

Castle Point Design Code



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1.1 Design Code Overview

1.1.1 What is a Design Code?

A Design Code is a series of specifications for new developments, streets and buildings, which direct how they will look and feel and interact with surrounding places. They are traditionally led by developers for large-scale projects but are now being shaped collaboratively by local authorities and communities, as encouraged by government policy. The National Model Design Code (NMDC) defines design codes as sets of principles that help local authorities and communities articulate what good design looks like locally. The NMDC defines them as clear visual principles that set expectations and guide the creation of successful, well-designed places.

1.1.2 The Castle Point Design Code

The Castle Point Design Code is a tool to help shape placemaking in the Borough in the interest of creating sustainable and healthy places. The Design Code has been developed alongside the Castle Point Plan, which was submitted for examination in January 2026. The currently adopted Local Plan is from 1998.

The Design Code sets clear requirements for planning applications and guides developers, house builders, and architects in preparing proposals and site-specific codes. The Design Code will guarantee standards are upheld and remove uncertainty, which can lead to delays in the planning process. It can also be used by planning officers, elected members, and the community to review and improve development proposals.

The Code aims to express the ambitions and concerns of Castle Point residents when it comes to development. The Code is based on feedback from residents, councillors and the local planning authority as well as feedback received from key stakeholders during consultation. It aims to reflect what they like in the built environment, how they wish to see it evolve, and how best design practice will be accommodated in the Borough.

Compliance with the Design Code does not guarantee approval, as all applications are assessed within the broader planning policy context.

1.1.3 The Design Code Approach

The Design Code reflects the 2024 updates to the National Planning Policy Framework (NPPF) and follows the structure and guidance of the 2021 National Model Design Code (NMDC).

The Design Code has been developed in accordance with the NMDC process which is a seven stage process defined by Analysis, Vision and Code stages, which combine to develop a local Design Code for Castle Point.

The NMDC incorporates ten place characteristics from the National Design Guide, illustrated as a wheel. These characteristics—ranging from context and identity to movement, nature, and lifespan—form a comprehensive framework for shaping local design codes and guiding high-quality, place-specific development.

1.1.4 Status of the Castle Point Design Code

The Code will be adopted as supplementary design guidance. This Code **should** be read alongside a number of other relevant documents such as the South Benfleet Conservation Area Character Appraisal and Management Plan, the South Benfleet Conservation Area Design Code and the Florence Gardens Conservation Area Management Plan.

1.1.5 Document Development and Structure

The Castle Point Design Code is an authority wide Design Code that has been developed following the NMDC process. The structure and make-up of the document have been developed in response to the unique characteristics of Castle Point, which have emerged out of the Baseline Analysis, Consultation and Scoping stages (1A + 1B) as well as incorporating the Castle Point Density and Capacity Study (2025) findings. This has resulted in a tailored version of the NMDC and NDG structure (see Figure 1.02) to ensure that the local identity and characteristics of Castle Point are addressed at the forefront of the code, before moving onto the more general authority wide coding principles.

All images throughout this Design Code are the author's own unless specified.



