



Housing Element and Zoning Code Study Session

Special Joint Planning Commission/City Council | August 9, 2022



SHAPE SOUTH SAN
FRANCISCO
2040 GENERAL PLAN

AGENDA



1. Housing Element 2023-2031 Overview

- HCD Schedule and RHNA Requirements
- Opportunity Corridors for New Housing
- New Goals to implement General Plan Vision

2. Zoning Code Update

- Form-Based Code for Housing – Managing new Multi-Family Design
- New Objective Design Standards for all Residential Districts

3. Entitlement Review Process Options



HOUSING ELEMENT UPDATE

TO IMPLEMENT THE GENERAL PLAN VISION

HOUSING ELEMENT HIGHLIGHTS



- Required to adopt HE no later than April 1, 2023
- Must include zoning to encourage housing construction
- Includes programs to ensure equity, fair housing, reduce constraints and adapt to climate change
- Regional Housing Needs Assessment (RHNA):
 - SSF RHNA expectation for 2023-2031: 3,656 units over period

HCD SCHEDULE FOR HOUSING ELEMENT ADOPTION



- Public Draft for 30 days: Posted July 5, 2022
- Incorporate comments: Aug 5th - 15th
- Joint PC/CC Study Session: **TONIGHT**
- Submit Draft to HCD for Review: August 15th ish
- HCD Review Period (90 Days): Due Nov 14, 2022
- Adoption of Housing Element: Expected Jan 2023
- Adoption no later than April 1, 2023

RHNA FOR SOUTH SAN FRANCISCO



Income Group	SSF Units
Very Low Income (<50% of AMI)	871
Low Income (50%-80% of AMI)	502
Moderate Income (80%-120% of AMI)	720
Above Moderate Income (>120% of AMI)	1,863
Total	3,956

- Previous RHNA: 1,864 units
- Estimated RHNA Capacity under General Plan: +17K units

HOUSING OPPORTUNITY CORRIDORS



ECR – North
1,440 units

Lindenville
5,000 units

South Airport
5,000 units

ECR – South
690 units

RHNA SUMMARY FOR HOUSING ELEMENT



	Very Low Units	Low Units	Mod Units	Above Mod Units	Total Units
RHNA	871	502	720	1863	3956
RHNA w/20% Buffer	1045	602	864	2236	4747
Type	Very Low Units	Low Units	Mod Units	Above Mod Units	Total Units
Pipeline Projects	225	408	50	2898	3581
ADUs (based on high projection)	113	113	113	38	376
Opportunity Sites	342	1154	471	11142	13109
Total	670	1,656	633	13,922	17,066

THE GOALS INFORMED BY GENERAL PLAN

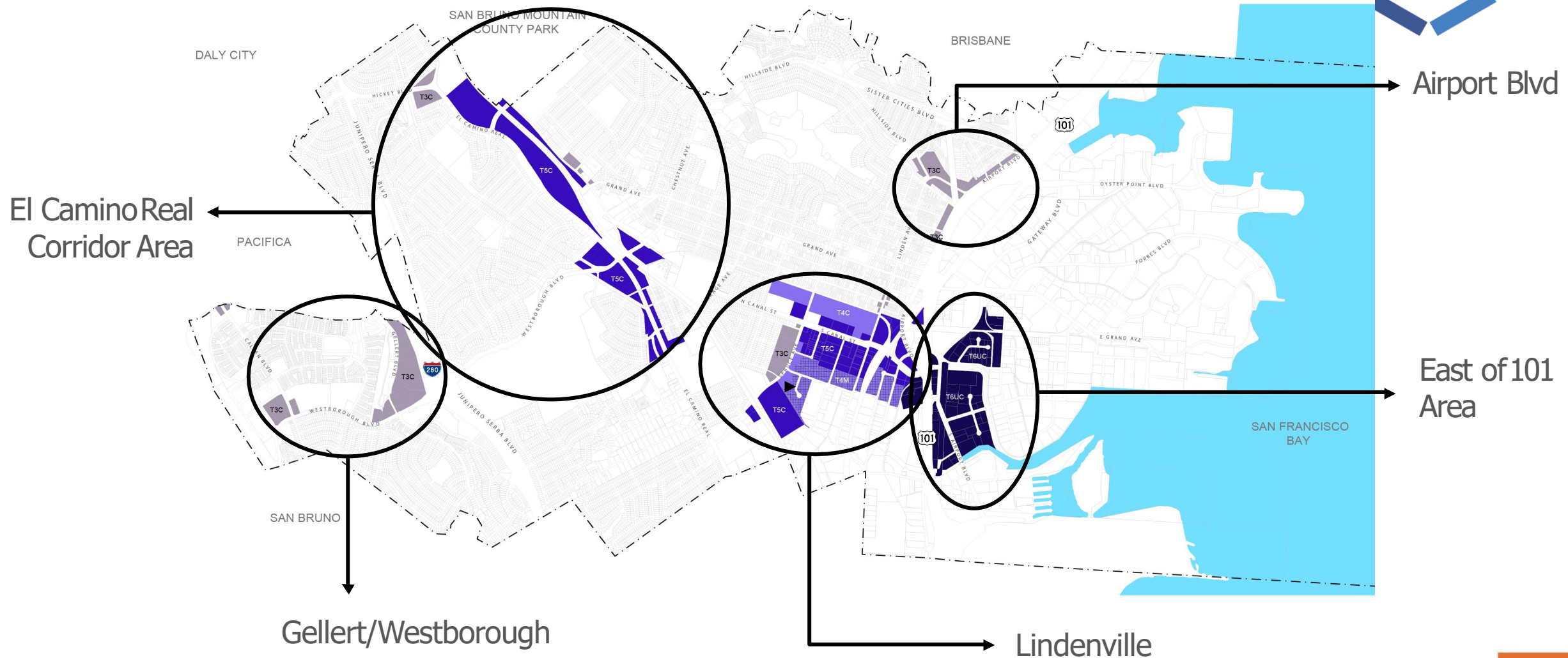


City of South San Francisco Housing Program Goals	
Goal 1	EQUITY - Create equitable opportunity for people of all ages, races/ethnicities, abilities, socio-economic status, genders, and family types regardless of income level.
Goal 2	CREATION/FACILITATION - Promote the provision and/or access of housing by both the private and public sectors for all income groups in the community.
Goal 3	REMOVE CONSTRAINTS - Support housing development by eliminating unnecessary and/or costly barriers in the housing development process and facilitating collaboration with private and public partners to develop housing options affordable to everyone.
Goal 4	PRESERVE - Strive to maintain and preserve existing housing resources, including both affordable and market-rate units.
Goal 5	QUALITY OF LIFE - Promote residential neighborhoods designed for a high quality of life for neighborhood residents and visitors.
Goal 6	SPECIAL NEEDS POPULATIONS - Enhance the quality of existing affordable housing and expand housing opportunities and services for special needs populations and residents experiencing housing insecurity.
Goal 7	CLIMATE RESILIENCY - Green buildings are the standard for new construction and major renovations and the performance of existing buildings is improved.



ZONING CODE: FORM-BASED DESIGN TO SHAPE MULTI-FAMILY CONSTRUCTION

FORM-BASED AREAS FOR OPPORTUNITY CORRIDORS

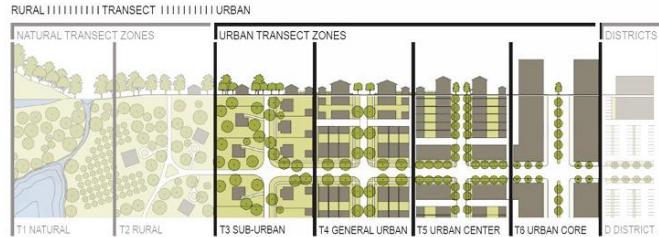


INTRODUCTION TO FORM-BASED CODE



Chapter 20.135: Form-Based Zoning Districts

Section 20.135.010: Introduction to the Form-Based Code



The six South San Francisco transect zoning districts can all be located from T3 to T6 in the "rural-to-urban transect."

20.135.010.A: Overview of Form-Based Codes

A Form-Based Code is an alternative to the conventional approach of regulating the built environment. Unlike conventional codes which are primarily based on allowed uses, Form-Based Codes (FBCs) look to the intended form and character of a neighborhood as the primary organizing framework. This approach is described by the Form-Based Codes Institute as a way to "foster predictable built results and a high-quality public realm by using physical form (rather than separation of uses) as the organizing principle for the code."

Specifically, FBCs focus on the relationship between building facades and the public realm (the sidewalk, street, and public open spaces); the form and mass of buildings in relation to one another; and the scale and types of buildings. While FBCs prescribe desired physical forms, they also regulate use by allowing a mix of appropriate land uses chosen to ensure compatibility and to support the intended character of an area. Ultimately, through the combination of forms, public spaces, and uses, FBCs transform commercial corridors and centers into vibrant and walkable neighborhoods, where, over time, the range of everyday needs of residents and employees can be found within a walking distance.

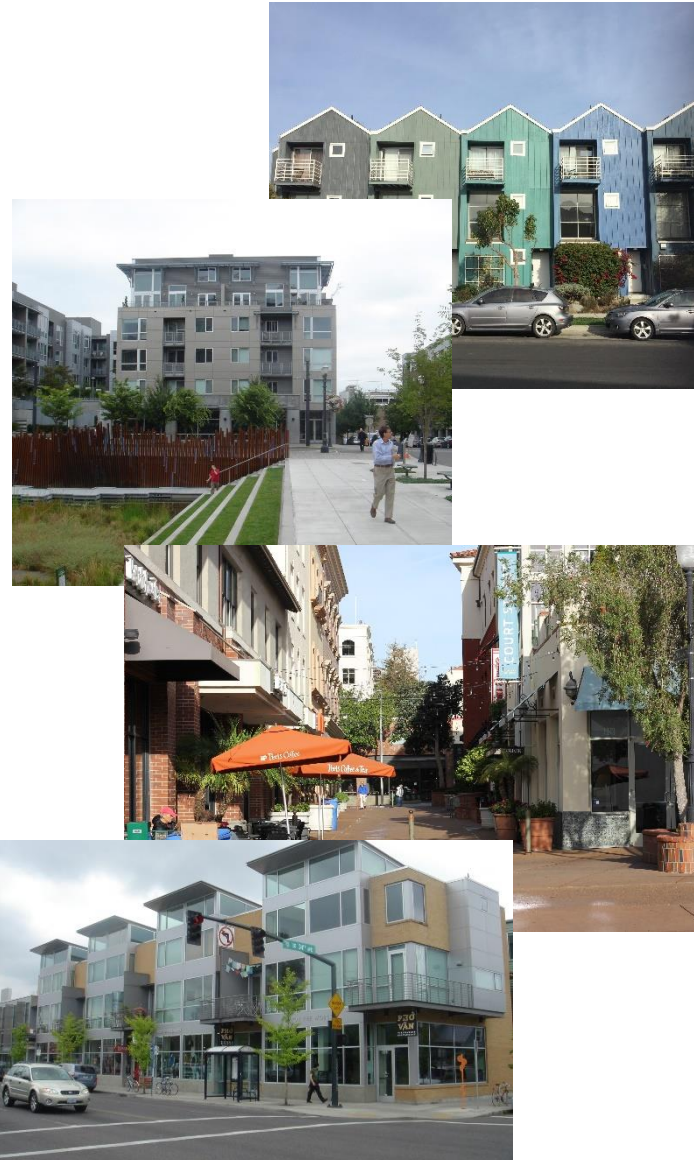
20.135.010.B: Organization of the South San Francisco Form-Based Code

The primary organizing principle used to establish form-based zoning districts is the "rural-to-urban transect," a gradient of intensity with the lower numbers designating more rural/natural zones and higher numbers designating more urban zones. Variations of transect zones may also be developed as appropriate to tailor zones to specific environments.

