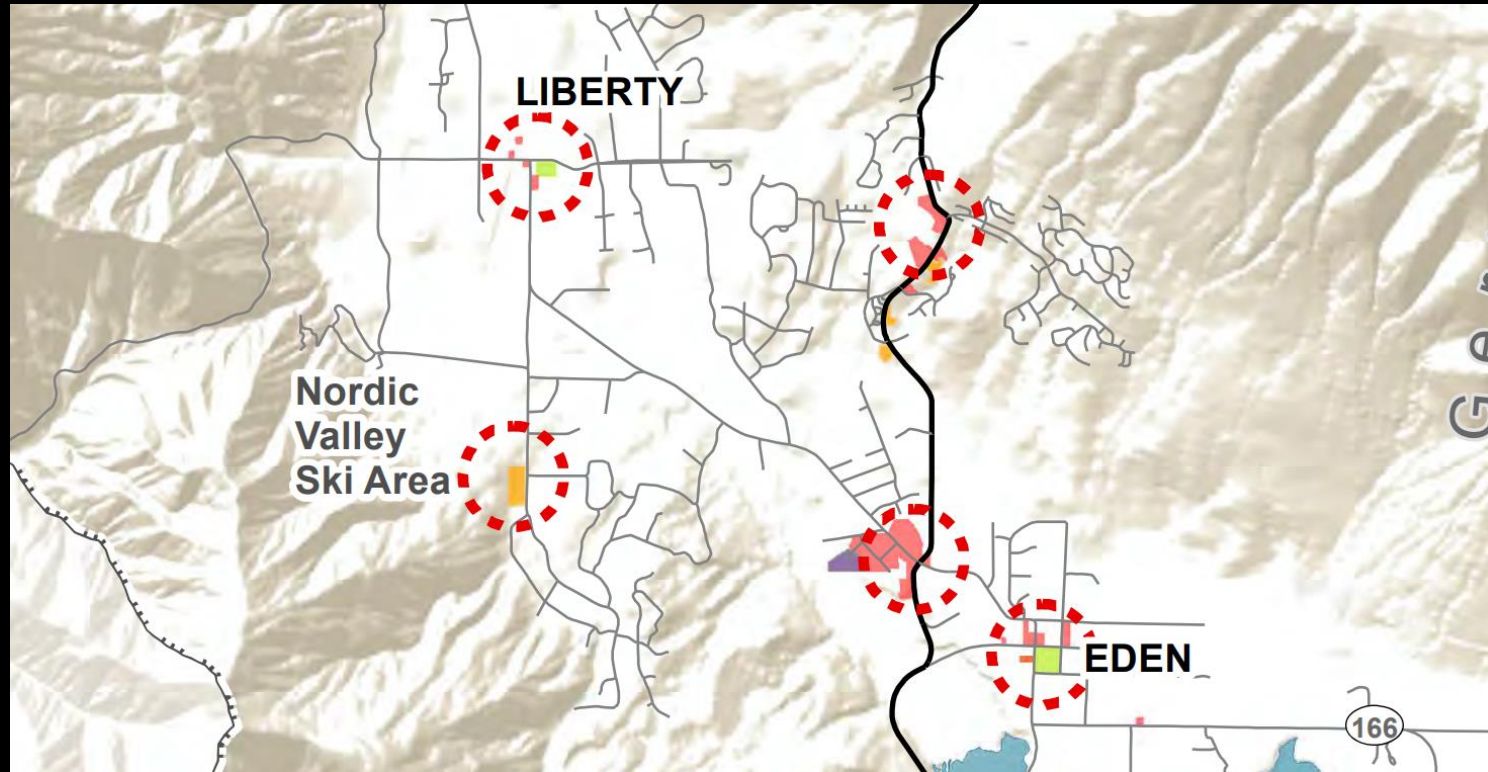




# Planning Old Town Eden



The Ogden Valley General Plan directs Weber County decision-makers to create village and small-area plans of various unique areas in the valley.