Fig 1.01 - National Design Guide 10 Characteristics of a Well Designed Place

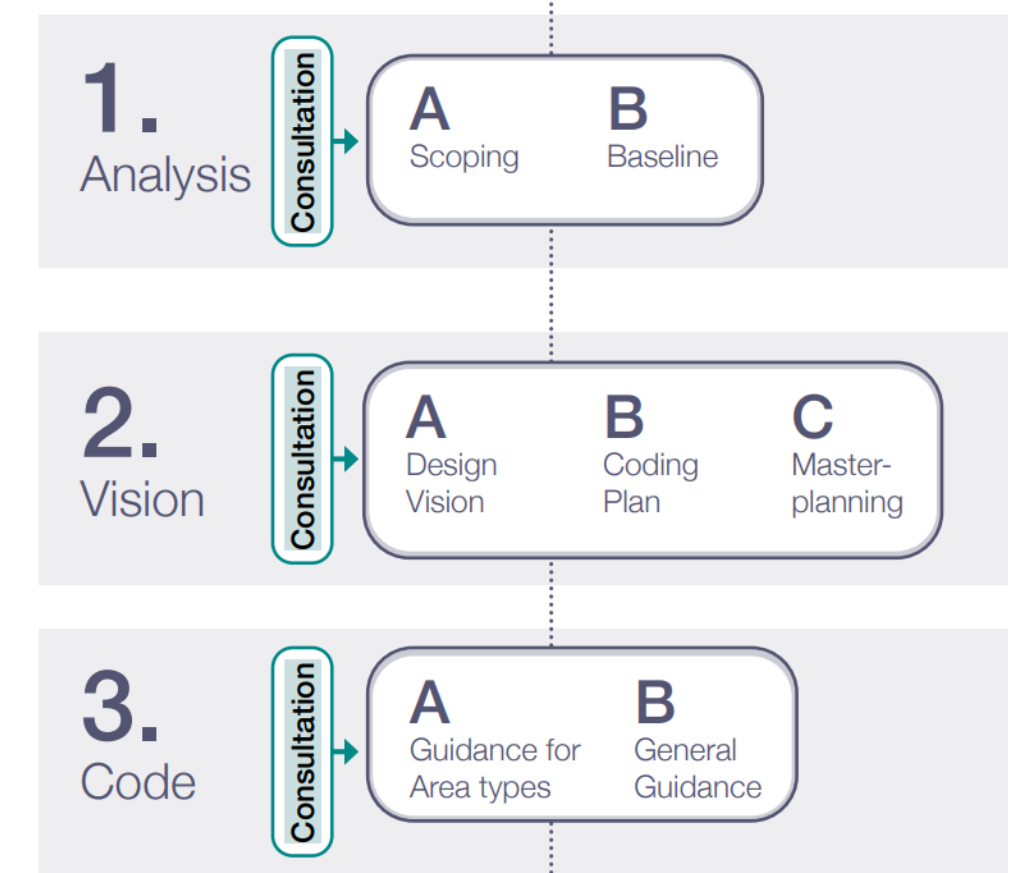


Fig 1.02 - Figure 1 Design Code Process, credit; NMDC

1.2 How to Use the Code

The Castle Point Design Code structure is detailed below, with a user guide set out opposite in Figure 1.03:

1.0 Introduction

The introduction has been developed to provide a background to the emergence and development of the Code, explain the structure and outline how the Code will be used. The Vision of the Code has been informed by the context analysis but is included upfront to set out the overarching aims of the Design Code.

2.0 Context

The context includes a summary of the key parts of the analysis scoping and baseline findings (NMDC Stages 1A + 1B) that have informed the structure and contents of the Code. This section sets out the existing characteristics of the Borough.

3.0 Area Types

This section introduces the Coding Plan for the Borough using some of the Area Types set out within the NMDC (Stage 2B). General coding principles are set for each of the Area Types (Stage 3A).

4.0 Identity Areas

The Identity Areas section further develops the Coding Plan to facilitate contextually specific coding (Stage 2B). Specific coding principles are set for development within each Identity Area (Stage 3A) in response to specific characteristics and features identified. The Area Type and Identity Area coding references direct the user to the relevant and applicable sections of the Coding Library (Parts 5.0 and 6.0), with the Coding Index provided in Part 7.0 to help users navigate the Code.

5.0 Built Form Coding

This section sets out the coding principles for building typologies, composition, elements, materials, residential extensions and non-residential buildings as the key building blocks for development in the Borough.

6.0 Borough Wide Principles

The Borough Wide Principles provide coding and corresponding guidance to deliver the design vision and promote high-quality design across the Borough (Stage 3B).

7.0 Coding Index

The Coding Index provides a full list of all the coding references across the Coding Library (Parts 5.0 - 6.0), to enable users to easily navigate to the applicable sections of the Code for their site.



Fig 1.03 - Castle Point Design Code User Guide

1.2.4 Must, Should and Can Coding

The Code uses three levels of guidance, '**Must**', '**Should**' and '**Can**':

Must: Mandatory design practices. Developments that do not abide by them will not be permitted unless justified by truly exceptional circumstances.

Should: Design practices which are strongly encouraged due to the benefit they will have. Where these cannot be applied, justification will be required and approved on a case-by-case basis.

Can: Design practices which are recommended to improve the overall quality of the development.

These guidance levels have been identified to ensure “the creation of high quality, beautiful and sustainable buildings and places” as required by the NPPF and with regard to the NMDC.

The wording of the principles have been informed by character assessments, outcomes of engagement work and are supported by other design guidance and relevant planning policies. The principles set out in the Code aim to balance both views of stakeholders and the community with national best practice.

1.2.5 Role of Site-Specific Design Codes

The Design Code is an integral part of the development process and ensures that clear parameters are set from the outset through to implementation which adhere to the design strategy of Castle Point Borough Council. It may be necessary for applicants to additionally prepare specific code details which relate to the scale and type of the proposed development.

Sites constituting major development **must** produce their own site-specific design code informed by this borough-wide design code. Requirements for a site-specific design code **must** be considered early on as part of the proposal and **should** be discussed upfront as part of pre-application discussions. The CPDC is intended to operate as a high-level guiding framework to inform site-specific design codes and the design of individual sites. The CPDC is not intended as a prescriptive, one-size-fits all approach and **should** be proportionately applied at the outline stage, with detailed matters to be addressed through reserved matters.

The Design Code is intended to be objective wherever possible, however it is inevitable that some difference of interpretation will arise. In all cases, common sense interpretations **should** be used but, if in doubt, Castle Point Borough Council **should** be consulted in advance.



Fig 1.06 - Hadleigh Town Centre

1.2.6 Design Code Coverage

The table opposite provides an indication of which parts of the Code may be relevant to different development types. However, this should be taken as indicative and Castle Point Borough Council **should** be consulted on which elements of the code are relevant to an application.

