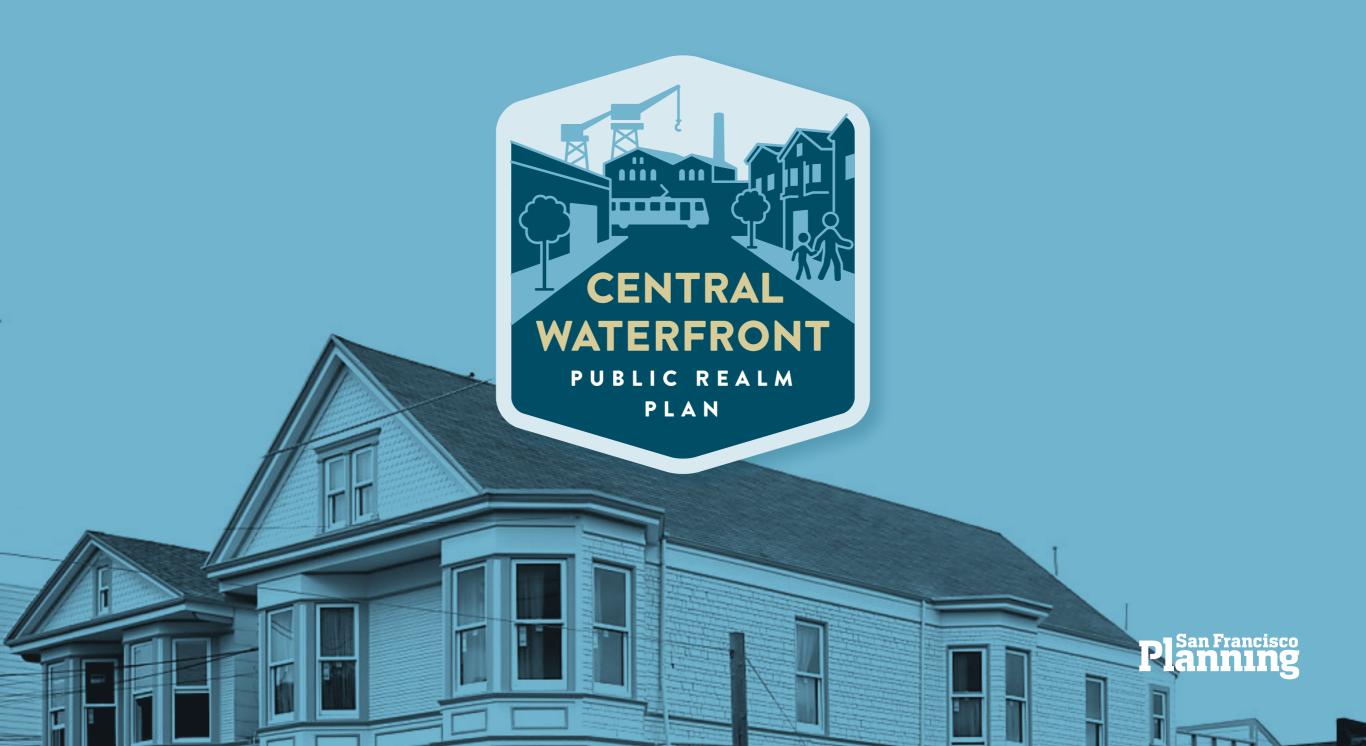
#### **Informational Presentation**

CY PLAN 208 | PLAN PREPARATION STUDIO | 8 FEBRUARY 2016







The **Central Waterfront** of San Francisco continues to grow, accommodating both new housing and neighborhood commercial services, while maintaining many historic industrial marine functions. As more development is realized in the neighborhood, the streets, sidewalks, parks, and other open spaces of the Central Waterfront should receive appropriate improvements that better serve residents and employees.

## **Plan Area Boundary**



Core Area

Plan Area

#### Why a Public Realm Plan?



The Plan will identify and scope projects, provide concept designs and preliminary project costs to better inform funding decisions.



The Plan should reflect the project priorities of local residents, business operators, and neighborhood organizations.



The Plan will provide a platform for coordination between different government and nonprofit agencies.

#### Why a Public Realm Plan?



The plan can address critical linkages between parks, the waterfront, and other open spaces that are incomplete or disjointed.