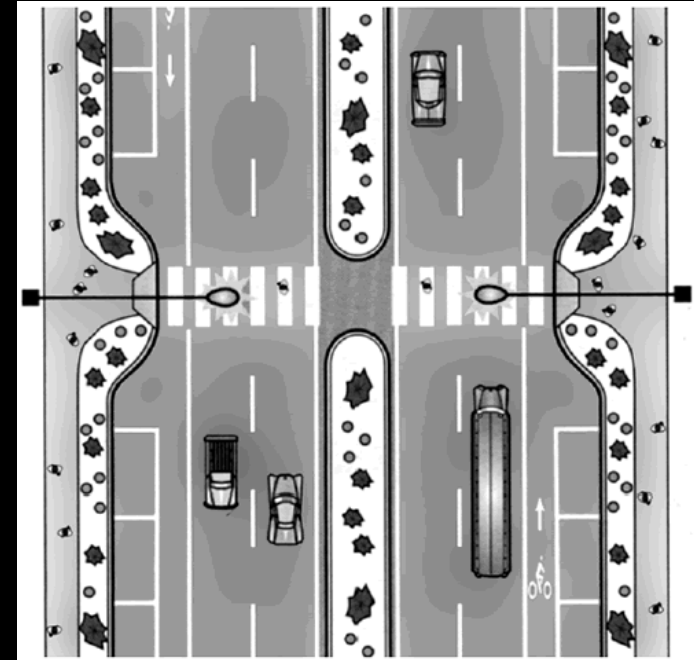


These more detailed plans are intended to offer design guidance to property owners who want to build in these areas so that the future built-environment optimally reflects each community's unique character.

Working with land and business owners adjacent and near Old Town Eden (Eden Park block), Weber County Planners discovered that the following elements should be implemented as the commercial area grows in Old Town Eden.

# Public Spaces: Streets

- Traffic calming design
  - Narrower lanes.
  - “Bulb-outs” at intersections and crosswalks.
  - Decorative median separator at intersections and crosswalks.
- Safe bike lane with minimal conflict with vehicles.



# Public Spaces: Streets

- Wide sidewalks at building frontage for pedestrians, street art, wayfinding, sidewalk sales, and outdoor dining.
- Multi-use pathway on park-side of street.
- Street trees.
- Signage standards that increase visibility of signs through treed areas (projections from building).
- Street-side angled parking.



# Public Spaces: Streets

- Walkable and inviting to pedestrians.
- Pedestrian connectivity for all businesses.
- Obvious and safe street crossings.
- Decorative street furniture and plantings.
- Four-way stops at main intersection(s).



# Public Spaces: Building Fronts

- Historic mine-town architecture.
- Late 1880's – early 1910's.
- No more than two stories.
- Retail, restaurant, or exhibit at ground level.
- Residential and office space on second level.
- Boardwalks with rustic timbers ok but not req'd.
- Diversity in building design, but balanced with similar features germane to a cohesive mine-town look.





# Public Spaces: Park

- Small community amphitheater
- Concession area
- Horse arena
- Sports fields
- Utilize irrigation ditch as water feature
- Wandering path with power outlets near benches



# Phasing

- Short term and long term goals.
- Not too much too fast
- Phased from a center outward. Not leapfrogged.
- Focus on north and west sides of park BEFORE east and south sides of park.
- Achieve build-out of a phase before looking to phase more land.

How could that look?