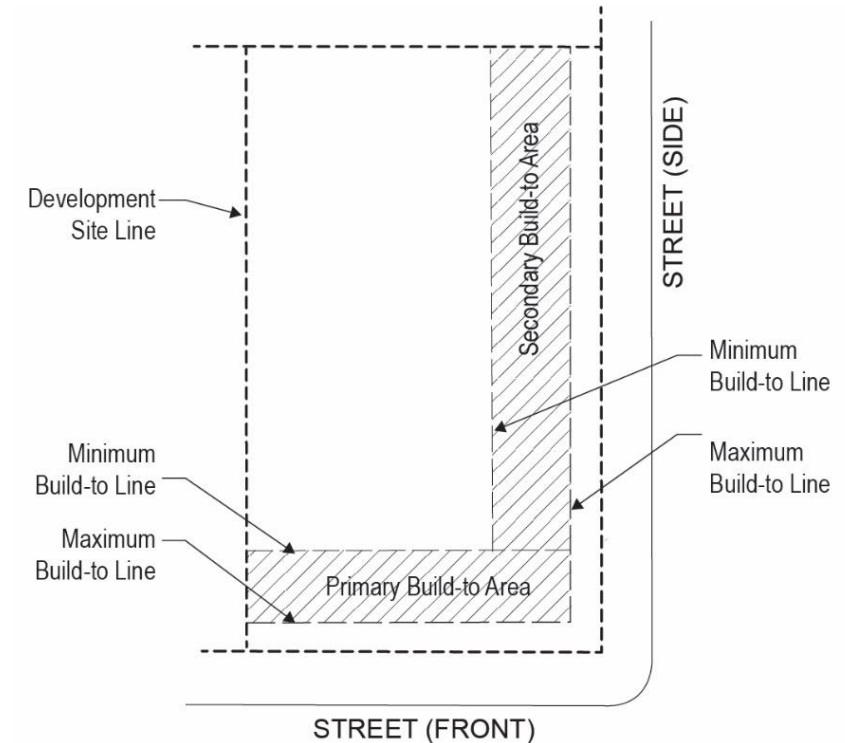
Chapter 20.135, Form-Based Code, starts by establishing six transect zones, and follows with related regulations for buildings, frontages, public open spaces, and uses. Taken together, these sets of regulations support the community's shared vision for select areas of the City.

The components of the South San Francisco Form-Based Code are as follows:

1. **Section 20.135.020: Transect Zoning Districts.**
This section presents the six transect zoning districts developed to promote pedestrian activity, facilitate the transition of auto-oriented development patterns to more walkable and urban places, and encourage a compatible mix of uses. Organized from lowest (T3N) to highest (T6UC) intensity and named to describe the general form and function, the transect



- Development Site Line
- Build-to Area

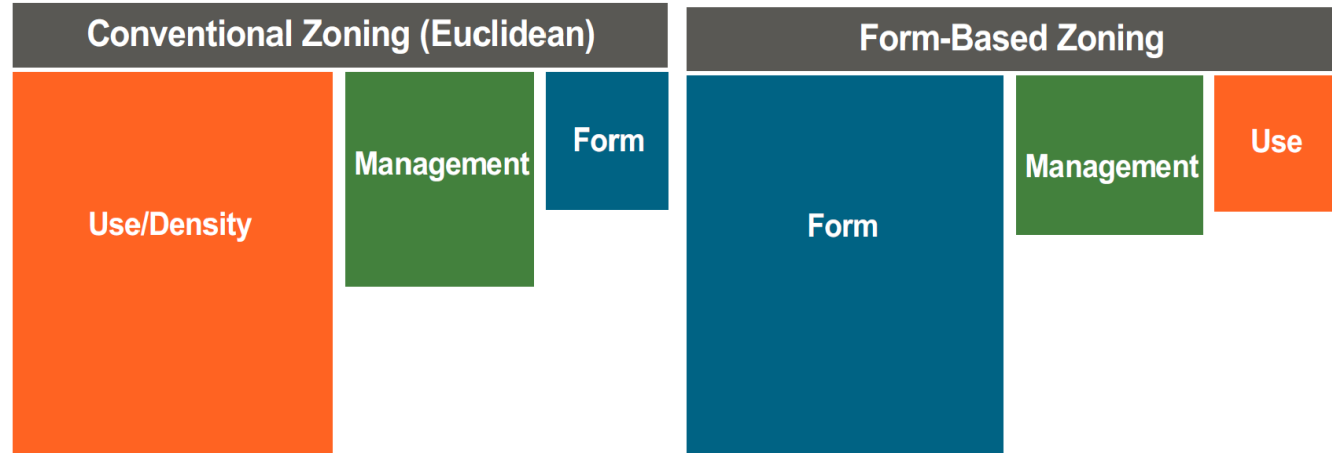


FORM-BASED CODES IN PRACTICE



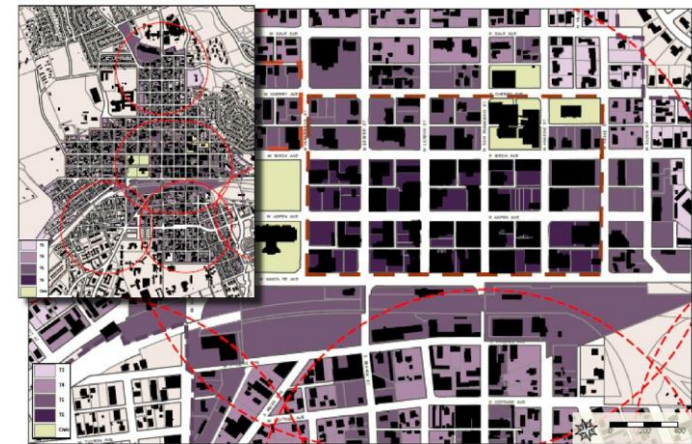
Emphasize design, scale, and relationships of buildings and public space

- Seeks to achieve a specific urban form and to shape a high-quality built environment
- Prioritizes building form over use to develop walkable areas
- Does not replace state and local building codes
- Meets state requirements of the Housing Accountability Act for objective standards
- Addresses the relationship of private development to public space
- Establishes palette of forms and for increased predictability



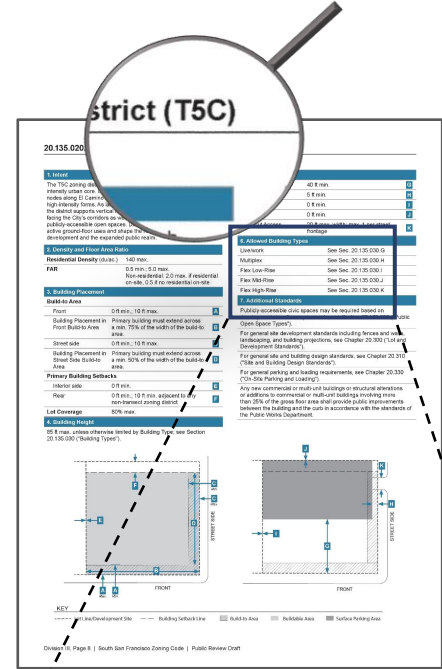
Elements of an FBC

1. Form-Based (Transect) Zones
2. Building Types
3. Frontage Types
4. Open Space Types

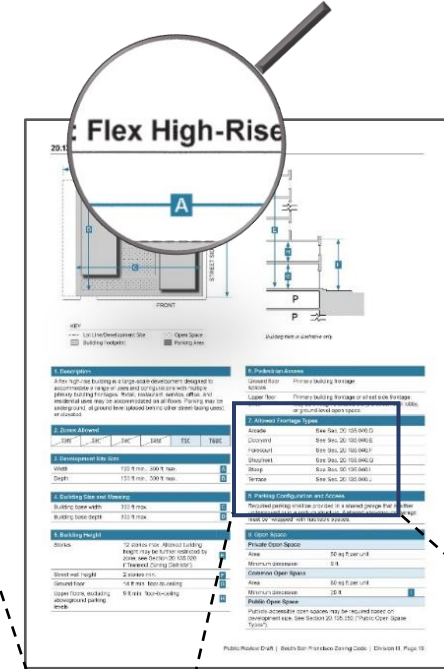


Charrette Summary: Land Development Code Rewrite | Flagstaff, AZ
Opticos Design, Inc. & Lisa Wise Consulting