The plan can ensure that all public space projects, large and small, receive attention that produces a high standard of design and execution.



The plan can include an implementation plan and cost estimates reflecting local priorities and availability of programmed funds.

#### Why a Public Realm Plan?



Many streets have substandard sidewalks. Many street segments rank low on the City's Pavement Condition Index (PCI).



The neighborhood has relatively high number of intersections ranking in the highest-risk categories for pedestrian collisions and injuries.



Lighting throughout the neighborhood is inconsistent, with many areas lacking basic nighttime illumination.

#### **Public Realm Plan Outputs**



#### **IDENTIFY PROJECTS**

Through a robust community engagement process, finalize a prioritized list of streetscape, open space, and other public realm projects.



#### **DEVELOP DESIGNS**

Working with neighborhood residents, businesses, and property owners, produce detailed design for the highest priority projects. Develop conceptual designs for the remaining projects.

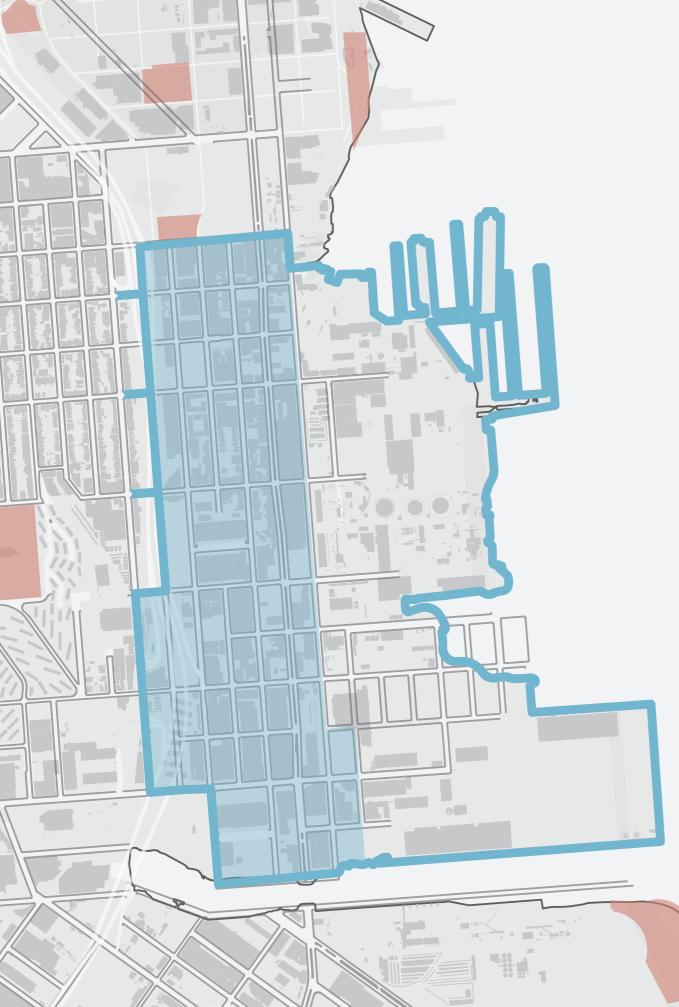


#### **ESTIMATE COSTS**

Provide robust cost estimates for each of the projects identified in the plan.

## **Area Planning Overlaps**

AUG 2008	Eastern Neighborhoods (SF Planning Department)
DEC 2008	Central Waterfront Area Plan (SF Planning Department)
APR 2010	Pier 70 Preferred Master Plan (Port of SF)
JUN 2010	San Francisco Better Streets Plan (City of SF)
MAY 2011	22nd Street Greening Master Plan (GreenTrustSF, Fletcher Studios)
JULY 2012	Blue Greenway Planning and Design Guidelines (Port of SF)
NOV 2013	Green Vision Plan (Dogpatch - NW Potrero Hill Green Benefit District)
MAR 2014	Green Conections (City of SF)
ONGOING	Pier 70 Development (Port of SF / Forest City)



## **Area Planning Overlaps**

Eastern Neighborhoods (SF Planning)

Central Waterfront Area Plan (SF Planning)

Pier 70 Preferred Master Plan (Port of SF)

San Francisco Better Streets Plan (City of SF)

22nd Street Greening Master Plan (GreenTrustSF)

Blue Greenway Guidelines (Port of SF)