# Old Town Eden

















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# Old Town Eden



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Implementation

# Form based regulation

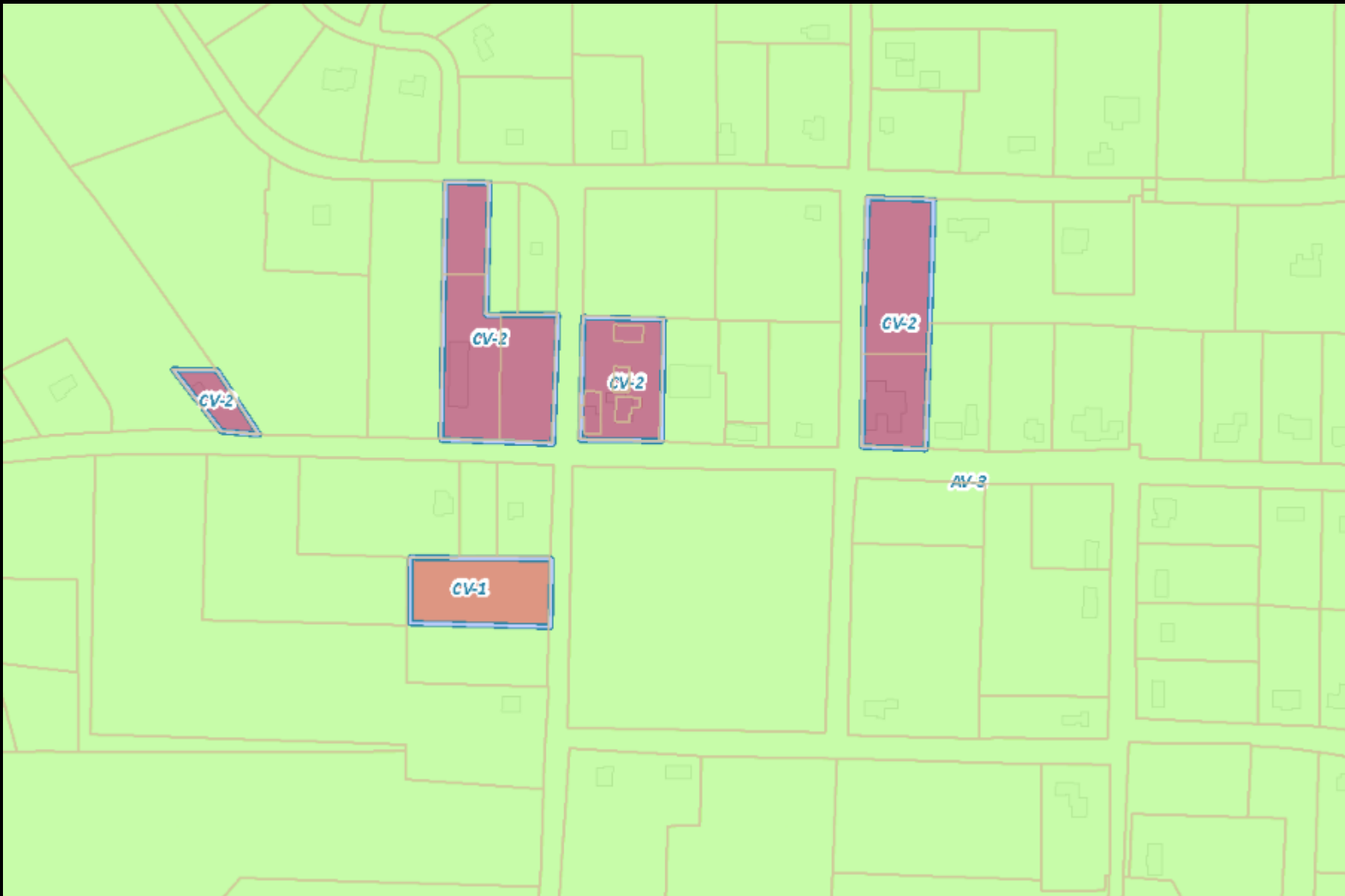
- Focused more on design features of the public realm than parcel uses.
- Sees the street, parks, plazas, AND building fronts as being a part of and framing the public realm. (Building fronts still private, but designed within context of public realm.)