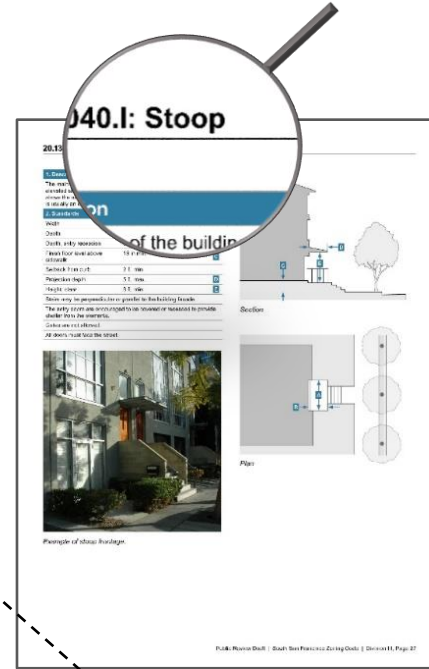
Zoning District



Building Type



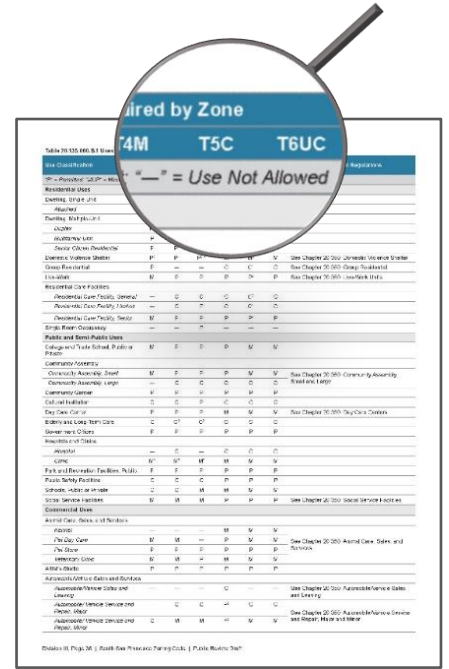
Frontage Type



Open Space



Uses



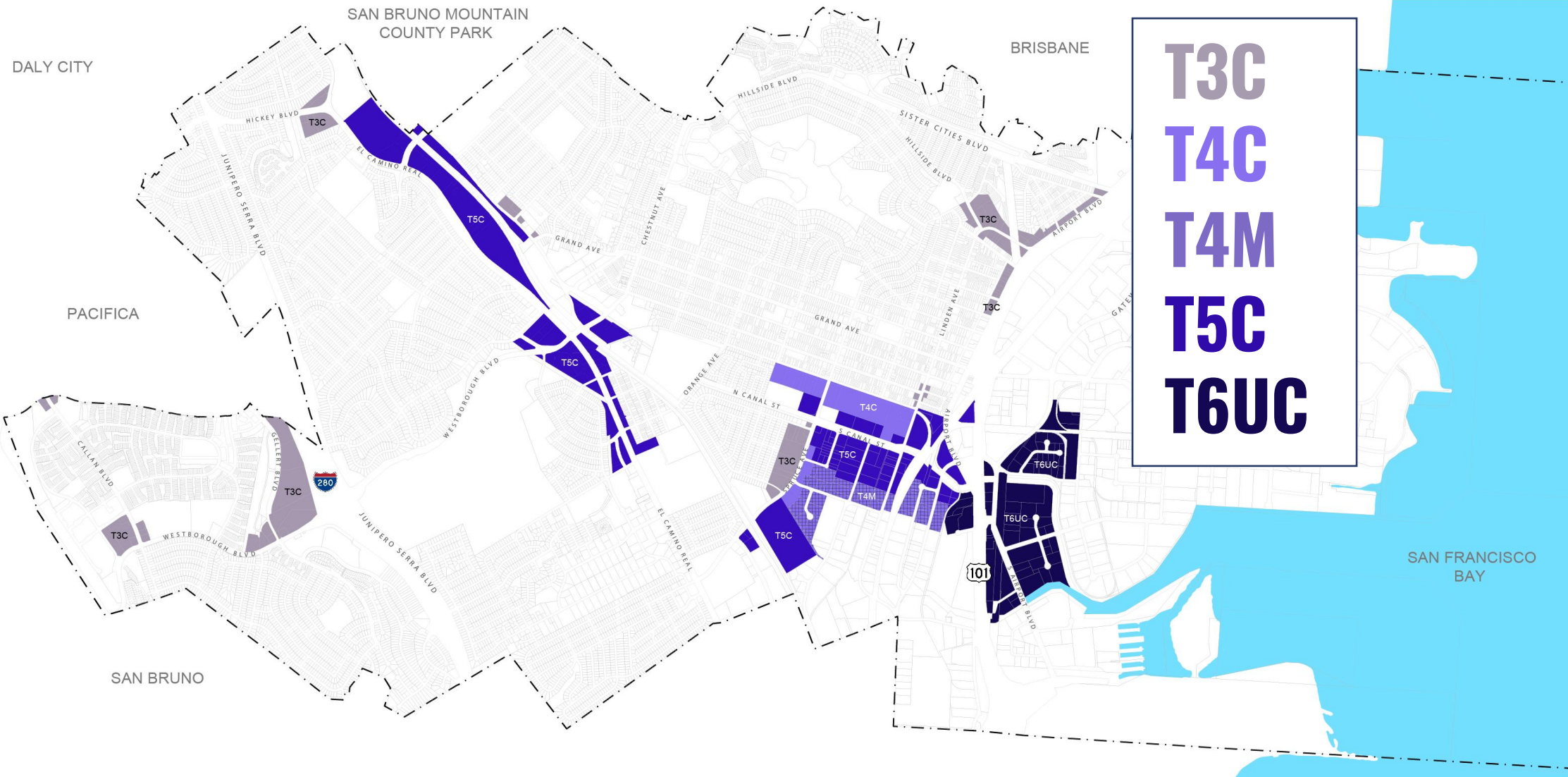
6. Allowed Building Types	
Live/work	See Sec. 20.135.030.G
Multiplex	See Sec. 20.135.030.H
Flex Low-Rise	See Sec. 20.135.030.I
Flex Mid-Rise	See Sec. 20.135.030.J
Flex High-Rise	See Sec. 20.135.030.K
7. Additional Standards	
Publicly-accessible civic spaces may be required based on development size. For requirements, see Section 20.135.050.(f).	

7. Allowed Frontage Types	
Arcade	See Sec. 20.135.040.D
Dooryard	See Sec. 20.135.040.E
Forecourt	See Sec. 20.135.040.F
Shophouse	See Sec. 20.135.040.G
Stoop	See Sec. 20.135.040.I
Terrace	See Sec. 20.135.040.J
8. Parking Configuration and Access	
Required parking shall be provided in a shared garage that may be through a shared entry, a surface or ground-level open space.	

- > 3 acres or
- < 3 acres and
 - 20+ units (residential)
 - 2+ structures (non-residential or mixed-use)
 - >10,000 sq ft (non-residential or mixed-use)

- Permitted
- Minor Use Permit
- Conditional Use Permit
- Not Allowed

FORM-BASED ZONING FOR OPPORTUNITY CORRIDORS



ZONING DISTRICT (TRANSECT ZONES): T5C



Allowed building types

Live/work	See Sec. 20.135.030.G
Multiplex	See Sec. 20.135.030.H
Flex Low-Rise	See Sec. 20.135.030.I
Flex Mid-Rise	See Sec. 20.135.030.J
Flex High-Rise	See Sec. 20.135.030.K

Additional standards

Publicly-accessible civic spaces may be required based on development size. For requirements, see Section 20.135.050 ("Public Open Space Types").

For general site development standards including fences and walls, landscaping, and building projections, see Chapter 20.300 ("Lot and Development Standards").

For general site and building design standards, see Chapter 20.310 ("Site and Building Design Standards").

For general parking and loading requirements, see Chapter 20.330 ("On-Site Parking and Loading").

Parking location

Description

Density and FAR

Height in feet

Building placement and build-to area

20.135.020.H T5 Corridor Zoning District (T5C)

1. Intent
The T5C zoning district supports a comfortable and walkable high-intensity urban core. Located west of Highway 101 as well as at major nodes along El Camino Real, the district supports walkable sites and high-intensity forms. As large sites transition into walkable blocks, the district supports vertical mixed-use development with buildings facing the City's corridors as well as internal street networks and publicly-accessible open spaces. Diverse frontages provide space for active ground-floor uses and shape the relationship between private development and the expanded public realm.

2. Density and Floor Area Ratio
Residential Density (du/ac.) 140 max.
FAR 0.5 min.; 5.0 max. Non-residential: 2.0 max., if residential on-site, 0.5 if no residential on-site

3. Building Placement
Build-to Area
Front: 0 ft min.; 10 ft max. **A**
Building Placement in Front Build-to Area: Primary building must extend across a min. 75% of the width of the build-to area. **B**
Street side: 0 ft min.; 10 ft max. **C**
Building Placement in Street Side Build-to Area: Primary building must extend across a min. 50% of the width of the build-to area. **D**
Primary Building Setbacks
Interior side: 0 ft min. **E**
Rear: 0 ft min.; 10 ft min. adjacent to any non-transsect zoning district **F**
Lot Coverage 80% max.

4. Building Height
85 ft max, unless otherwise limited by Building Type; see Section 20.135.030 ("Building Types").

5. Parking Setback
Front: 40 ft min. **G**
Street Side: 5 ft min. **H**
Interior Side: 0 ft min. **I**
Rear: 0 ft min. **J**
Curb Cut Access: 20 ft max. width; max. 1 per street frontage **K**

6. Allowed Building Types
Live/work: See Sec. 20.135.030.G
Multiplex: See Sec. 20.135.030.H
Flex Low-Rise: See Sec. 20.135.030.I
Flex Mid-Rise: See Sec. 20.135.030.J
Flex High-Rise: See Sec. 20.135.030.K

7. Additional Standards
Publicly-accessible civic spaces may be required based on development size. For requirements, see Section 20.135.050 ("Public Open Space Types").
For general site development standards including fences and walls, landscaping, and building projections, see Chapter 20.300 ("Lot and Development Standards").
For general site and building design standards, see Chapter 20.310 ("Site and Building Design Standards").
For general parking and loading requirements, see Chapter 20.330 ("On-Site Parking and Loading").
Any new commercial or multi-unit buildings or structural alterations or additions to commercial or multi-unit buildings involving more than 25% of the gross floor area shall provide public improvements between the building and the curb in accordance with the standards of the Public Works Department.

Division III, Page 8 | South San Francisco Zoning Code | Public Review Draft

BUILDING TYPES: FLEX HIGH-RISE

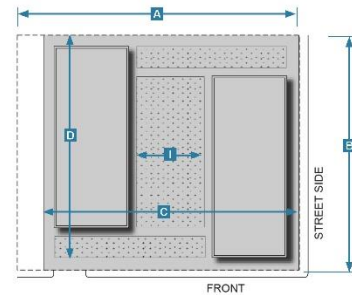


Site size and building size

Description

Zones

20.135.030.K: Flex High-Rise



KEY
 --- Lot Line/Development Site
 . . . Open Space
 ■ Building Footprint
 ▨ Parking Area

1. Description

A flex high-rise building is a large-scale development designed to accommodate a range of uses and configurations with multiple primary building frontages. Retail, restaurant, service, office, and residential uses may be accommodated on all floors. Parking may be underground, at ground level (placed behind other street-facing uses), or elevated.

2. Zones Allowed

T3N T3C T4C T4M T5C T6UC

3. Development Site Size

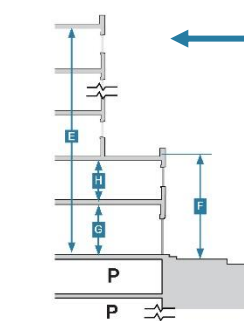
Width 120 ft min.; 300 ft max. A
 Depth 150 ft min.; 300 ft max. B

4. Building Size and Massing

Building base width 300 ft max. C
 Building base depth 300 ft max. D

5. Building Height

Stories 12 stories max. Allowed building height may be further restricted by zone; see Section 20.135.020 ("Transsect Zoning Districts"). E
 Street wall height 2 stories min. F
 Ground floor 14 ft min. floor-to-ceiling G
 Upper floors, excluding aboveground parking levels 9 ft min. floor-to-ceiling H



Building form is illustrative only.

6. Pedestrian Access

Ground floor spaces Primary building frontage.
 Upper floor units Primary building frontage or street side frontage. May be through a shared entry, a street-level lobby, or ground-level open space.

7. Allowed Frontage Types

Arcade See Sec. 20.135.040.D
 Dooryard See Sec. 20.135.040.E
 Forecourt See Sec. 20.135.040.F
 Shopfront See Sec. 20.135.040.G
 Stoop See Sec. 20.135.040.I
 Terrace See Sec. 20.135.040.J

8. Parking Configuration and Access

Required parking shall be provided in a shared garage that is either underground or in a podium structure. A shared aboveground garage must be "wrapped" with habitable spaces.