Green Vision Plan (D-NWPH GBD)

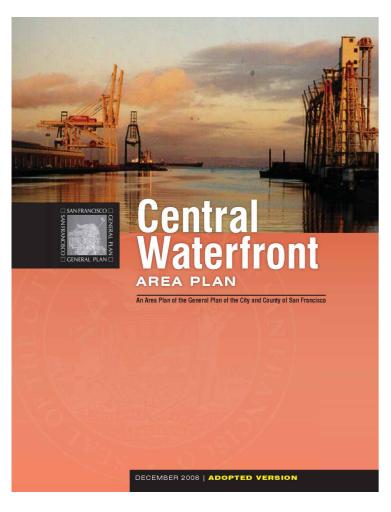
Green Conections (City of SF)

Pier 70 Development (Port of SF / Forest City)





### **Area Plan Objectives & Policies**



**OBJECTIVE 5.1** 

Provide public parks and open spaces that meet the needs of residents, workers and visitors.

**OBJECTIVE 5.3** 

Create a network of green streets that connects open spaces and improves the walkability, aesthetics, and ecological sustainability of the neighborhood.

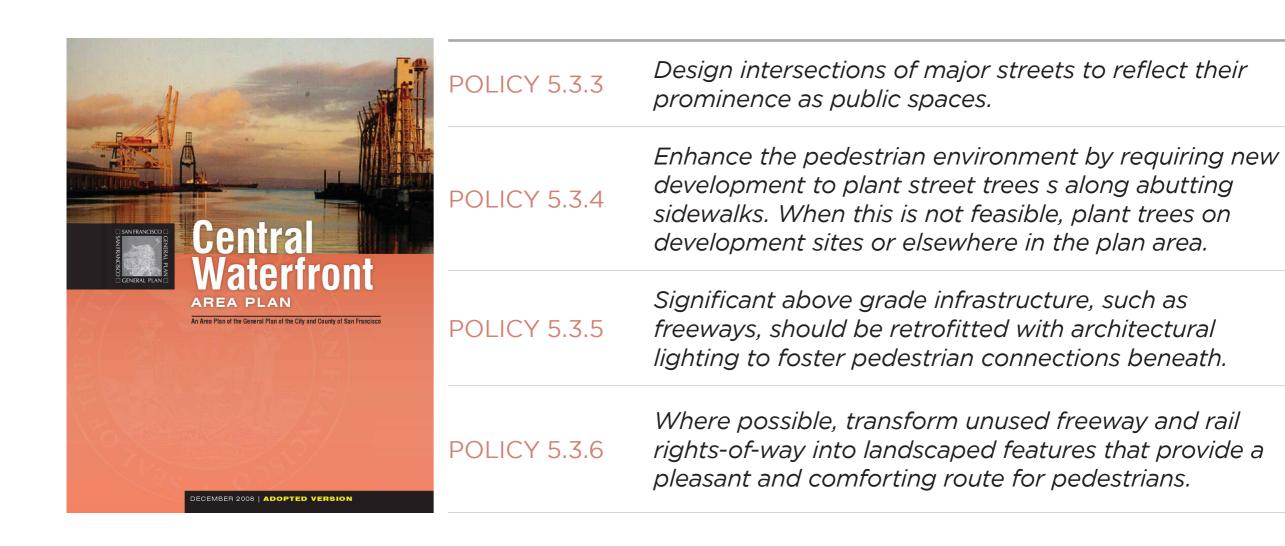
**POLICY 5.3.1** 

Redesign underutiilized portions of streets as public open spaces, including widened sidewalks or medians, curb bulb-outs, "living streets" or green connector streets.

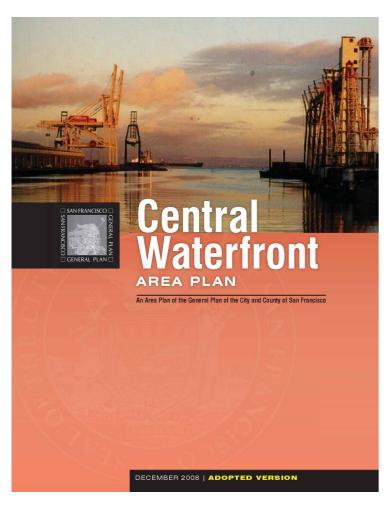
**POLICY 5.3.2** 

Maximize sidewalk landscaping, street trees and pedestrian scale street furnishing to the greatest extent feasible.