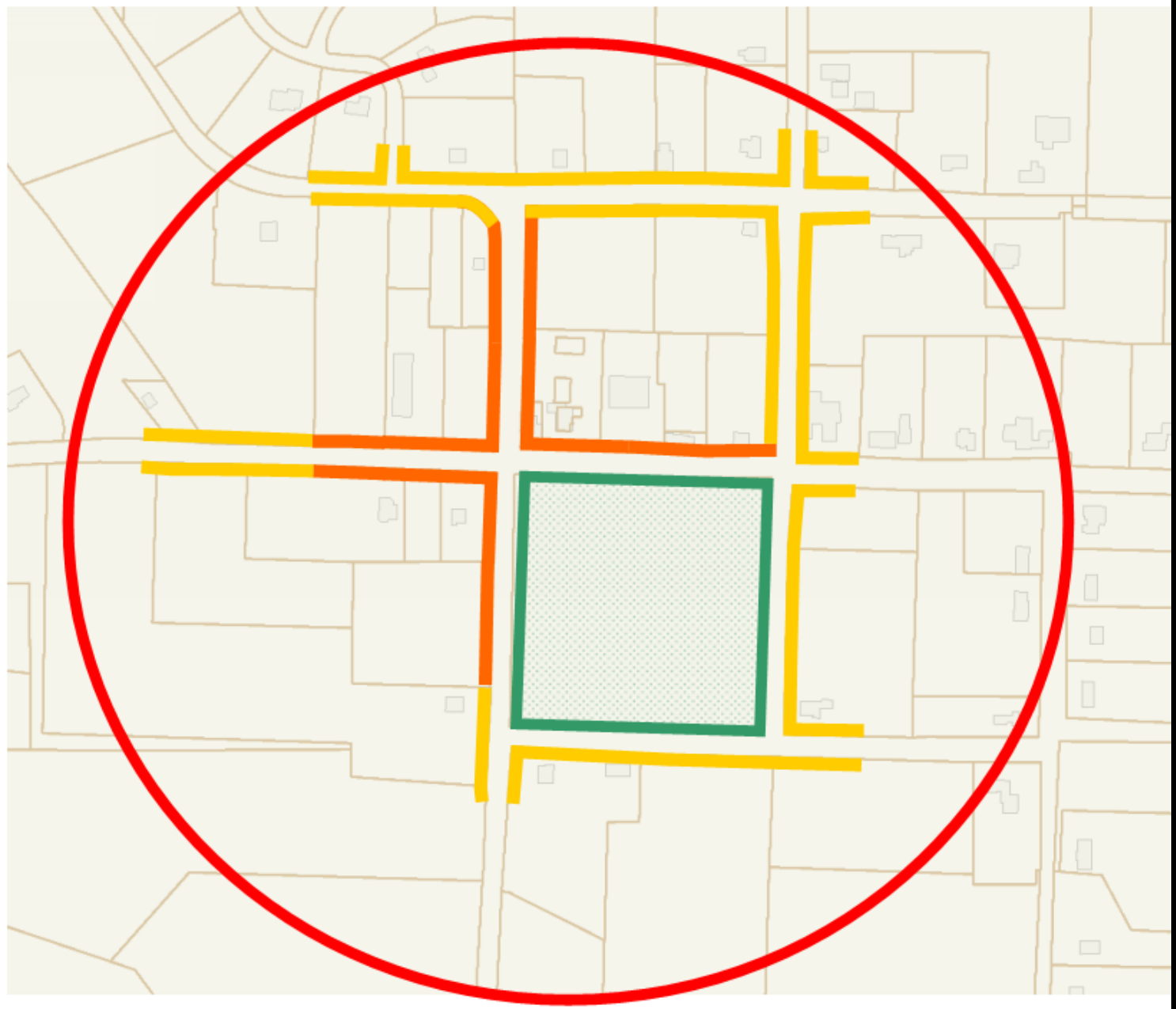
# Form based regulation

- Regulating plan that focuses on the street area instead of parcels...