9. Open Space

Private Open Space
 Area 50 sq ft per unit
 Minimum dimension 6 ft
Common Open Space
 Area 80 sq ft per unit
 Minimum dimension 20 ft I
Public Open Space
 Publicly-accessible open spaces may be required based on development size. See Section 20.135.050 ("Public Open Space Types").

Height in Stories

Pedestrian access

Allowed frontage types

Arcade See Sec. 20.135.040.D

Dooryard See Sec. 20.135.040.E

Forecourt See Sec. 20.135.040.F

Shopfront See Sec. 20.135.040.G

Stoop See Sec. 20.135.040.I

Terrace See Sec. 20.135.040.J

Parking configuration

Open space (private, common, public)

FRONTAGE TYPES: STOOP



20.135.040.I: Stoop

1. Description

The main façade of the building is near the frontage line and the elevated stoop engages the sidewalk. The stoop must be elevated above the sidewalk to ensure privacy within the building. The entrance is usually an exterior stair and landing.

2. Standards

Width	4 ft. min.; 8 ft. max.	A
Depth	4 ft. min.; 8 ft. max.	B
Depth, entry recession	6 in. min., 6 ft. max.	
Finish floor level above sidewalk	18 in. min.	C
Setback from curb	2 ft. min.	
Projection depth	5 ft. max.	D
Height, clear	8 ft. min.	E

Stairs may be perpendicular or parallel to the building façade.

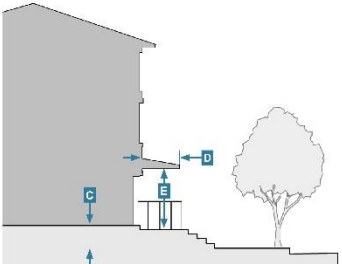
The entry doors are encouraged to be covered or recessed to provide shelter from the elements.

Gates are not allowed.

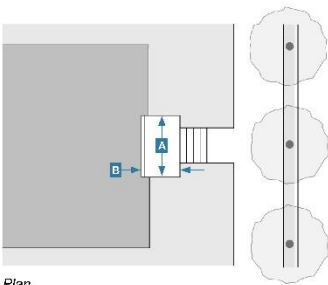
All doors must face the street.



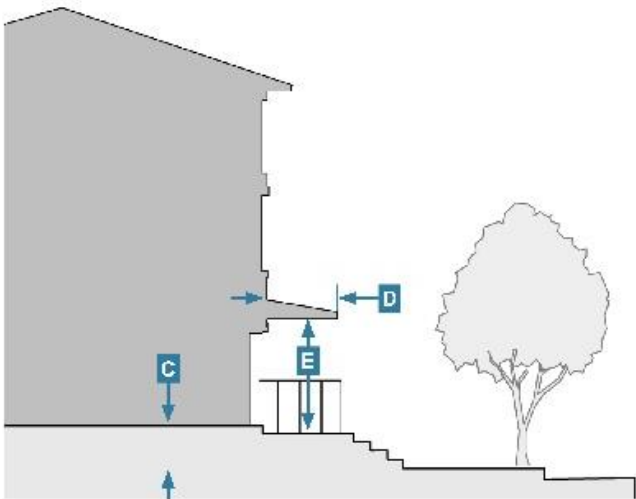
Example of stoop frontage.



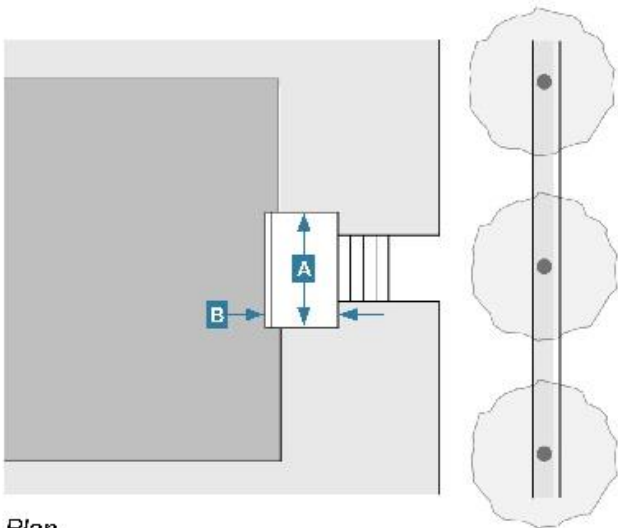
Section



Plan



Section



Plan

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The entry doors are encouraged to be covered or recessed to provide shelter from the elements.

Gates are not allowed.

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PUBLIC OPEN SPACE TYPES: PLAZA



20.135.050.E: Plaza

1. Description

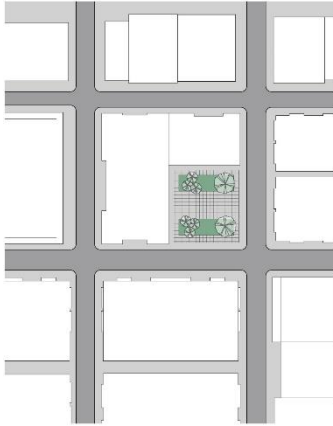
A plaza is a formal space available for civic purposes and commercial activities that supplements streetlife, adds vibrancy to mixed-use areas, and functions as a meeting and gathering space. Plazas are typically formal spaces with interior green spaces and defined edges made primarily of hardscaped materials. Plazas are spatially defined by a combination of frontages and rights-of-way.

2. Zones Allowed

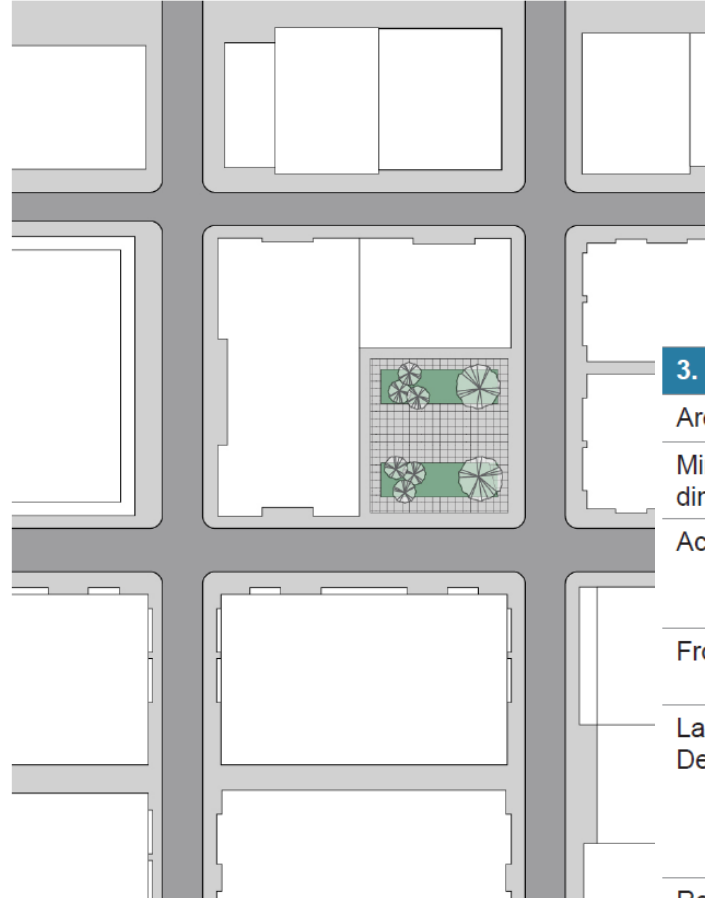
T3M	T3C	T4C	T4M	T5C	T6UC
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3. Standards

Area	0.25 acre min., 1 acre max.
Minimum dimension	60 ft in any one direction
Access	Must be directly accessible from rights-of-way or alleys on at least one side. Crosswalks required at major intersections.
Frontages	Must have building frontages directly facing at least two sides.
Landscape and Design	Formal space. Plaza surfaces are primarily hardscaped. Must also include shade trees or other landscaping measures such as planted areas or ground cover. Landscaping and site design must create visually distinct spaces within the plaza.
Required Amenities	Must include amenities such as benches, play structures, chairs, tables, and drinking fountains. May include structures such as gazebos, monuments, and kiosks.



Example of plazas.



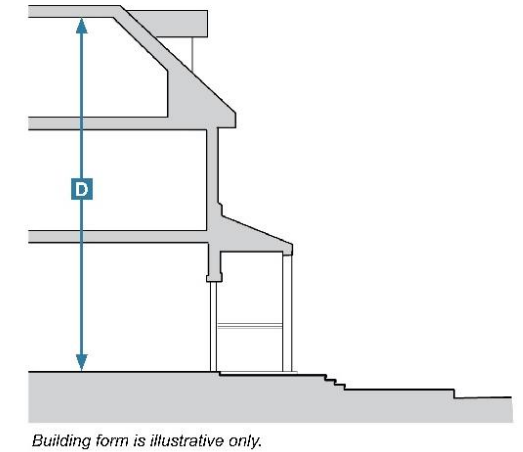
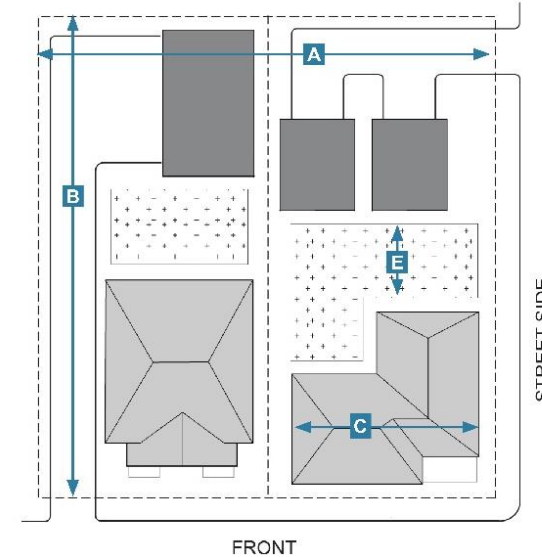
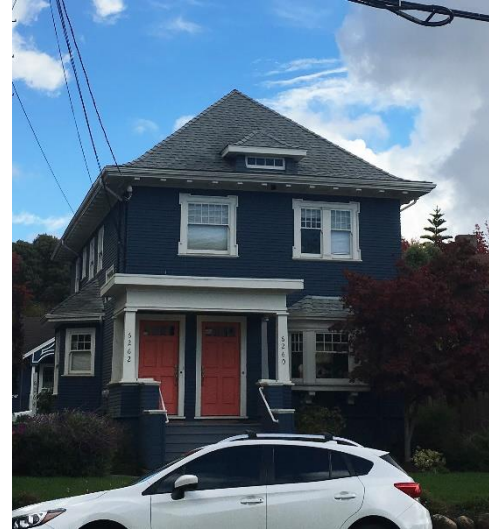
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DESIGN TYPOLOGIES UNDER FORM BASED CODE