#### **Area Plan Objectives & Policies**



### **Area Plan Objectives & Policies**



POLICY 5.3.7

Develop a continuous loop of public open space along Islais Creek

**POLICY 5.3.8** 

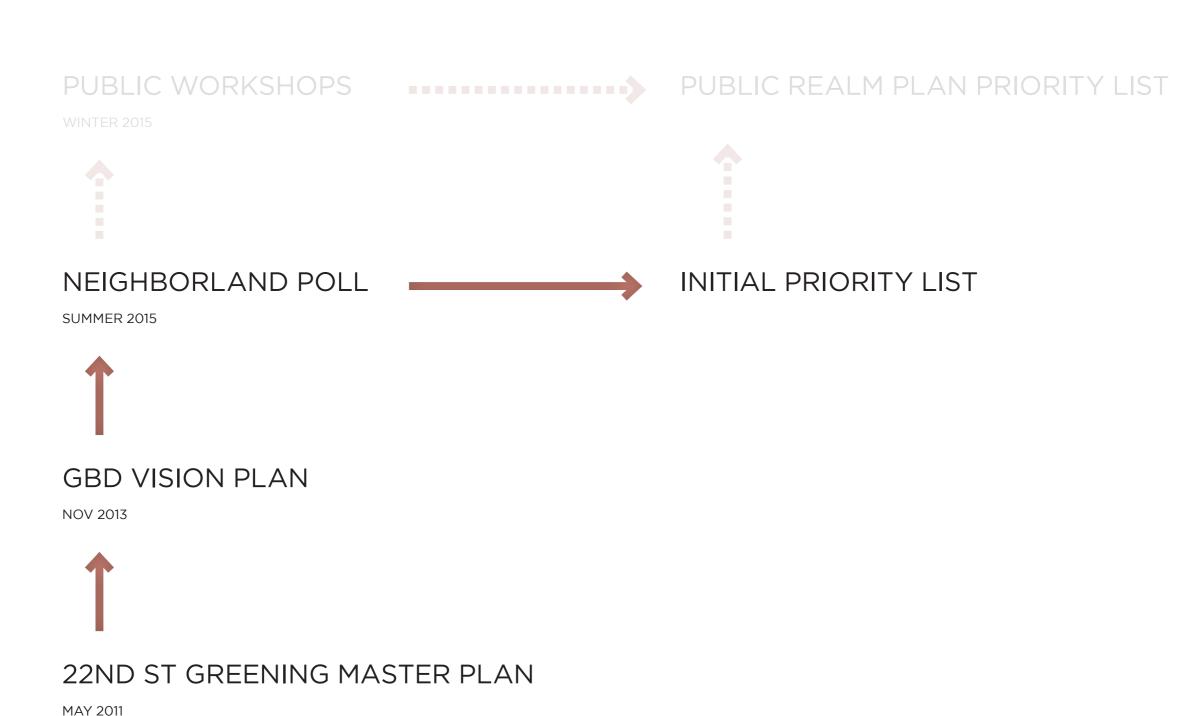
Pursue acquisition of the Tubbs Cordage Factory alignment to public access. Should it be infeasible to purshase the necessary property, future development should include...