Design Code Coverage	Householder	Minor resi	Major resi	Major non-resi
2.0 Context				
History of Castle Point	★	★	★	★
Present Day Castle Point	★	★	★	★
Site Context and Assessment	★	★	★	★
Heritage	★	★	★	★
Open Space	★	★	★	★
Understanding the Mainland	★	★	★	★
Understanding Canvey Island	★	★	★	★
4.0 Identity Areas				
Identity Areas	★	★	★	★
Identity Area Coding	★	★	★	★
5.0 Built Form Coding				
Built Form Identity	★	★	★	★
Building Typologies	★	★	★	★
Building Composition	★	★	★	
Building Elements	★	★	★	★
Materials	★	★	★	★
Boundaries	★	★	★	★
Non-Residential Buildings	★	★	★	★

Design Code Coverage	Householder	Minor resi	Major resi	Major non-resi
6.1 Movement				
A connected Street Network		★	★	★
Street Hierarchy		★	★	★
Street Types		★	★	★
Public Transport		★	★	★
Active Travel, PRoW, bridleways and byways		★	★	★
Inclusive Streets		★	★	★
Junctions and Crossings		★	★	★
Car Parking	★	★	★	★
Cycle Parking		★	★	★
Services and Utilities	★	★	★	★
6.2 Nature and Public Open Space				
Green Infrastructure (GI)		★	★	★
Blue Infrastructure	★	★	★	★
Nature Recovery		★	★	★
Sustainable Drainage Systems	★	★	★	★
Street Design		★	★	★
Street Trees		★	★	★
Biodiversity Net Gain (BNG)		★	★	★
Designing for Play		★	★	★
Design and Inclusivity		★	★	★
Secured by Design		★	★	★

Design Code Coverage	Householder	Minor resi	Major resi	Major non-resi
6.3 Uses				
Schools			★	★
Community Facilities			★	★
Local Services		★	★	★
Mix of Uses		★	★	★
Efficient Use of Land	★	★	★	★
6.4 Homes and Buildings				
Accessibility		★	★	★
Light, Aspect and Privacy	★	★	★	★
6.5 Resources and Lifespan				
Energy in Use	★	★	★	★
Construction of Buildings	★	★	★	★
Resilience and Longevity	★	★	★	★
Lifespan		★	★	★

Fig 1.07 - Castle Point Design Code Coverage, based on the National Model Design Code

2.2 Understanding Castle Point

In developing the Design Code, it is important to introduce and understand the contextual characteristics of the Borough. The following sections outline a summary of key features of the contextual analysis that make up the Baseline (Stage 1B of the NMDC Process) analysis that underpins the Code. This has been broken down into the key settlements within Castle Point, covering aspects such as movement, built form and local character and other key features such as open space and heritage are addressed on a Borough wide basis.

As part of preparing the Castle Point Design Code a number of local design cues have been explored to graphically illustrate locally specific design cues that **should** inform new developments.

