**BULK AND MASSING STANDARDS**

All buildings, except as listed below, shall comply with the bulk and massing maximums for their height category indicated in Figure 2.16.

The maximum plan dimension as described in Figure 2.14 is defined as the maximum linear horizontal dimension of a building or structure, at a given level, between the outside surfaces of its exterior walls. The maximum plan dimension of a building or structure is the greatest plan dimension parallel to the long axis of the building (Figure 2.15).

To help reduce the overall bulk of building massing and produce buildings that are visually well proportioned the apparent face width for specific building types is limited as indicated in Figure 2.13 and generally varies by building height.

Tall towers on Treasure Island are defined as those buildings that are taller than 300 feet.

Due to the potential need for additional service core area within towers taller than 300 feet, supplemental allowances may be permitted for increased maximum: floor plates, plan lengths, apparent face widths, and diagonal dimensions; provided the proposed buildings comply with all other Standards and Guidelines. Such modifications shall be considered Major Modifications as defined in the Treasure Island/Yerba Buena Island Special Use District, Planning Code Section 249.52.

In order to respond to their high degree of visibility from around the Bay Area, towers taller than 300 feet shall be well proportioned, producing slender forms as viewed from 360 degrees. To accentuate the vertical nature of tall towers, at least some portion of the tower shall be expressed for the entire height of the tower.

**BULK AND MASSING GUIDELINES**

All buildings taller than 85 feet should have a minimum of 25% of their perimeter extend directly to the ground.

Buildings taller than 85 feet should incorporate a minimum ten foot (10’) height difference between separately articulated volumes or wall planes.

Towers taller than 300 feet should utilize a minimum of one of the three tower form strategies indicated in Figure 2.14. The three tower form strategies encourage building designs that are slender, accentuate smaller volumes and result in distinctive forms that reinforce the notion of Treasure Island as a unique destination.

Towers taller than 300 feet should be visually attractive landmarks constructed of high quality materials and architectural detailing. Façade elements should be related to the pedestrian realm in scale and where feasible they should be integrated into the building’s overall sustainability strategy and/or provide private outdoor space for residents.

Recognizing the visible nature of towers taller than 300 feet on Treasure Island, tower tops are intended to be visually engaging and accentuate smaller volumes as they rise towards the sky. A variety of strategies may be employed to achieve this objective including, but not limited to: stepped forms, wall plane extensions and sculpted tops.
Streetwall requirements ensure buildings create clearly defined edges to the public realm. The individual character of streets and open spaces is influenced by the varying percentage of building massing that is built to the setback line. Thus, the streetwall requirements are a major component of the placemaking strategy for Treasure Island.

**STREETWALL STANDARDS**

Buildings must meet the minimum streetwall requirements shown in Figure 2.17. Streetwall requirements are a combination of horizontal percentages and minimum height as listed in Figure 2.17. Streetwall standards and calculations apply to each building, as opposed to being aggregated over the total length of a block.

A building’s streetwall percentage is calculated as the sum of those portions of the building built up to the setback line at the minimum streetwall height divided by the total property street frontage (Figure 2.20).

Minor variations along the streetwall are allowed and count towards the overall streetwall requirements. Minor variations include covered pass-throughs and recessed building entries up to two (2) stories in height; recessed balconies; vertical recesses up to three feet (3’) deep and four feet (4’) wide; enclosed building area encroachments and projections; and building setbacks no further than two feet (2’) from the setback line (Figure 2.21).

Public open spaces, rights-of-way, and easements, as indicated on the Development Block and Easement Plan in the Design for Development are excluded from streetwall calculations.
Buildings taller than 35 feet fronting on the north-south Avenues (Avenue D, E, F, and G) are to maintain a 65% minimum streetwall to a height of 35 feet. Buildings fronting on Fourth Street, Eastside Common, California Avenue, Clipper Cove Avenue, and the Retail Street are to maintain a 75% minimum streetwall to a height of 35 feet.
SETBACKS AND ENVIRONMENT

Setbacks are intended to provide a comfortable buffer between the street and the interior of ground floor residences and to ensure that commercial streets are comfortably contained. Residential setbacks are intended to include stairs, stoops, private gardens and patios that will foster use and thus social interaction among neighbors.

SETBACK STANDARDS

The development of every parcel shall adhere to the required setbacks shown on the Setback Plan (Figure 2.23). Indicated setbacks are minimums. Additional setbacks may be used, provided they comply with streetwall requirements (Figure 2.17).

Setbacks are zero on the Retail Street blocks with the exception of the California Avenue frontage of Block M1A. Along the Eastside Common a setback of 15 feet is required. Along the Clipper Cove frontage of Blocks B2 and B3 setbacks are zero if the use is commercial and 12 feet for residential use. All other frontages in these Sub-Phases have a 6 foot setback.

SUNLIGHT

No shadow studies are required for buildings conforming to the standards outlined in this document. Individual projects should seek to minimize shadowing of internal courtyards.

WIND

All projects must comply with Mitigation Measure M-WS-4 (please see Appendix A which restates the mitigation measure from the Final Environmental Impact Report for the Treasure Island/Yerba Buena Island Redevelopment Project).

Buildings greater than 100 feet in height should incorporate additional design measures, where practicable, to further reduce wind speeds in pedestrian and public areas, while balancing other design objectives as stated in this document.
2.7 LEED-ND CREDIT CHECKLIST

Included here is a final scorecard showing the LEED-ND (LEED for Neighborhood Development) credits that the Treasure Island and Yerba Buena Island Development project earned under Plan certification. In the fall of 2016, the Treasure Island and Yerba Buena Island Development Plan was submitted and achieved LEED-ND Platinum Plan certification from the U.S. Green Building Council, with a total of 87 points. The final LEED-ND Platinum Project certification will be documented and submitted upon build-out of the project (or of project phases, such as at the completion of Phases 1, 2, and 3, and with subsequent final certification for additional phases coming later). These credit points are shown in the scorecard on this page, and are currently being tracked and implemented in the project.

This LEED-ND checklist is consistent with Land Use Obligation #1 in the project’s Developer Environmental Sustainability Obligations, which calls for the project to achieve LEED-ND Gold, while “making a good faith effort to achieve the higher Platinum certification.” LEED-ND Gold is achieved with a minimum of 60 points, while LEED-ND Platinum is a minimum of 80 points.

The Treasure Island and Yerba Buena Island Development Plan was certified under LEED-ND version 4, U.S. Green Building Council’s (USGBC) most current rating system version that was publicly released in November 2014. The Sustainability Obligations reference the July 2010 version of the LEED-ND rating system, but Version 4 is widely considered more stringent and complete, and was recommended as the preferred version to use by USGBC. Future Built Project certifications may use future iterations of the rating system.