**POLICY 5.3.5** 

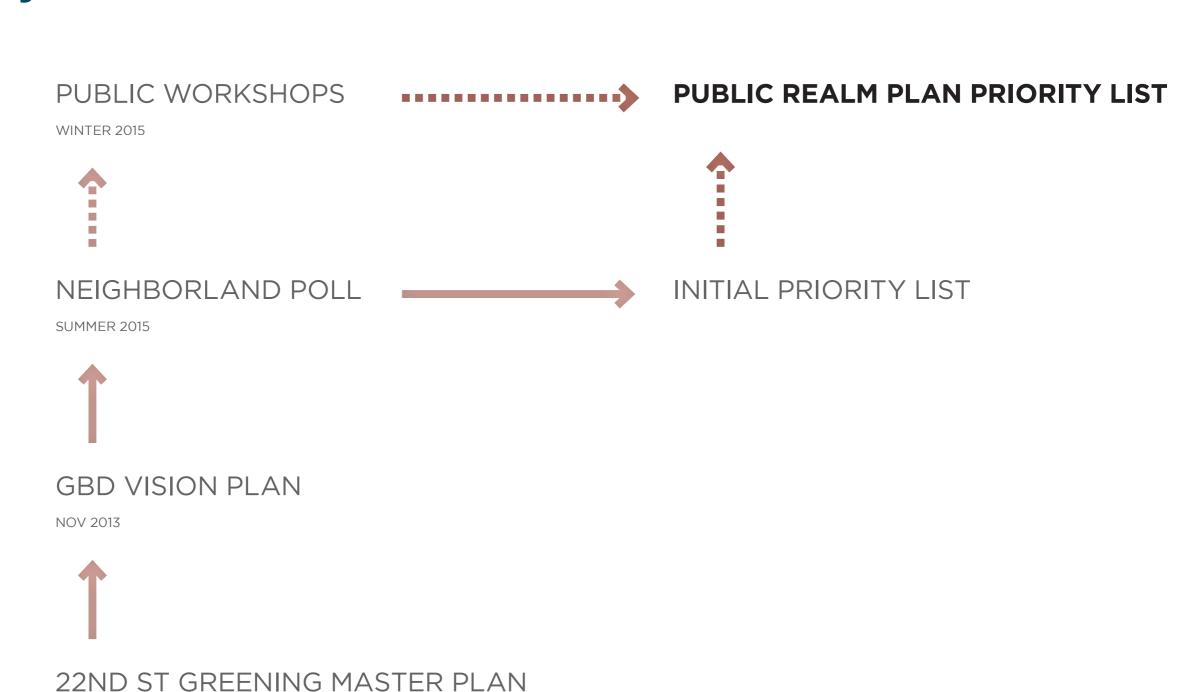
Explore possibilities to identiy and expand waterfront recreational trails and opportunities including the Bay Trail and Blue-Greenway.

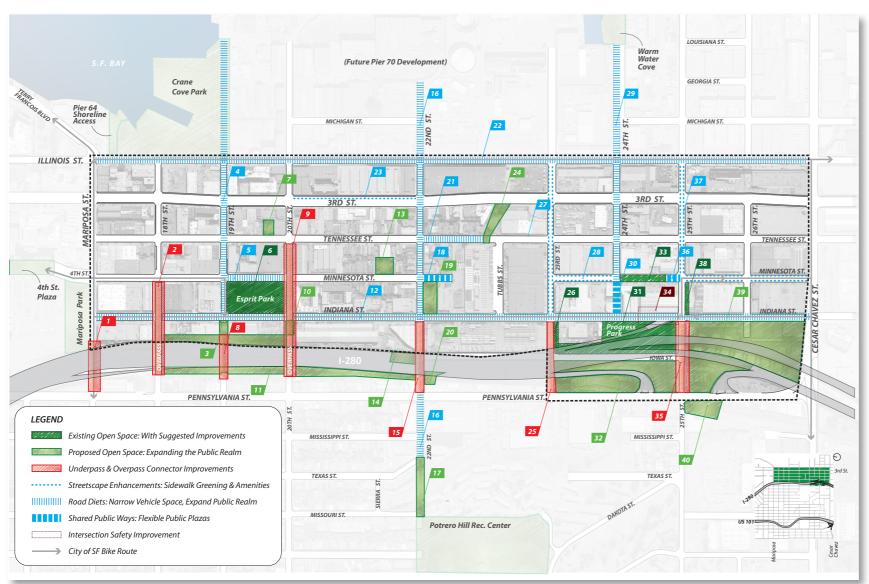
OBJECTIVE 5.4

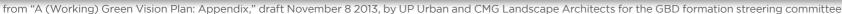
The open space system should both beautify the neighborhood and strenghten the environment.