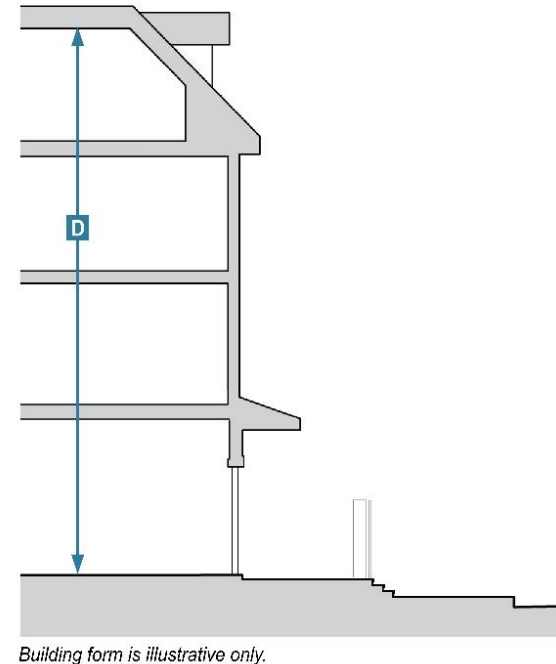
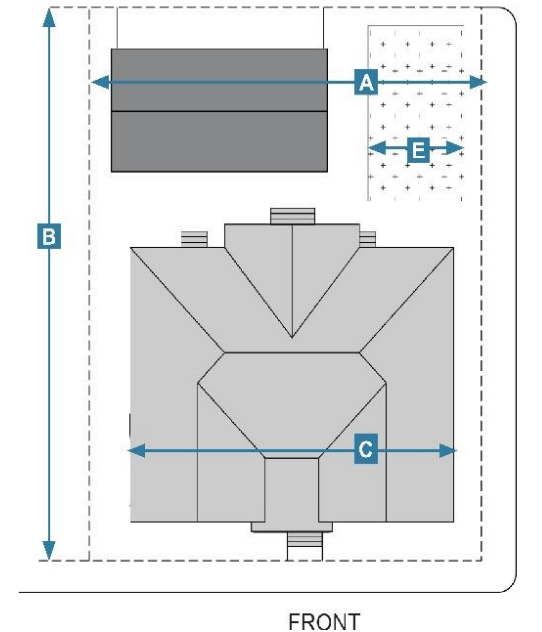
DUPLEX

- Allowed in T3N
- Height: 3 stories
- Parking: exposed surface parking, carports, detached or attached garages



TRIPLEX/FOURPLEX

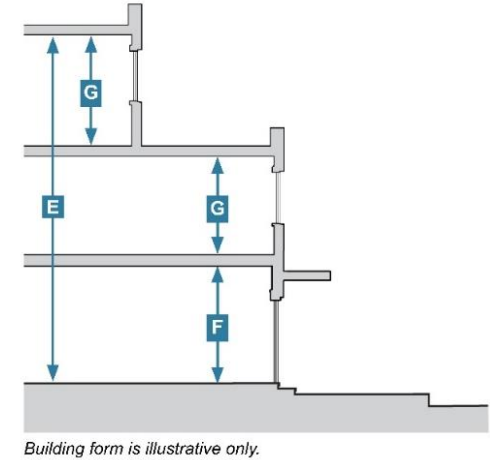
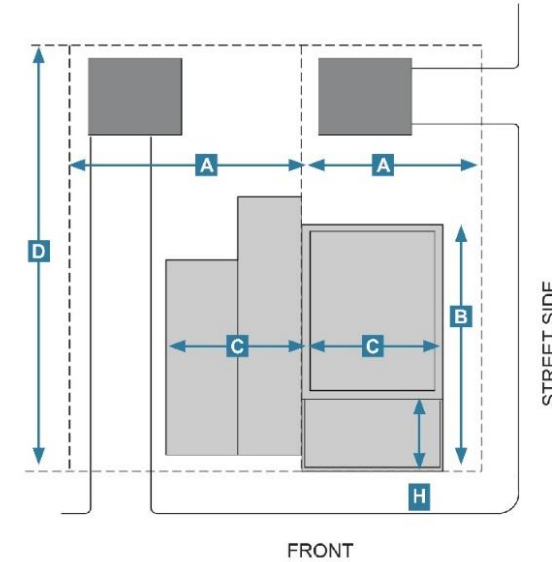
- Allowed in T3N, T3C, T4C
- Height: 4 stories
- Parking: exposed surface parking, carports, detached or attached garages



DESIGN TYPOLOGIES UNDER FORM BASED CODE

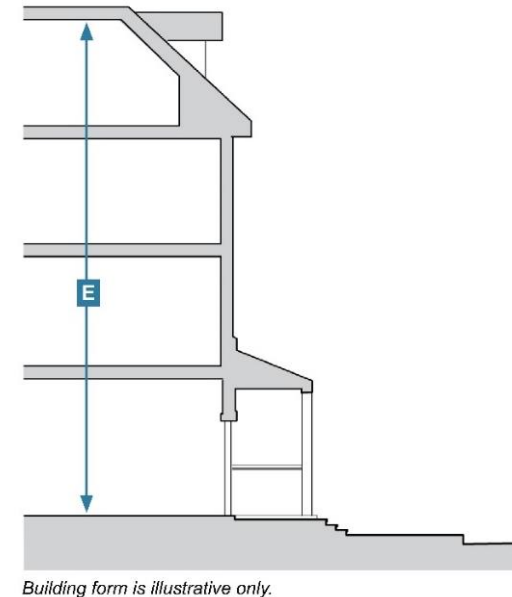
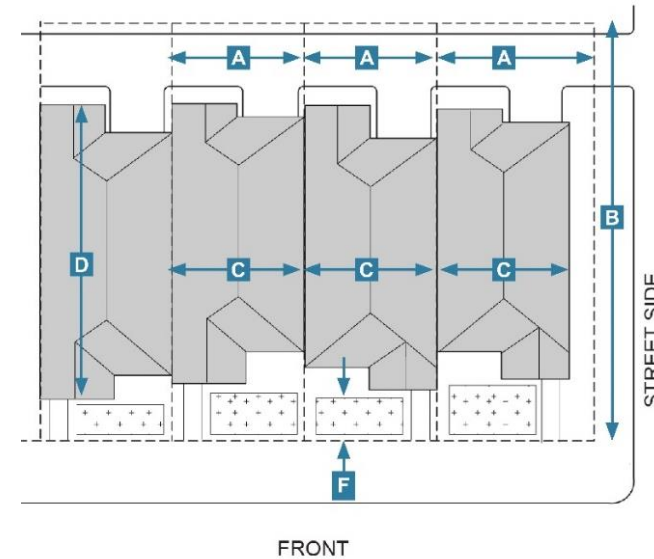
LIVE/WORK

- Allowed in T4M, T5C
- Height: 3 stories
- Parking: exposed surface parking, carports, detached or attached garages



ROWHOUSE

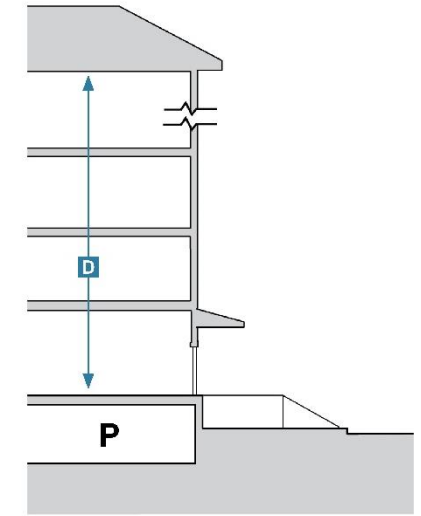
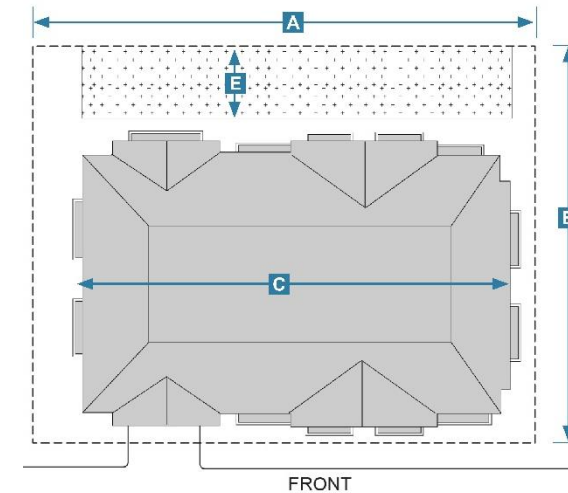
- Allowed in T3C, T4C
- Height: 4 stories
- Attached, individually secured garages



DESIGN TYPOLOGIES UNDER FORM BASED CODE

MULTIPLEX

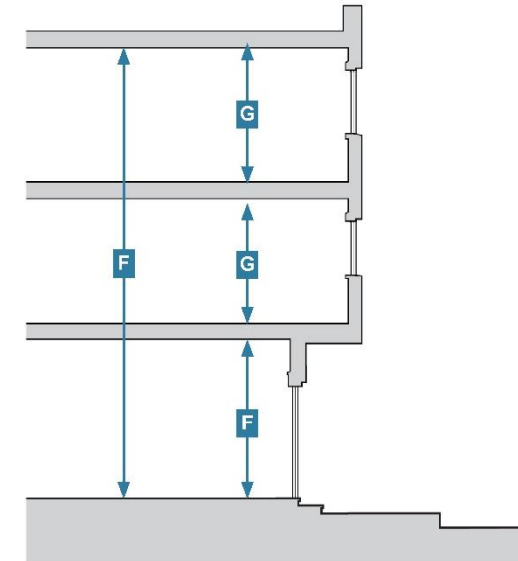
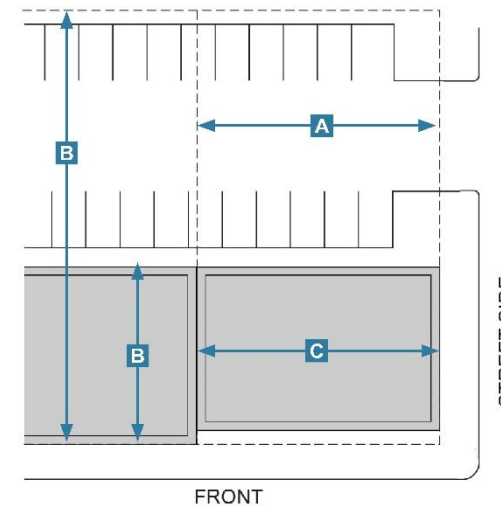
- Allowed in T4C, T5C, T6UC
- Height: 4 stories
- Parking: attached, individually secured garages, shared garage (underground or podium)



Building form is illustrative only.