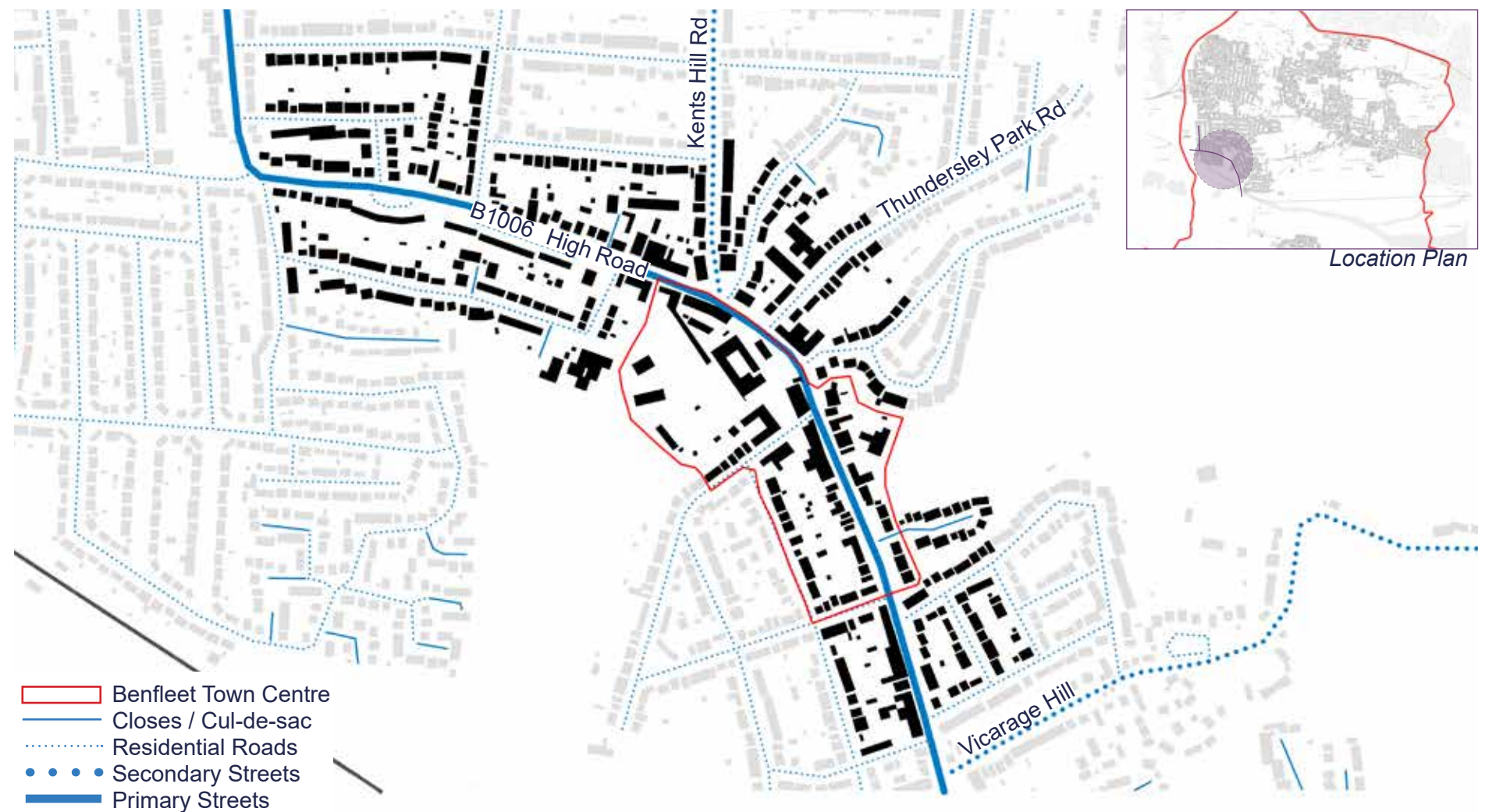


Fig 2.04 - Built form figure ground and street hierarchy of Benfleet Town Centre

Residential elevations: buildings **should** create vertical interest through fenestration and compositions as illustrated by the Coastguard Cottages in south west Canvey Island. Dwellings **should** be provided with well-defined defensible space to elaborate the threshold.

Active frontages: buildings **should** turn corners and define the street as illustrated by the Monico Casino on the Eastern Esplanade, creating a continuous active frontage. Variety in roof forms and building heights may be present.