MAY 2011





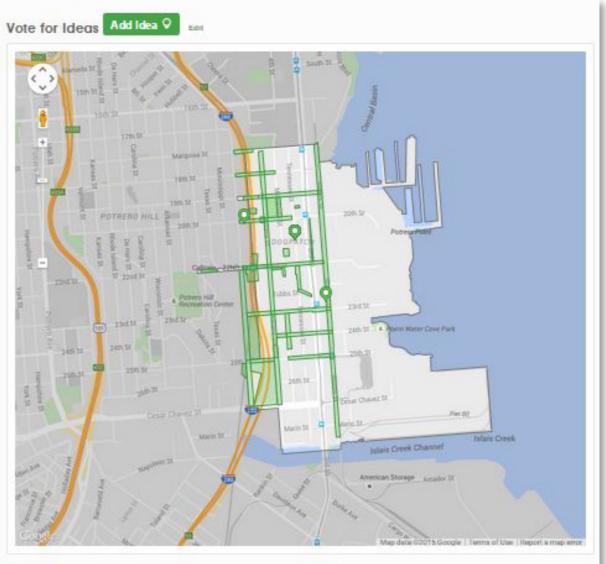




The Green Vision Plan
prepared for GBD formation
has already identified a
majority of potential projects.
Therefore the Public Realm
Plan can focus on scoping
and development of cost
estimates for capital projects.



https://neighborland.com/dogpatchpublicspace



# Public\_Realm\_Plan\_Area\_ **MUNI Lines** PRP\_Project\_Polys Open Space Caltrain

## **Potential Capital Projects**

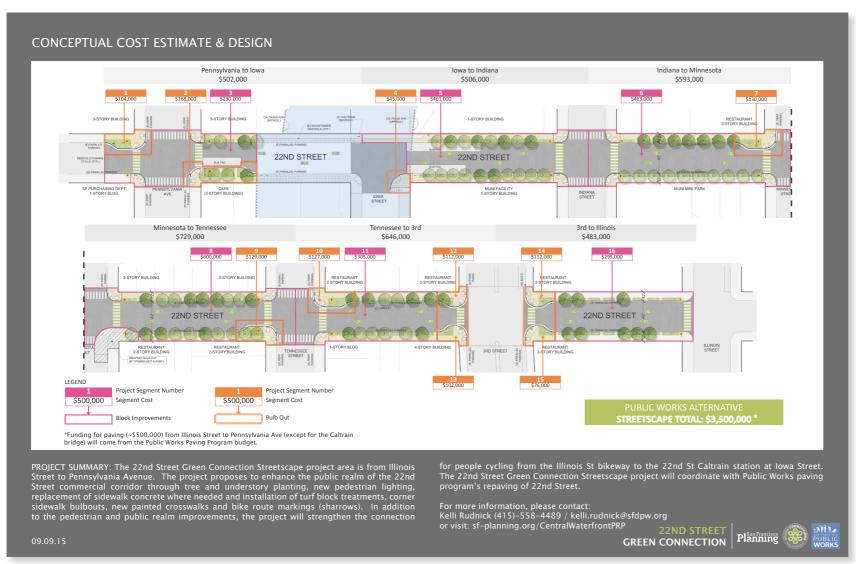


A 22nd Street Streetscape <sup>2</sup>	\$3.0 M
B Blue Greenway (Illinois)	\$18 M
C Arts Plaza <sup>2</sup>	\$850 K
D Warm Water Cove Park	\$_
E Cesar Chavez East	\$8.3 M
F C.W. New Parks & Rehab. <sup>2</sup>	\$5.4 M

1 - per .draft Capital Plan March 2015

2 - Eastern Neighborhood Impact Fees

#### **22nd Street Streetscape**



preliminary concept plan and cost estimate September 2015, San Francisco Public Works based on the 22nd St Greening Masterplan, David Fletcher for Greentrust SF, May 2011