FLEX LOW-RISE

- Allowed in T3N, T3C, T4C, T4M, T5C
- Height: 3 stories
- Shared surface parking, shared garage (underground or podium)

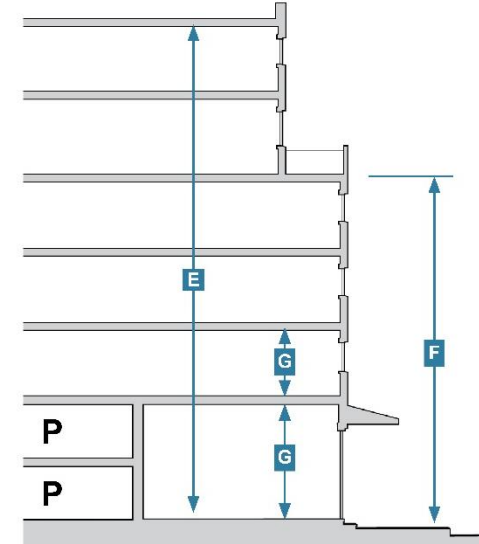
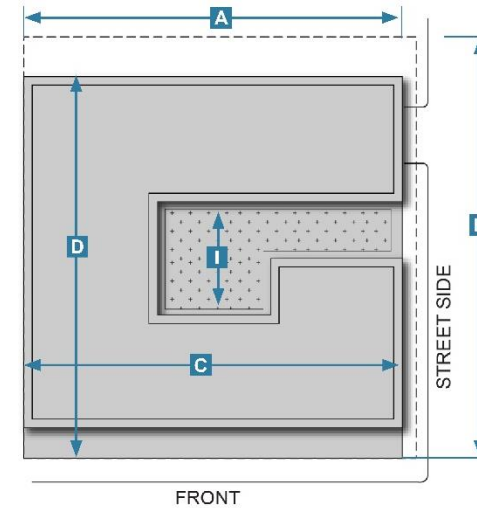


Building form is illustrative only.

DESIGN TYPOLOGIES UNDER FORM BASED CODE

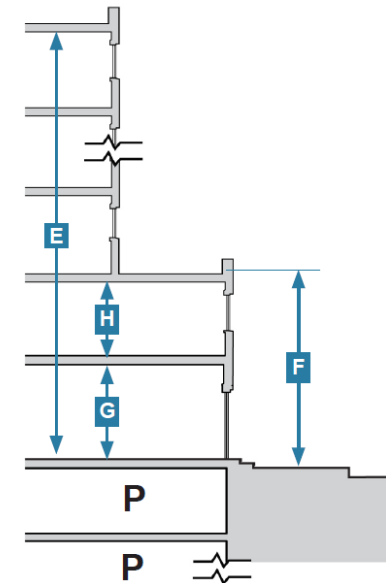
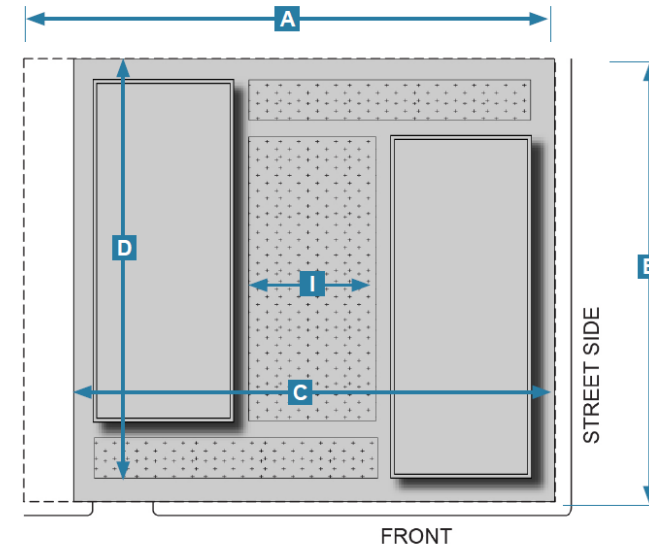
FLEX MID-RISE

- Allowed in T4C, T4M, T5C, T6UC
- Height: 6 stories
- Parking: shared garage (underground or podium), shared garage aboveground wrapped with uses space



FLEX HIGH-RISE

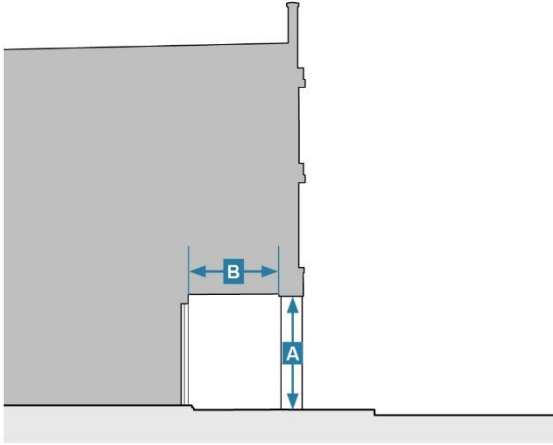
- Allowed in T5C, T5C
- Height: 12 stories
- Parking: shared garage (underground or podium), shared garage aboveground wrapped with uses space



ALL FRONTAGE TYPES

ARCADE

Allowed for Flex Low-Rise, Flex Mid-Rise, Flex High-Rise

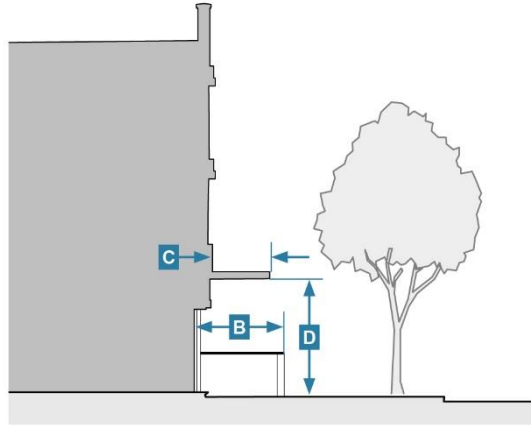


Section



DOORYARD

Allowed for Duplex, Triplex/Fourplex, Rowhouse, Live/work, Multiplex, Flex Low-Rise, Flex High-Rise