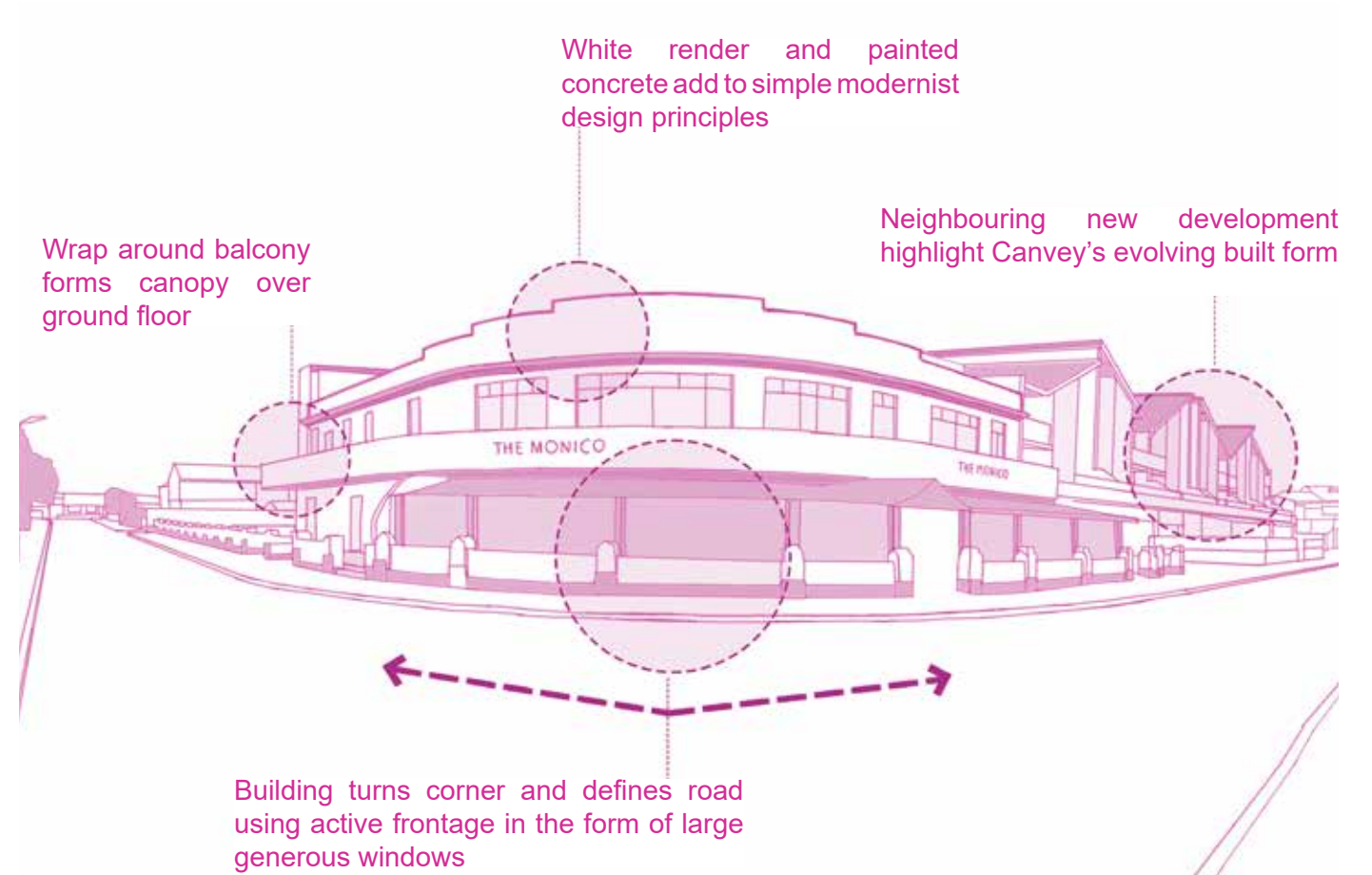
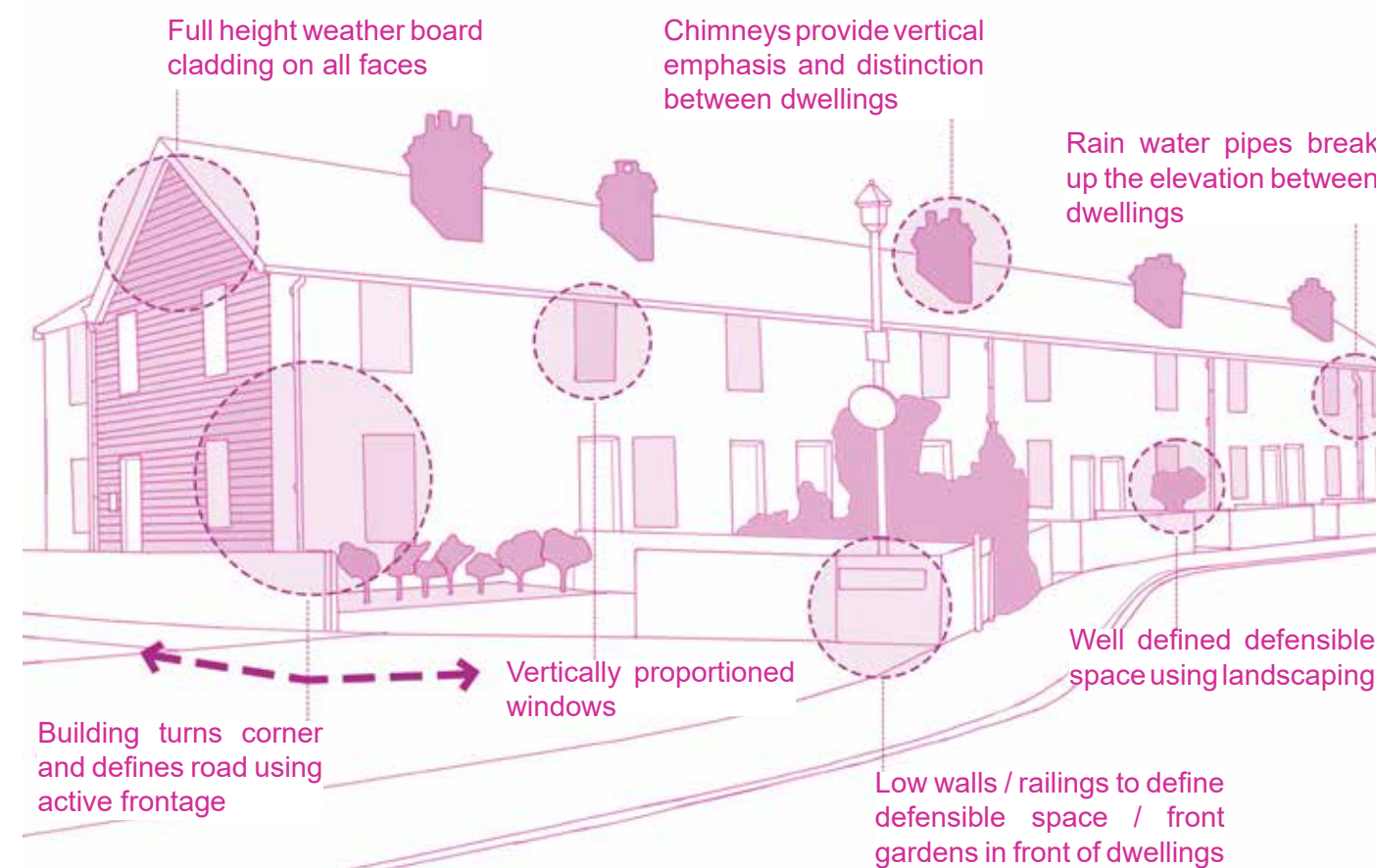


Fig 2.17 - Illustrative view of a well articulated and defined residential elevation

Fig 2.18 - Illustrative view of a well defined active frontage

2.3 Heritage

The Borough includes a number of heritage assets, many of which are of national significance. The Borough includes 37 Listed Buildings, 7 Scheduled Monuments and 2 Conservation Areas.