#### **NEXT STEPS**

- 1 Refine design
- 2 I.D.maintenance partner
- 3 Implement

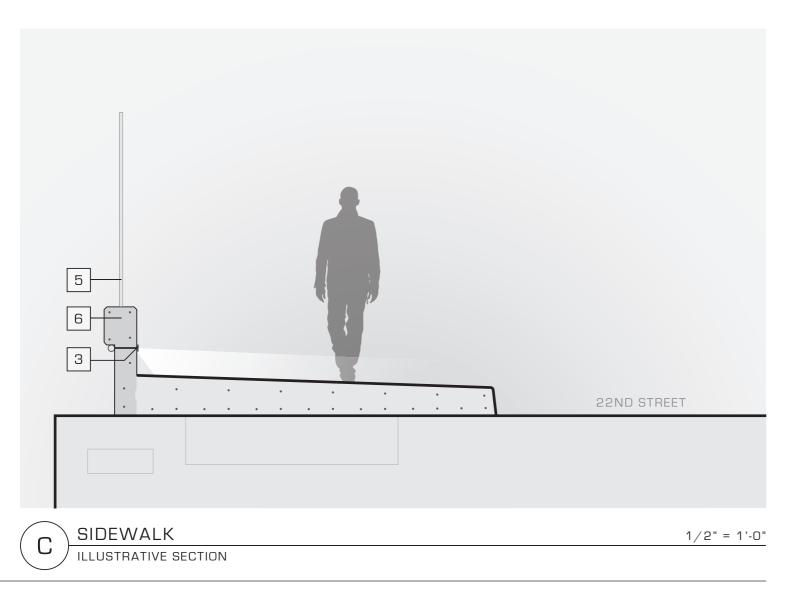
#### **FUNDING SUMMARY**

\$3.6M Total Cost Estimate

\$2.0M fr Impact Fees

\$0.6M fr DPW Paving

#### **Caltrain Bridges: Pedestrian Lighting**



probono design by Fletcher Studios

#### **NEXT STEPS**

- 1 Develop Electrical Plan
- 2 [Implement]
- 3 I.D. Maintenance & Liability
- 4 I.D. Ops. & Electrification

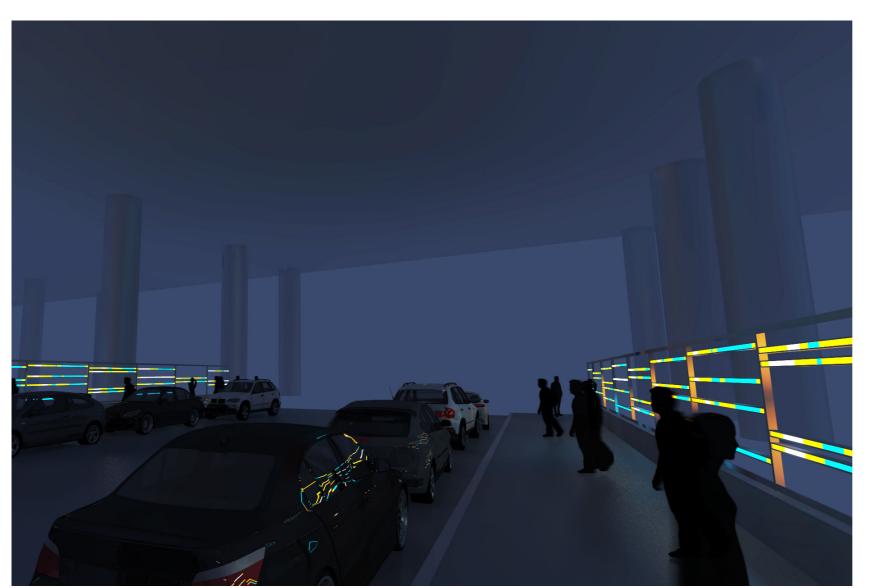
#### **FUNDING SUMMARY**

\$183K Total Cost Estimate

\$32.5K Engineering

\$150k Construction

#### **Caltrain Bridges: Gateway Lighting**



probono conceptual design by Groundworks

#### **NEXT STEPS**

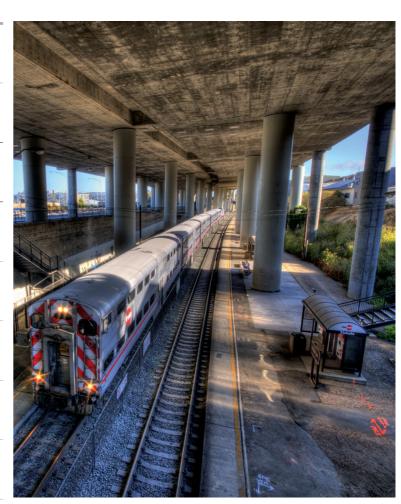
- Develop Design
- 2 Produce Electrical Plan
- **3** Estimate Rough Costs
- 4 I.D. Capital Funding
- 5 I.D. Maintenance & Liability
- 6 I.D. Ops. & Electrification
- 7 Implement

