

COMPARISON OF CITY OF MCCALL CODE AND VALLEY COUNTY CODE

Allowed Use	RR	RE	R1	R4	R8	R16	Valley County
Accessory structure ⁴	P	P	P	P	P	P	P
Accessory use, residential	P	P	P	P	P	P	P
Agricultural structure	A	A	A	C	C	C	A
Agricultural use	P	P	C	-	-	-	P
Amusement or recreation facility, indoor (only)	-	-	-	-	-	-	C
Animal clinic, animal hospital, or veterinary office	C	C	C	-	-	-	C
Animals, large or common farm animals	A	A	A	-	-	-	P
Animals, small farm animals	P	P	P	P	A	A	P
Antenna, private	P	P	P	P	C	C	P
Antenna, public	A	A	A	A	A	A	C
Automotive, hobby	A	A	A	A	A	A	P
Camp	C	C	C	C	C	C	C
Care center	C	C	C	C	C	C	C
Cemetery	C	C	C	C	C	C	C
Children's treatment facility	C	C	C	C	C	C	C
Church	C	C	C	C	C	C	C
Clinic	C	C	C	C	C	C	C
Club or lodge or social hall	C	C	C	C	C	C	C
Convenience store	C	C	C	C	C	C	C
Drug and alcohol treatment facility	C	C	C	-	-	-	C
Dwelling, multi-family	-	-	-	C	P	P	C
Dwelling, rooming house	C	C	C	C	C	C	C
Dwelling, short term rental, occupancy fewer than 11 persons ⁵	A	A	A	A	A	A	A
Dwelling, short term rental, occupancy 11 or more persons	C	C	C	C	C	C	C if over 12
Dwelling unit, accessory (including guesthouses)	P	P	P	P	P	P	A

Allowed Use	RR	RE	R1	R4	R8	R16	Valley County
Dwelling unit, local housing	P	P	P	P	P	P	P
Dwelling unit, principal (single-family)	P	P	P	P	P	P	P
Foster home, group	C	C	C	C	C	C	C
Golf course and country club	C	C	C	C	C	C	C
Home occupation	P	P	P	P	P	P	P
Kennel	C	C	C	-	-	-	C
Large scale retail business ²	-	-	-	-	-	-	C
Mortuary	C	C	-	-	-	-	C
Nursery, wholesale (only)	P	-	-	-	-	-	P
Nursing facility, skilled	C	C	C	C	C	C	C
Professional office	C	C	C	C	C	C	C
Public parks, recreation areas, easements, trails	A	A	A	A	A	A	P
Recreational vehicle park	C	C	C	C	C	C	C
Rental store and storage yard	C	C	C	-	-	-	C
Restaurant	C	C	C	C	C	C	C
Restaurant, formula ³	-	-	-	-	-	-	C
Retail business	C	C	C	C	C	C	C
Retail, formula ¹	-	-	-	-	-	-	C
Retirement or assisted living home	C	C	C	C	C	C	C
Roadside produce stand	A	A	A	-	-	-	C (or P)
School, public or private	C	C	C	C	C	C	C
Service retail business	C	C	C	C	C	C	C
Service station	-	-	-	-	-	-	C
Stable or riding arena, commercial	C	C	-	-	-	-	C
Storage facility, self-service	C	C	C	-	-	-	C
Storage yard (outdoor)	C	C	C	-	-	-	C
Temporary food vendor	-	-	-	A	A	A	C (or P)
Temporary merchandise vendor	-	-	-	C	C	C	C (or P)
Temporary vendor court	-	-	-	C	C	C	C

Allowed Use	RR	RE	R1	R4	R8	R16	Valley County
Temporary living quarters	A	A	A	A	A	A	C (or P)
Wireless communication facility, major	C	C	C	C			C
Wireless communication facility, small scale	A	A	A	A	A	A	C
Dimensional Standard	RR	RE	R1	R4	R8	R16	Valley County
Nominal property size	10.0 acres	5.0 acres	1.0 acre	4 units/acre	8 units/acre	16 units/acre	2.5 Units/Acre Density Max ***
							Septic and Well
Minimum property size per unit (square feet)	360,000	180,000	40,000	10,000	5,000	2,500	43,560
Street frontage, minimum (in feet) ¹	300	200	100	75	50	25	30
Setback (in feet) from:							
1. Any property line on an arterial or collector street	30	30	30	25	20	20	20
2. Front property line on a minor or private street	25	25	25	20	20	20	20
3. Front property line on a minor or private street where alley provides access to garage or where the garage is side loaded	25	20	20	15	15	15	20
4. Interior side property line ^{2,8}	50	30	Formula	Formula	Formula	Formula	7.5
5. Rear property line ^{2,8}	50	30	Formula	Formula	Formula	Formula	20
6. Side property line on minor or private street ^{2,4,8}	25	25	20	15	15	15	20
7. Alley setback	3	3	3	3	3	3	20
Maximum height (in feet)	35	35	35	35	35	35-50	35

Allowed Use	RR	RE	R1	R4	R8	R16	Valley County
Minimum distance between buildings (in feet) ⁶	20	20	20	10	10	10	6
Maximum single-family residential unit size (in square feet) ⁹	10,000	10,000	10,000	10,000	10,000	10,000	35% of Parcel

Valley County (Detailed)			
Nominal property size	PUD max of 6 DU/AC unless affordable housing.		
***	Septic and Central Water	Sewer and Well	Sewer and Central Water
Minimum property size per unit (square feet)	20,000 ft	12,000	8,000

Setback (in feet) from:	
1. Any property line on an arterial or collector street	100' from Highway 55

Disclaimer: not an analysis of entire code, just tables...