# Current Zoning

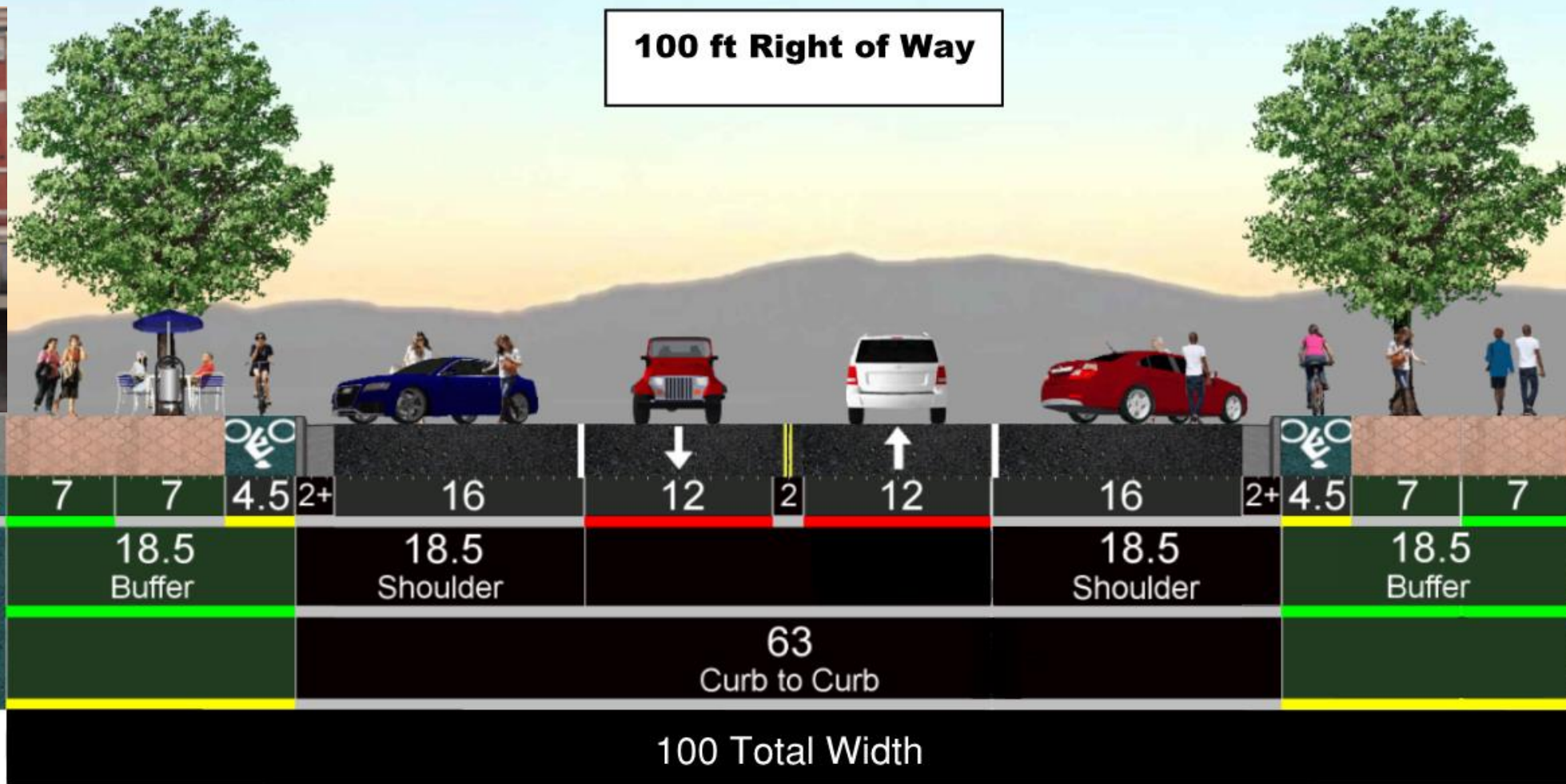


-  Village Area Boundary
-  One story buildings
-  Two story buildings
-  Public Space