Heritage assets can be enhanced by development within their settings but can also be harmed by inappropriate design. Section 66 of the Planning (Listed Building and Conservation Areas) Act 1990 requires due regard for the setting and desirability of Listed Buildings. Heritage officers and consultants **should** be consulted as part of understanding the significance, context and local identity of sites for development affecting the setting of a designated heritage asset.

Conservation Area Character Appraisals and Management Plans and the South Benfleet Conservation Area Design Code **should** further be given due consideration and used to inform development within the Conservation Areas.



Fig 2.19 - Existing view of Hadleigh Castle

3.2 Town Centre Area Type

There are four Town Centre Area Types within Castle Point: Hadleigh, Benfleet, Tarpots and Canvey Island Town Centres.

They include the primary shopping areas and are predominantly occupied by the main civic town centre uses within or adjacent to the primary shopping areas. The ambition for their character is further set out in the Neighbourhood Hub Identity Area Coding (IA.1).

They appear at the confluence of routes and encourage denser built form than their immediate surroundings, containing a mix of uses including retail, community and residential. For more information see IA.1. Neighbourhood Hubs.



Fig 3.02 - Town Centre Area Types



Built Form Principle	Code	Coding
Continuity of Frontage	BF4	Development can join to existing buildings, particularly where contextual analysis identifies this as a characteristic. Town centre buildings with active frontages should ensure clear accessibility and incorporate a similar façade/frontage treatment consistent with neighbouring commercial frontages.
Building Lines	BF5	Development should continue the building line set by the existing development. There should be limited setbacks with little separation between the street and built form. Building lines should not vary unless the building is a landmark. Accesses should not break the building line. Vehicle access, servicing and secondary pedestrian access should be from the rear, while the public or main entrance and 'address' should be via the primary frontage.
Building Types and Forms	BF6	Development should primarily incorporate a smaller grain of development. There can be exceptions for larger buildings that take up more plot width, but these should be limited to landmark buildings. Otherwise, where larger developments are proposed these should be broken up to look like a series of smaller buildings.
Blocks	BF7	Developments should primarily concentrate on courtyard blocks to ensure built form appropriately encloses and frames the public realm. This block type will also assist in delivering the compact form of development aspired for within the Town Centres. Opportunities can further be taken to repair existing blocks through infill sites.
Landscape and Green Infrastructure	BF8	Developments should respond to and reinforce local landscape character, integrating existing trees, hedgerows and green corridors into the layout. Green Infrastructure should be designed as a connected network of spaces that structure streets and blocks, support biodiversity and contribute to the distinctiveness, amenity and resilience of the area.
Density	BF1	Development should aspire to increase the existing density (40-50 dwellings per hectare (dph)) to 120-150dph in line with the Castle Point Density & Capacity Study (Appendix A, p.122).
Height	BF2	Building heights vary within Town Centres and contextual analysis should be undertaken to understand appropriate heights for specific sites. Building heights can extend up to five storeys and should not have a height of less than two storeys along the street frontage. There may be instances where it can be appropriate for a building to be taller than those in its immediate context. These buildings should form landmarks or respond to good urban design principles such as increased height to articulate corner plots. Increasing building height towards the focal point of a Town Centre can also assist with wayfinding. Proposals must consider their surrounding context when located on the edge of the Town Centre Area Type. Some of these areas quickly transition to the Suburban Area Type where greater heights are not appropriate and a gentle change in densities and building heights must be provided.
Compact Form of Development	BF3	Development should use building types which are terraced or joined (e.g. apartments) to create a compact form of development.

3.3 Suburban Area Type

The majority of the mainland is made up of suburban development. The Suburban Area Type is made up by the three main settlements of Hadleigh, Benfleet and Thundersley as well as the smaller settlements of Daws Heath and South Benfleet. Additionally, the majority of Canvey Island is identified as being within the Suburban Area Type.

