## **LEGISLATIVE DIGEST**

[General Plan - India Basin Mixed-Use Project]

Ordinance amending the General Plan to revise the Bayview Hunters Point Area Plan, and the Urban Design, Commerce and Industry, and Recreation and Open Space Elements, to reflect the India Basin Mixed-Use Project; adopting findings under the California Environmental Quality Act; and making findings under Planning Code, Section 340, and findings of consistency with the General Plan, and the eight priority policies of Planning Code, Section 101.1.

## **Existing Law**

There are currently no references to the India Basin Mixed-Use Project in the General Plan.

## Amendments to Current Law

The proposed legislation would amend the General Plan to revise the Bayview Hunters Point Area Plan, and the Urban Design, Commerce and Industry, and Recreation and Open Space Elements, to reflect the India Basin Mixed-Use Project.

## **Background Information**

The India Basin Mixed Use Project is located generally along the India Basin shoreline, in the South-East part of San Francisco. The Project involves construction of infrastructure, public open space and other public facilities, new building construction, and rehabilitation of historic resources, resulting in a mix of market-rate and affordable residential uses, office space, commercial uses, research and development uses, and shoreline improvements.

The Planning Commission certified and approved a final environmental impact report on the Project under the California Environmental Quality Act (CEQA), adopted findings under the CEQA, including a Mitigation Monitoring and Reporting Plan (MMRP), and recommended the approval this General Plan Amendment to the Board of Supervisors.

By separate legislation, the Board is considering a number of actions in furtherance of the Project, including the approval of amendments to the Planning Code to create the India Basin Special Use District, and approval of a Development Agreement.

n:\legana\as2018\1800706\01300913.docx

BOARD OF SUPERVISORS Page 1