## **Public Realm Planning Timeline**

SPRING 2015	Begin Community Outreach and Briefings to stakeholder groups
FALL 2015	RFP for Urban Design Consultant
JAN 2016	Select Urban Design Consultant; Finalize Contract
FEB 2016	Existing Conditions Documentation
MAR 9 2016	Public Workshop 1: Project Identification & Prioritization
APR 2016	Design Development, Focus Groups
MAY 2016	Public Workshop 2: Design Charette of Priority Projects
JUN 2016	Design Development
AUG 2016	Publication of Plan and Public Presentations <sup>3</sup>
	Adoption by Board of Supervisors

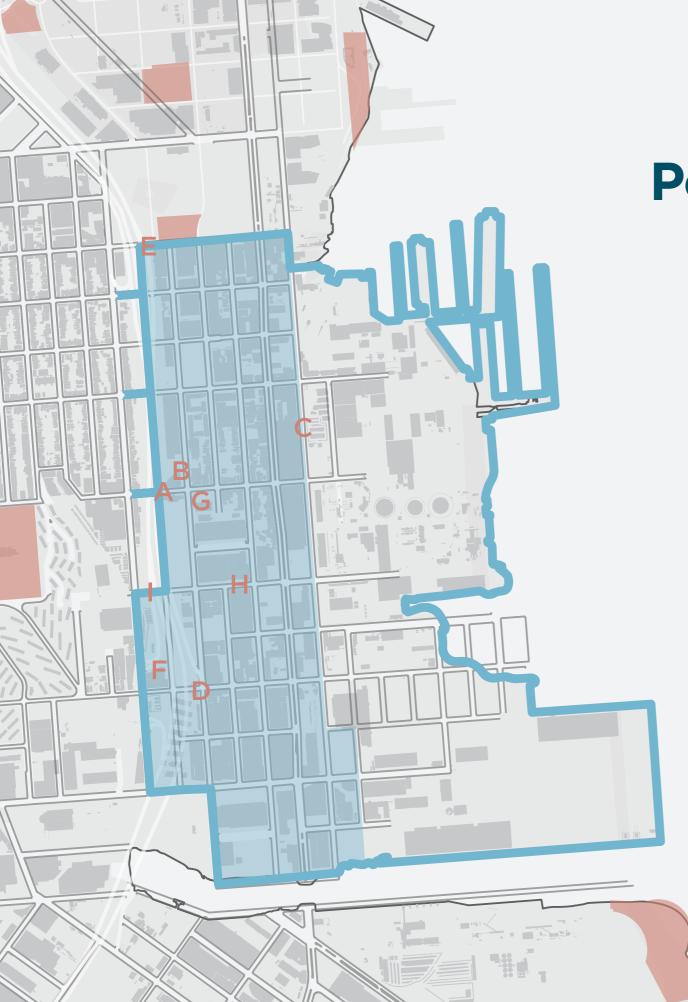
#### **Ongoing Engagement: Stakeholder Organizations**

2nd TUES	Dogpatch Neighborhood Assn. (DNA)
2nd TUES	Potrero-Dogpatch Merchants Assn. (PDMA)
LAST TUES	Potrero Boosters
3rd WEDS	Central Waterfront Advisory Committe
1st THURS	Penninsula Joint Powers Board of Directors (Caltrain)
AS NEEDED	Dogpatch - NW Potrero Hill Green Benefit District
AS NEEDED	Port of SF / Office of Economic & Workfoce Devel
AS NEEDED	HOPE SF / Portrero Hill



In addition to holding Open House Workshops, Planning's Public Realm Plan Team will also attend select monthly meetings organized by various stakeholders to provide updates and gather feedback.





## **Potential Capital Projects**

A 22nd & 23rd St bridge lighting	\$183 K
B Plaza Improvements	cost tbd
C Greening & Pedestrian Improvements at A.I.C.	cost tbd
Bike & Ped. Improvements at Indiana & 25th St.	cost tbd
E Mariposa Gateway	cost tbd
F Progress Park Expansion	cost tbd
G Woods Yard Park (site-wide)	cost tbd
H 23rd St. Streetscape	cost tbd
23rd St. Gateway	cost tbd

1 - preliminary list identified through the Central Waterfront - Dogpach Public Realm Plan

## **22nd Street Steps**



perspective rendering courtesy of Fletcher Studios

#### **NEXT STEPS**

- 1 I.D. \$3M Capital Funding
- 2 [Implement]