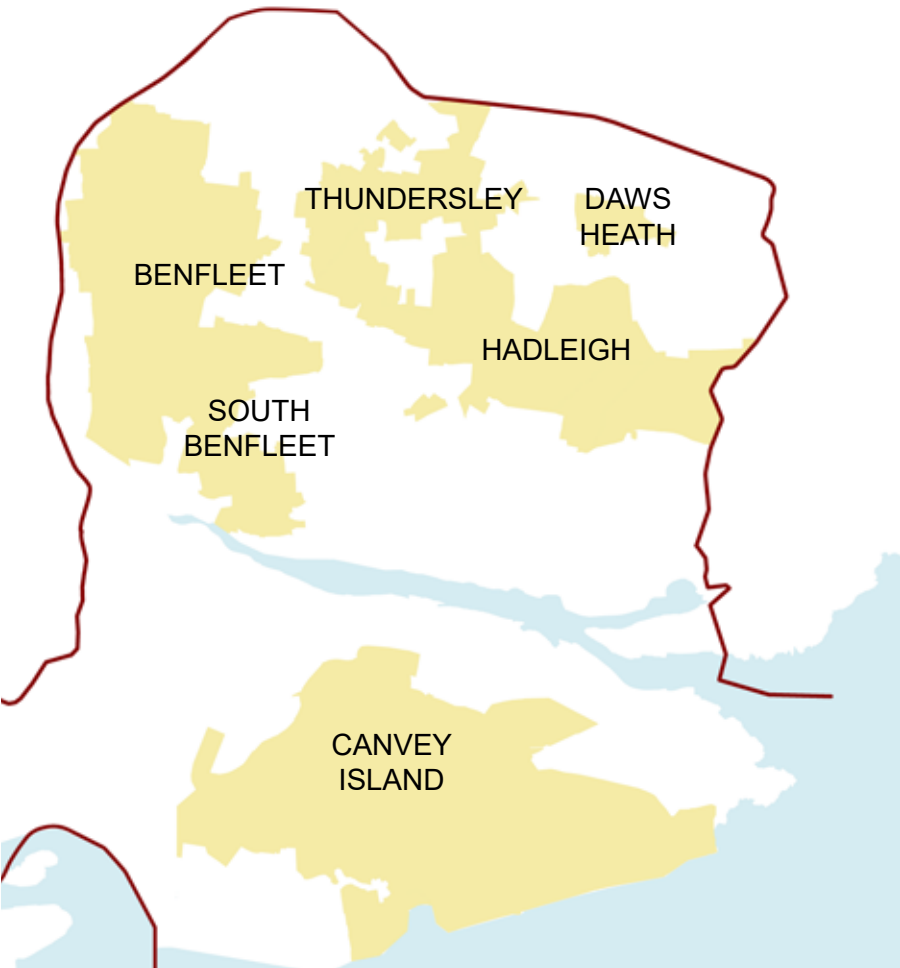


Fig 3.03 - Suburban Area Type



Built Form Principle	Code	Coding
Density	BF1	Development should have a density of at least 40-50dph. Higher densities of between 100-125dph are supported in this Area Type, such as around the Tarpots area and to the south of Hadleigh Town Centre, in compliance with the Castle Point Density & Capacity Study (Appendix A, p.122). An increase in density must be informed by the site context.
Height	BF2	Development can be up to 3.5 storeys. The height of new developments must respond to their context. For example, there may be instances where the street consists predominantly of single storey bungalows and therefore a two storey dwelling would be inappropriate, despite its location in the Suburban Area Type.
Compact Form of Development	BF3	Development should be made up of a smaller urban grain. Larger buildings should be avoided within the Suburban Area Type. Larger buildings must be sensitively integrated and designed within the Suburban Area Type
Continuity of Frontage	BF4	Built frontage is not continuous, with gaps for driveways, side garden accesses, and other features. Development should maintain these separations, ensuring a minimum of 1m from the boundary. This separation is characteristic of the street scene and should be preserved.
Building Lines	BF5	Building lines are typically well-established and add to the character of the street. New development should be informed by the prevailing building line, however it must not repeat poor forms of development.

Built Form Principle	Code	Coding
Building Lines	BF5	Where there is a distinct pattern of development which creates an exceptionally strong building line, development must not result in a disruption to this pattern. Some variation in setback distances for buildings can be considered. This can also apply to new developments fronting areas of Blue and Green Infrastructure.
Building Types and Forms	BF6	Development can use terraced, detached or semi-detached typologies. However, there may be some areas where one typology is predominant within the street scene, in which case that typology should be used to integrate into the coherent street scene.
Blocks	BF7	Development should utilise perimeter blocks and informal blocks. Dwellings should face outwards onto the surrounding street with the private interior space being used for gardens or parking courts. The use of terrace blocks can be appropriate depending on the character of the development, however, a reduction in back-to-back distances may need to be considered. Precedents such as Goldsmith Street, Norwich and Marmalade Lane, Cambridge are examples of where the design of the development has successfully integrated a terrace block layout in a suburban setting. Where blocks require dual frontage, such as dwellings between Steli Avenue, Concord Road and Burwell Avenue, it must be ensured that dwellings provide an active frontage to both streets. The terraced block examples of Goldsmith Street and Marmalade Lane again demonstrate how this can be successfully achieved.
Landscape and Green Infrastructure	BF8	Developments should respond to and reinforce local landscape character, integrating existing trees, hedgerows and green corridors into the layout. Green Infrastructure should be designed as a connected network of spaces that structure streets and blocks, support biodiversity and contribute to the distinctiveness, amenity and resilience of the area.

3.4 Rural Area Type

The Rural Area Type covers a vast area of the Borough, with settlements both on the Mainland and Canvey Island enclosed by rural settings. The majority of these areas are either absent of development or occupied by individual dwellings or agricultural uses. This Rural Area Type is the backdrop to the IA.6 Natural Edge, IA.7 Thundersley Plotlands and IA.8 Incidental Plotlands Identity Areas.

