



Balboa Reservoir - Street Names

Board of Supervisors – Land Use and Transportation Committee
Monday, May 1, 2023

MCCANN

Development Agreement - Highlights

- **1,100 housing units**, with **50% affordable** including at least **150 educator housing units**
- **4 acres of publicly accessible open space** includes Reservoir Park, SFPUC open space, and pedestrian paths
- **100 seat childcare center** with 50% of capacity reserved for low-income families, and **public community room** facing park

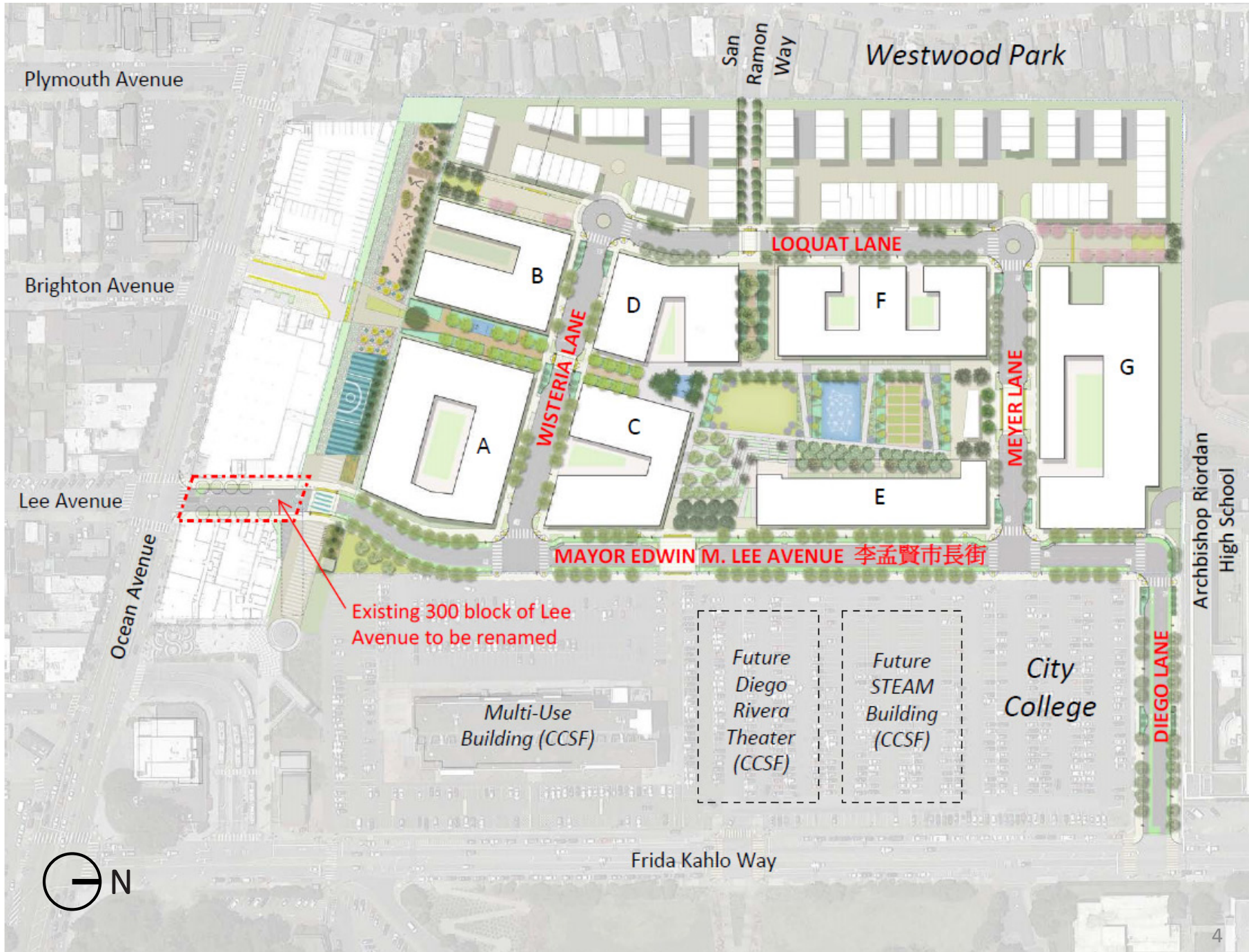


Block E - Affordable Housing

- New **public streets** including a bicycle boulevard with separated bike lanes and raised pedestrian crossings
- **Prevailing wage** for all construction, in addition to **First Source** and **LBE goals**

Proposed Street Names

- **Board File 230137**
 - Renames 300 Block of Lee Avenue (north of Ocean Avenue) as Mayor Edwin M. Lee Avenue 李孟賢市長街
 - Applies this name to the future public street that will lie between the Balboa Reservoir project and City College of San Francisco
- **Board File 230138**
 - Establishes names for the future public streets in the Balboa Reservoir project:
 - Diego Lane
 - Meyer Lane
 - Loquat Lane
 - Wisteria Lane
 - These names were chosen based on community conversations, including an online poll and a September 2022 community meeting at Unity Plaza.
 - Establishing street names during permitting helps DBI, Public Works, ASR, Fire, and other departments coordinate and accelerate work.



Plymouth Avenue

Brighton Avenue

Lee Avenue

Ocean Avenue

San Ramon Way

Westwood Park

B

A

C

D

E

F

G

LOQUAT LANE

WISTERIA LANE

MEYER LANE

MAYOR EDWIN M. LEE AVENUE 李孟賢市長街

DIEGO LANE

Archbishop Riordan High School

Existing 300 block of Lee Avenue to be renamed

Multi-Use Building (CCSF)

Future Diego Rivera Theater (CCSF)

Future STEAM Building (CCSF)

City College

Frida Kahlo Way



Phase 1 Buildings shown as black and white to allow emphasis on open space.



Thank You

OEWD and Public Works staff
are present to answer questions