Street  
regulating  
plan concept

**100 ft Right of Way**



# Old Town Eden Village Area Phasing Plan

**Phase 1 -**  
Buildings at street front on  
both sides of Right of Way,  
except on park property

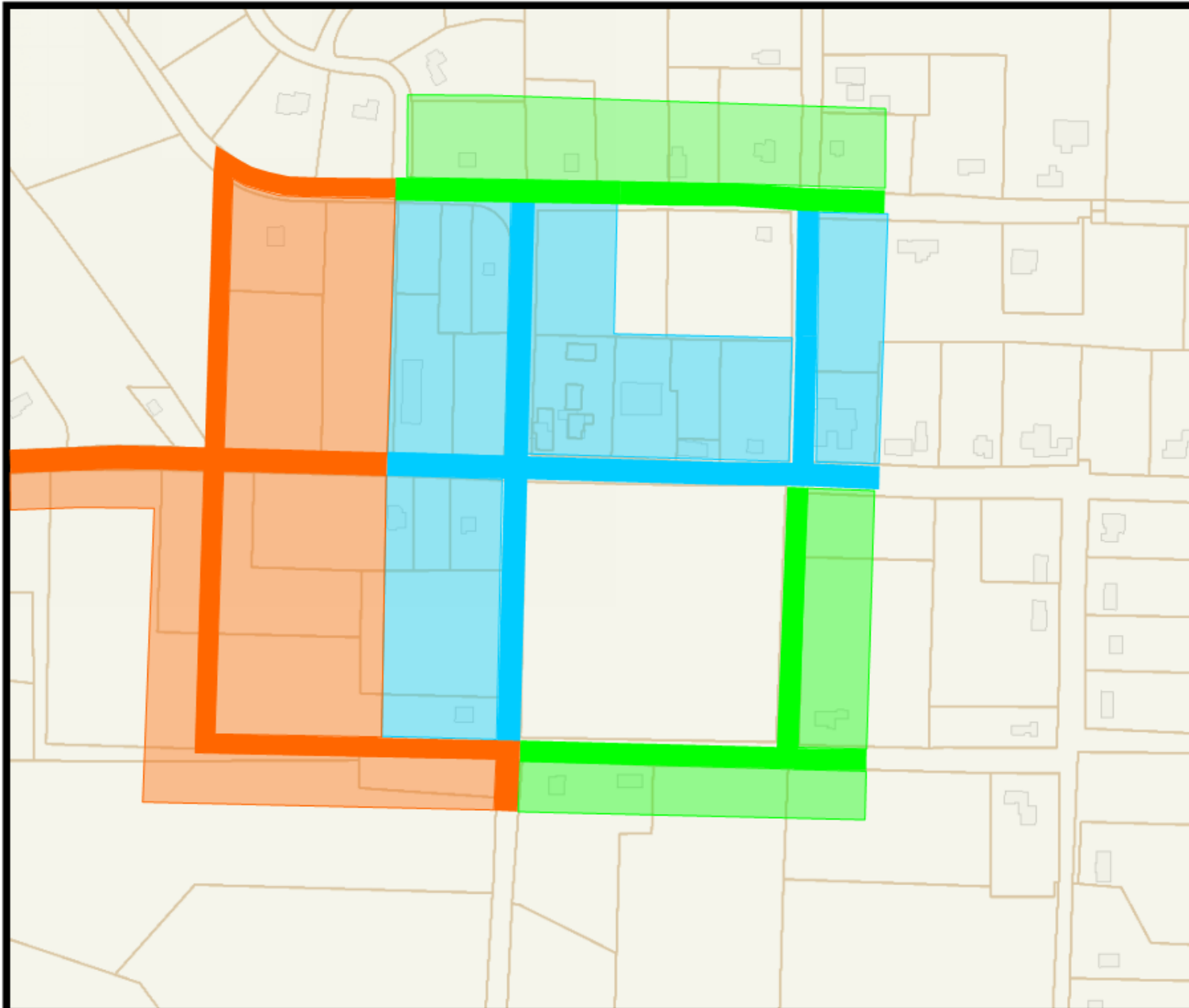
2 story buildings at  
intersections; 1 story buildings  
everywhere else

**Phase 2 -**  
Buildings at street front on  
both sides of Right of Way,  
except on park property

1 story buildings

**Phase 3 -**  
Buildings at street front on  
both sides of Right of Way

1 story buildings



Develop  
performance  
metrics to  
“trigger”  
next phase.

Not just an  
arbitrary  
timeframe.

# Old Town Eden