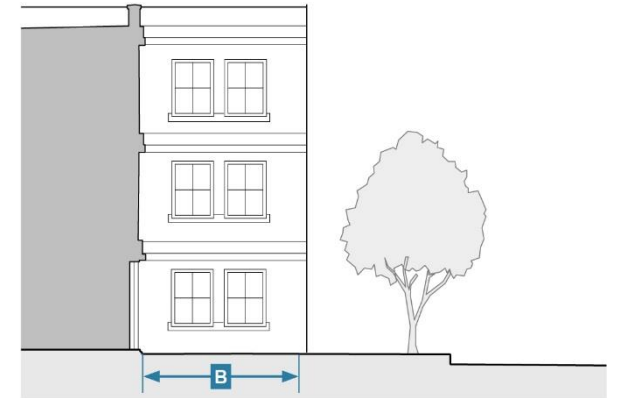


Section



FORECOURT

Allowed for Multiplex, Flex Low-Rise, Flex Mid-Rise, Flex High-Rise



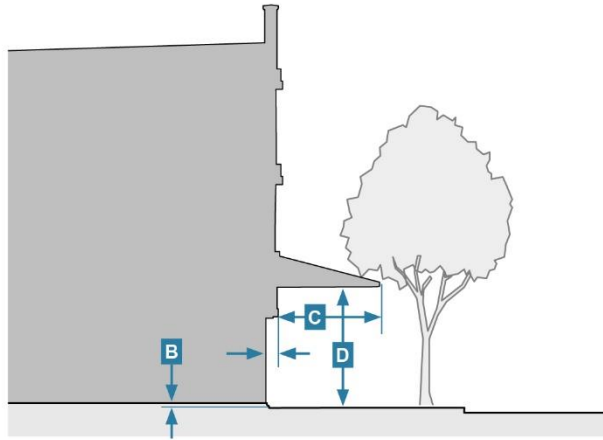
Section



ALL FRONTAGE TYPES

SHOPFRONT

Allowed for Live/Work, Flex Low-Rise, Flex Mid-Rise, Flex High-Rise

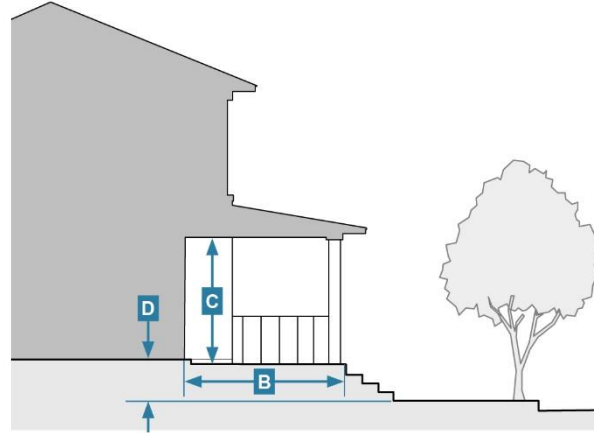


Section



PORCH

Allowed for Duplex, Triplex/Fourplex, Rowhouse

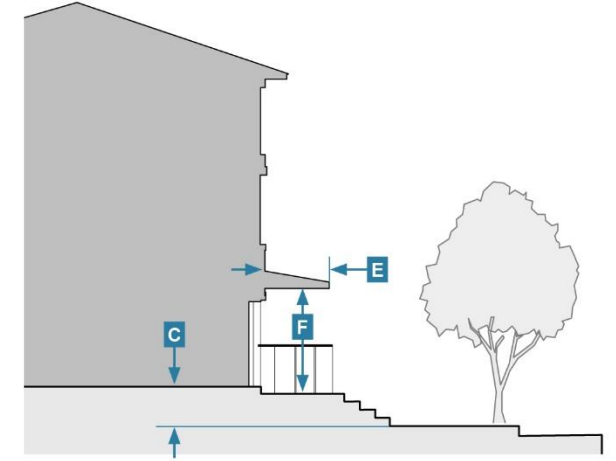


Section



STOOP

Allowed for Duplex, Triplex/Fourplex, Rowhouse, Multiplex, Flex High-Rise



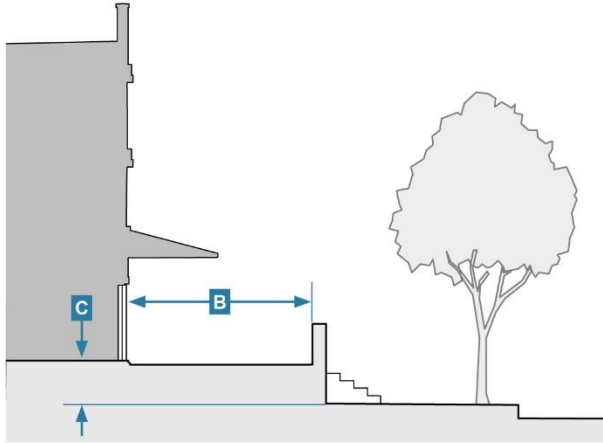
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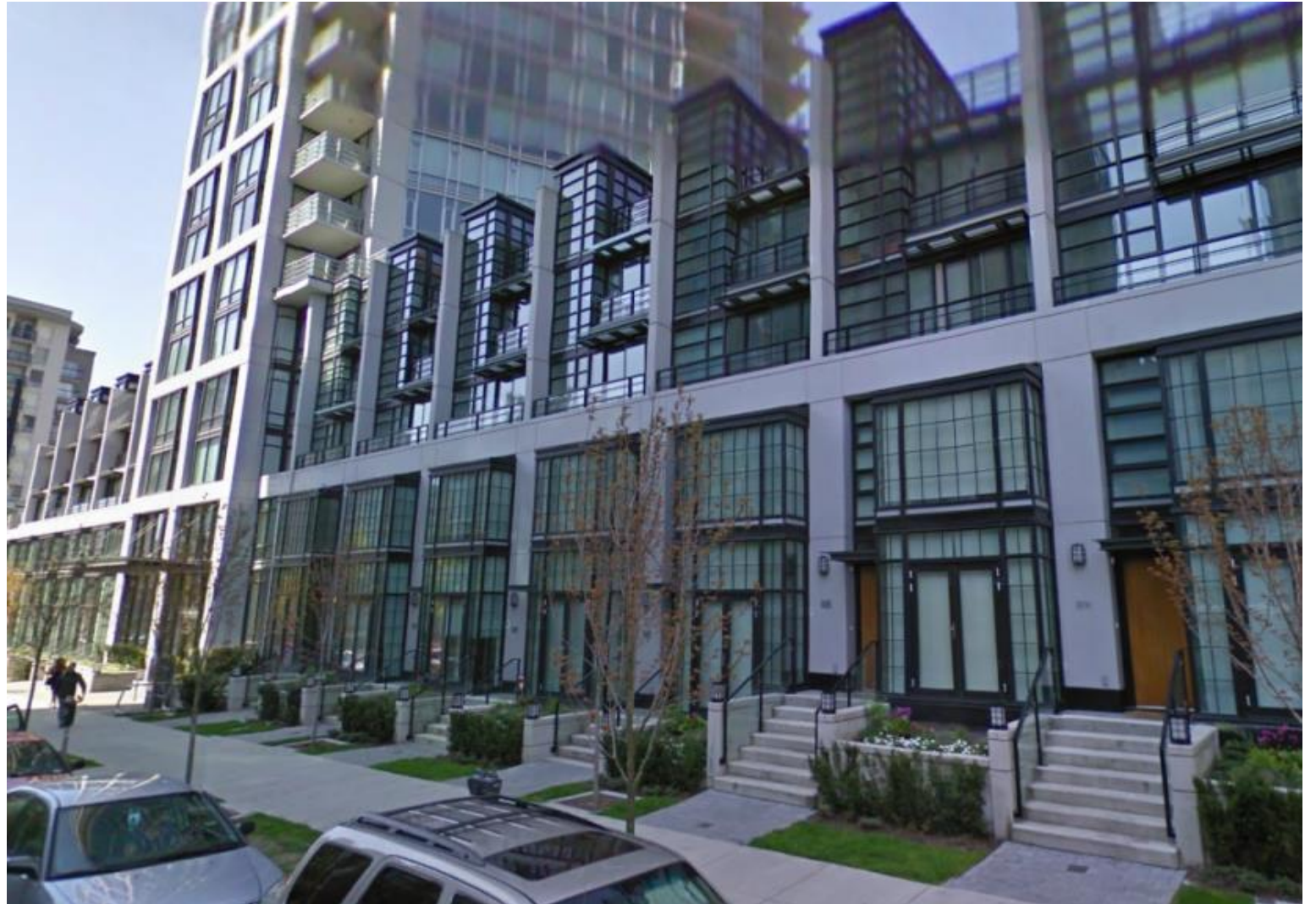
ALL FRONTAGE TYPES

Terrace

Allowed for Rowhouse, Live/Work,
Multiplex, Flex Low-Rise, Flex Mid-Rise,
Flex High-Rise

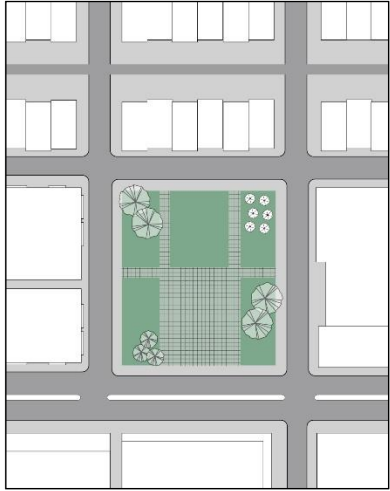


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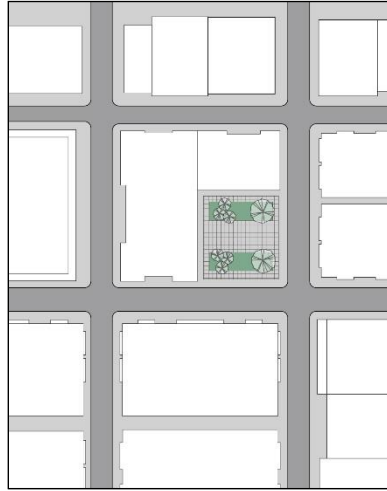


ALL PUBLIC OPEN SPACE TYPES

Town Square



Plaza



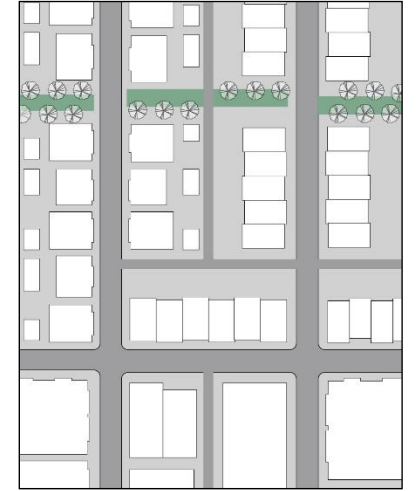
Paseo



Pocket Park



Greenway





NEW OBJECTIVE DESIGN STANDARDS FOR CITYWIDE RESIDENTIAL DEVELOPMENT

GENERAL AND LOW-DENSITY DESIGN



General Site and Building Design

- Building entrances
- Open space design and orientation
- Building Materials

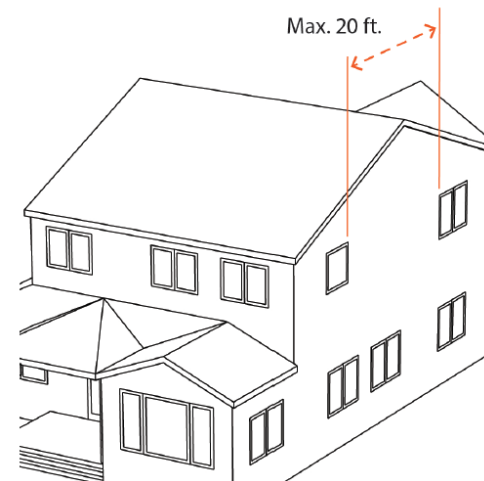


Single-Family and Duplex Design

- Upper-story wall planes
- Roofline design
- Parking access and design



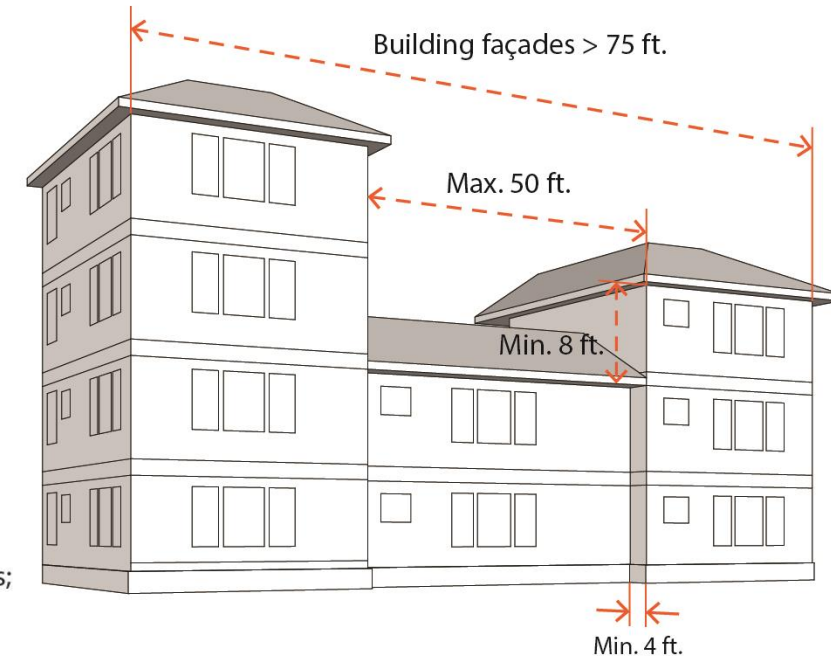
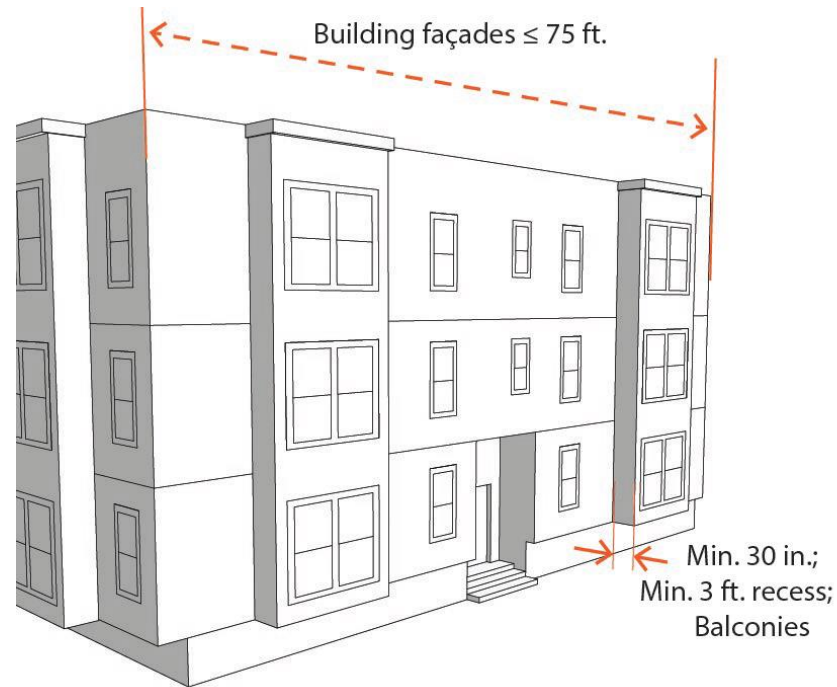
Figure 20.310.003(A): Upper-Story Wall Planes



