

## LEGISLATIVE DIGEST

[Candlestick Point/Hunters Point Shipyard – Subdivision Code.]

**Ordinance amending the Hunters Point Shipyard Subdivision Code to rename the Code's Division 3 title and make various amendments pertaining to the subdivision process in Phase 2 of the Hunters Point Shipyard Redevelopment Plan and Zone 1 of the Bayview Hunters Point Redevelopment Project Area, including the establishment of a procedure for reviewing and filing vesting tentative transfer maps; and making environmental findings.**

### Existing Law

The San Francisco Subdivision Code regulates the process for submission, review, and approval of subdivisions under the California Subdivision Map Act (California Government Code Sections 66410 et seq.)

### Amendments to Current Law

This legislation would rename the Hunters Point Shipyard Subdivision Code to the Candlestick Point/Hunters Point Shipyard Subdivision Code and expand the Code to govern the subdivision process for development in accordance with the Hunters Point Shipyard Redevelopment Plan and a portion of the Bayview Hunters Point Redevelopment Plan. The new area to which the Code would apply is referred to as the Candlestick Point/Hunters Point Shipyard (CP/HPS) Subdivision Area, which covers Phase 2 of the Hunters Point Shipyard Redevelopment Project Area and Zone 1 of the Bayview Hunters Point Redevelopment Project Area. Similar to the Subdivision Code established for the Mission Bay Redevelopment Plans, this Code is tailored to a specific regulatory framework for the submission, review, and approval of subdivisions and the associated public infrastructure for property within the Hunters Point Shipyard Redevelopment Project Area and portions of the Bayview Hunters Point Redevelopment Project Area. This legislation also specifically identifies those provisions that would apply to the CP/HPS Subdivision Area, including the establishment of a procedure for filing and review of vesting tentative transfer maps. This Ordinance also would adopt environmental findings.