P. 21 #4
Pedestrian plaza & passageway between blocks 1 & 2	Given the detail required to ensure this is a quality public space, create a new section in the D4D under Street and Pathway Design to address design of this pathway.	p. 59-61 of adopted D4D
Open Space & Streetscape Master Plan		
Topic / Section	Notes	
Open Space		
Leland Greenway	The Greenway Park has been relocated from Street A to Leland Ave. A new layout has been proposed in response to the new location, adjacent usage and slope conditions. Majority of programs in the previous Greenway Park design are accommodated in the new park configuration. Gazebo is replaced by a trellis seating area, and half basketball court is replaced by an urban plaza with public art and windrow/wind wall. Leland plaza is incorporated in urban plaza of Leland Greenway	
Visitacion Park	The Central Park is moved south one block, flanked by Visitacion Ave & the pedestrian pathway. The trellis and the linear plaza have been replaced with greenery because the facing ground floor usage is now residential instead of commercial. The adjacent east/west pedestrian pathway on the south boundary of the park is incorporated into the park design. The rest of the park design remains unchanged.	
Blanken Park	Minor park adjustment to Street A & community garden to allow easier phasing at JPB parcel.	
Streetscape		
Street A	Street A is moved westward to avoid UPRR/JPB parcels. On Street A north of Leland, wider sidewalk will replace rain	

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	garden and parallel parking due to the narrowed right-of-way from street realignment. South of Visitacion Avenue, one-way looped streets are replaced by a two-way street.	
Leland Ave	Parking on the north side of Leland is now adjacent to a park and the parking is eliminated. There will be back-in parking on the south to serve the retail.	
Lane B	The portion of Lane B along Blocks 7, 8 & 9 are no longer on structure, so street trees can be planted on grade rather than in planters. The general design remains unchanged. The pedestrian pathway between Blocks 1 & 2 adjacent to the retail anchor will be open to public and ADA accessible, with small service area at the intersection with Visitacion Ave. Pedestrian pathway between Block 3 & 4 are open to public but not ADA accessible due to grade condition that necessitate stairs. Blocks 5 & 6 will not have a publicly accessible pathway in between, replaced by a landscape terminus in order to make Blocks 5 and 6 viable for future development. Public access will be from the Bayshore sidewalk and a pathway in Blanken Park.	
Visitacion Ave	There will be back-in parking at the south side of Visitacion Ave next to the Visitacion Park. The autocourt extending from Visitacion Avenue is eliminated.	
Street Section material	The on-street parking areas will be paved with asphalt in order for DPW to perform street maintenance.	
Raised Intersection	All raised intersections that are in the previous Open Space and Streetscape Masterplan remain except for the intersection of Visitacion Ave and Lane B due to loading requirement.	