MULTI-FAMILY AND MIXED-USE DESIGN



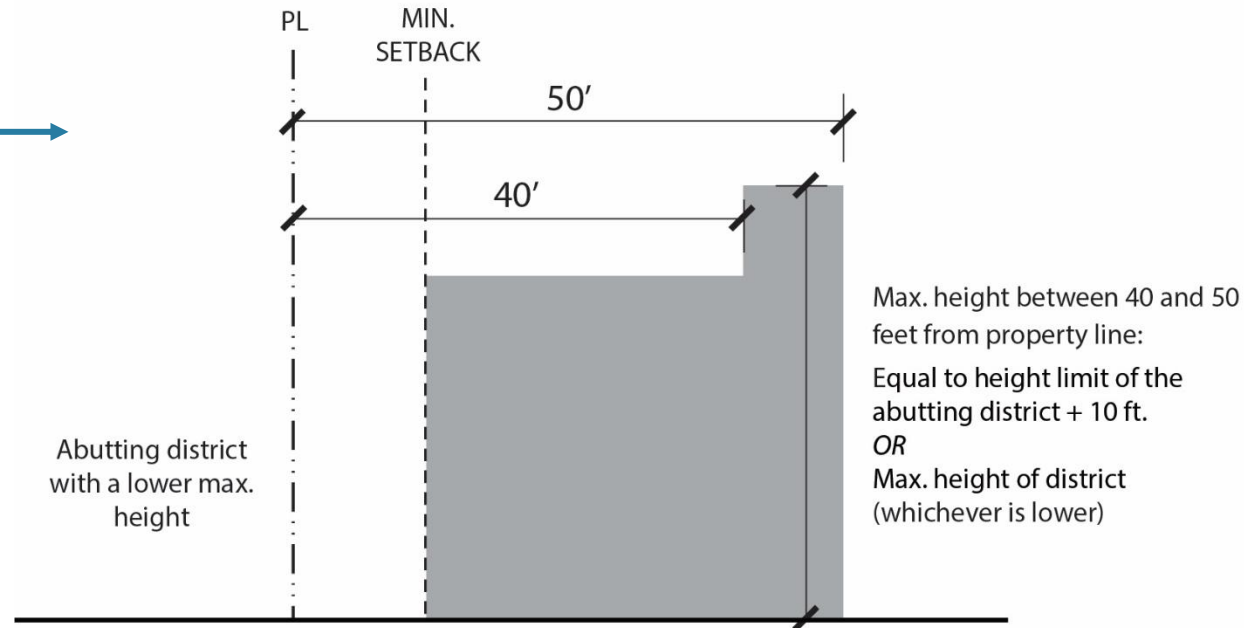
- **Building modulation/articulation** →
- Zero lot line facades
- Entrances
- Public Open Space Req't and Design
- Parking Access and Design



MULTI-FAMILY AND MIXED-USE DESIGN



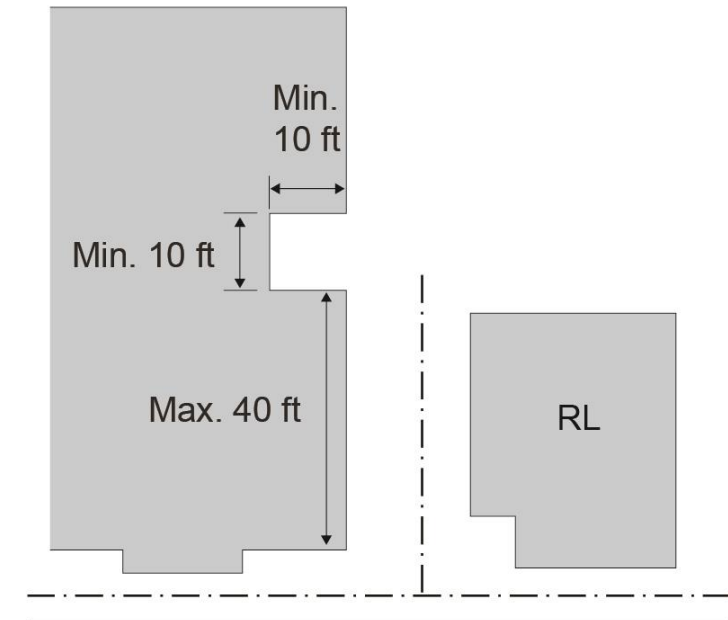
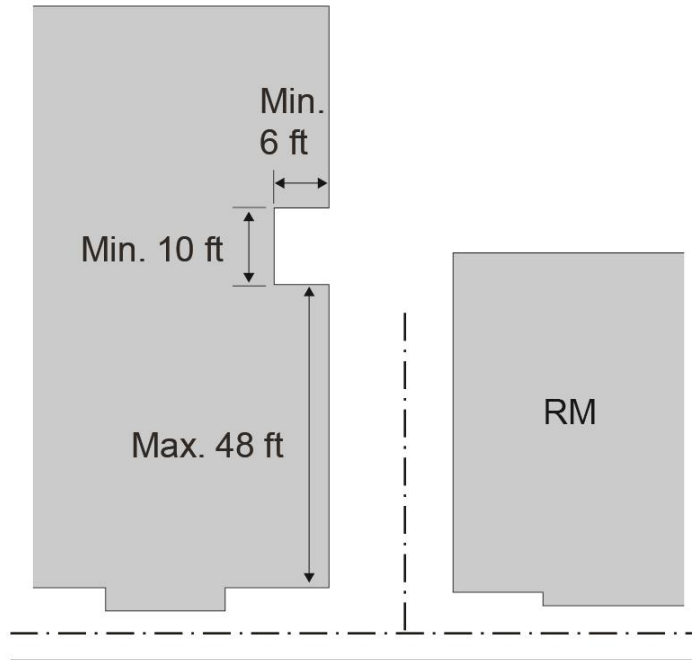
- **Building modulation/articulation** →
- Zero lot line facades
- Entrances
- Public Open Space Req't and Design
- Parking Access and Design



MULTI-FAMILY AND MIXED-USE DESIGN



- **Building modulation/articulation** →
- Zero lot line facades
- Entrances
- Public Open Space Req't and Design
- Parking Access and Design



MULTI-FAMILY AND MIXED-USE DESIGN

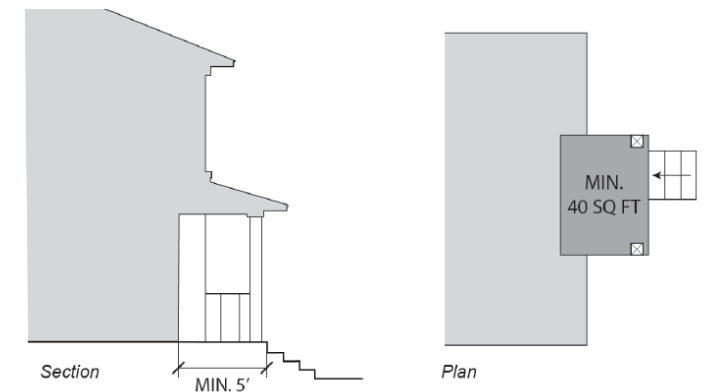


- Building modulation/articulation
- Zero lot line facades
- Entrances
- Public Open Space Req't and Design
- Parking Access and Design



*Protection required;
limited outdoor corridor
access; separation of
residential and non-
residential entrances*

Figure 20.310.003(B): Entry Protection



MULTI-FAMILY AND MIXED-USE DESIGN

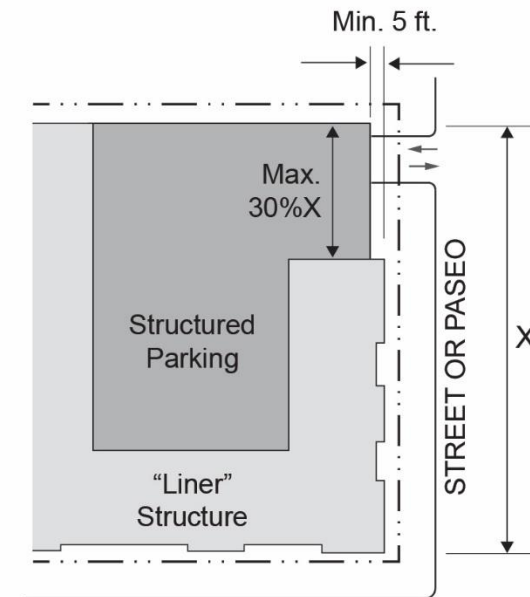
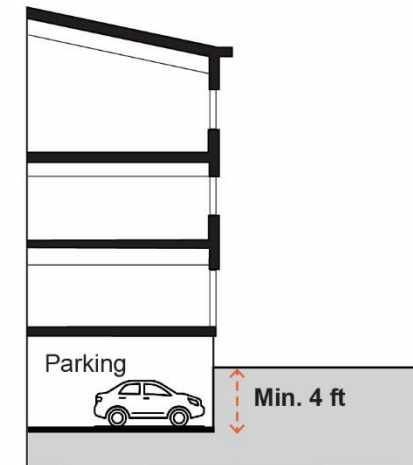


- Building modulation/articulation
- Zero lot line facades
- Entrances
- **Public Open Space Req't and Design**
- **Parking Access and Design**

Requirement for lots > 15,000sf to provide public open space

Design of private; common; and public open space (for conventional zones)

Frontage; access; structured parking design and visibility



NEW AND ENHANCED DESIGN STANDARDS



New Standards

- Form-Based Districts
 - Dictates Building Form
 - Dictates Frontage Form
 - Open Space Types
- Height Transitions between Districts
- Requirement for Public Open Space
- Art / Landscape Req't on zero lot-line facades

Enhanced Standards

- Building modulation/articulation
- Entrances
- Open Space Design
- Parking Access and Design



ENTITLEMENT REVIEW PROCESS OPTIONS

STATE STREAMLINING PROVISIONS



- SB 330 Housing Crisis Act
 - “Housing Development Project” includes residential with 2+ units, and mixed-use with 2/3 of area dedicated to residential
 - Prohibits more than 5 hearings when reviewing a project that complies with the general plan and with the zoning code objective standards
- Recommended review process for multi-family residential
 - Design Review Board (up to 2 meetings)
 - Neighborhood Meeting
 - Planning Commission (approval body)
 - City Council (call for review / appeal)

PROCESS TO COMPLY WITH SB330



Current Process

- Design Review Board (1-2)
- Neighborhood Meeting
- Housing Standing Committee
- Bicycle and Pedestrian Advisory Commission
- Planning Commission
- City Council (approval body)

Recommended SB330 Process

- Design Review Board
 - Include BPAC rep
- Neighborhood Meeting
- Planning Commission (approval body)
- City Council (call for review / appeal)

DEVELOPMENT REVIEW AUTHORITY



Chief Planner

- Sign Permits
- Minor Use Permits
- Temporary Use Permits
- Permit Modifications
- Short-Term Rental Permit
- Design Review

Planning Commission

- Conditional Use Permits
- Design Review – New Commercial Buildings
- Design Review – New Residential and Mixed-Use Buildings 4 stories or taller
- Precise Plans
- Variances
- Certificates of Alteration
- Master Sign Program
- Calls for Review

City Council

- General Plan Amendments
- Zoning Ordinance Amendments
- Pre-zoning
- Specific Plans & Amendments
- Development Agreements
- Community Benefit Agreements
- Non-Standard Affordable Housing Agreement
- Calls for Review



Thank you.

August 9, 2022



SHAPE SOUTH SAN
FRANCISCO
2040 GENERAL PLAN