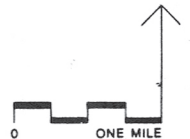




PLAN FOR STREET LANDSCAPING AND LIGHTING

Map 2



NOTE: This map has been changed by amendments to the General Plan. This map is intended only as a temporary placeholder and will be replaced by final maps illustrating these amendments in graphic form.

MAP APPROVED BY THE BOARD OF SUPERVISORS

The notation below in italics represents a recent amendment to the General Plan that has been approved by the Board of Supervisors after this map was originally adopted. The change will be added to the map during the next map update.

- *Insert boundary around Cp and refer to the CP Aubarea Plan and BVHP and Redevelopment Plan; revise notation about HPS to refer to the HPS Area Plan as well as the HPS Redevelopmet Plan. (BOS Ordinance 0203-10)*
- *Insert a diagram to show Treasure Island and Yerba Buena Island. Add a boundary around Treasure Island and Yerba Buena Island and refer to the TI/YBI Area Plan and applicable Desing for development. (BOS Ordinance 0097-11)*
- *Delete the shaded areas within the Mission Bay area and add a boundary around the Mission Bay area with a line that leads to a reference that states "See Mission Bay North and Mission Bay South Redevelopment Plans."*
- *Add a boundary area around the Hunters Point Shipyard area with a line that leads to a reference that states "See Hunters Point Redevelopment Plan and Hunters Point Shipyard Area Plan."*
- *Add a boundary area around Candlestick Point with a line that leads to a reference that states "See Candlestick Point SubArea Plan and Bayview Hunters Point Redevelopment Plan."*
- *CENTRAL WATERFRONT-DOGPATCH PUBLIC REALM PLAN: The 2018 Public Realm Plan developed concept designs for Complete Streets and Open Spaces in this Public Realm Plan area. Please refer to that Public Realm Plan for more specific recommendations for implementation.*