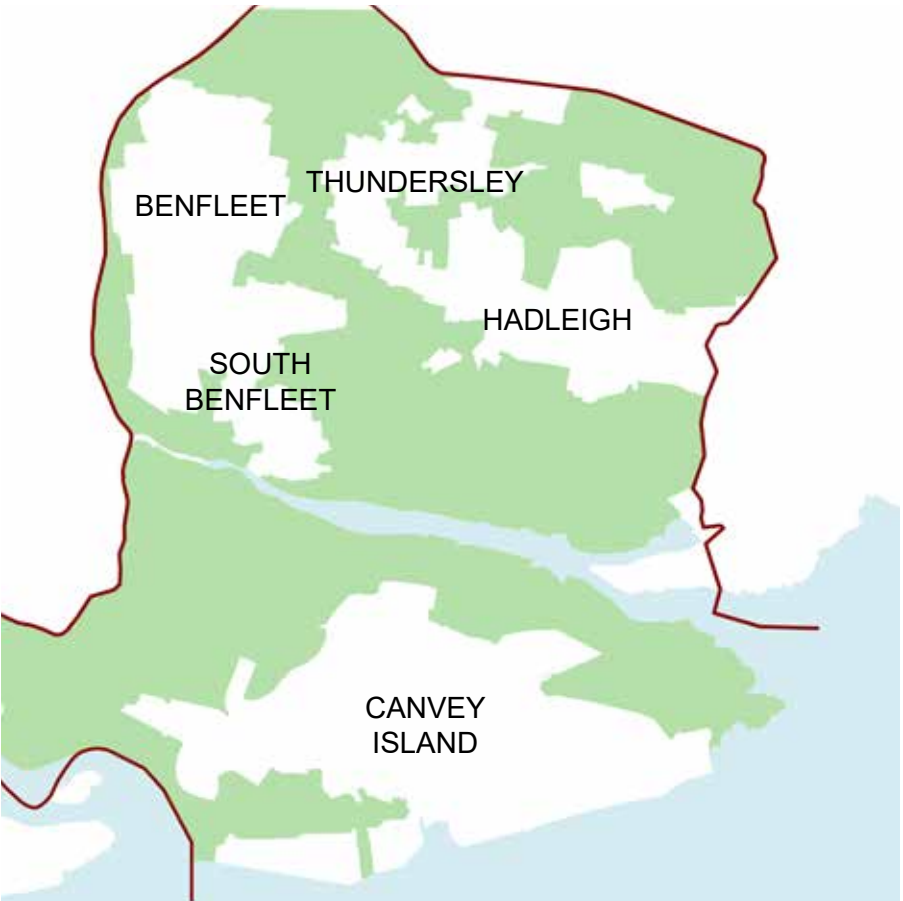


Fig 3.04 - Rural Area Types

Built Form Principle	Code	Coding	Built Form Principle	Code	Coding
Density	BF1	The Rural Area Type currently has a density of 0-20dph (please see Castle Point Density & Capacity Study Appendix A, p.122). This density can increase where a strategic approach has been taken to development. In these instances, a contextual assessment should inform the density of the site and should ensure proposals constitute an efficient use of land whilst also responding to the rural setting. Relevant site assessments should also inform the density of the site.	Continuity of Frontage / Building Lines	BF4/ BF5	There are generally less continuous frontages and more informal building lines within the Rural Area Type. New development should respect this local context and any variance in frontages and building lines where informal or organic layouts exist.
Height	BF2	The majority of buildings within the Rural Area Type are single storey. New developments within the Rural Area Type can range between single storey to three storeys depending on context and their impact on the Green Belt and landscape views.	Building Types and Forms	BF6	Development should predominantly feature detached typologies. There should be a greater separation between dwellings and their boundaries than the minimum 1m requirement. The appropriate separation distance should be informed by a contextual assessment.
Compact Form of Development	BF3	Proposals should be made up of a smaller grain of development which is set within generous plots. If a farmstead typology is used, then buildings should appropriately respond to this character and utilise local Rural Area Type precedents.	Blocks	BF7	If new developments are proposing to develop more than the street frontage within the Rural Area Type, informal block structures should be used. This should include dwellings facing outwards onto the street with the private interior being used for gardens. Mews or courtyard block structures (Figures 5.16 - 5.18) can also be utilised if the development wants to emulate a farmstead character.
			Landscape and Green Infrastructure	BF8	Developments should respond to and reinforce local landscape character, integrating existing trees, hedgerows and green corridors into the layout. Green Infrastructure should be designed as a connected network of spaces that structure streets and blocks, support biodiversity and contribute to the distinctiveness, amenity and resilience of the area.

3.5 Industrial Area Type

There are four main industrial areas within Castle Point. These are the industrial areas known as Rayleigh Weir and Tarpots on the Mainland and Charfleets and Synetiq on Canvey Island.

These areas are in transition where the nature of office work has changed with hybrid and remote working, and the nature of industry is changing with the emergence of data centres amongst other trends.

Some Industrial Area Types sit adjacent to or relate to an Identity Area and inevitably some sites will be considered for residential use in the future. The most relevant adjacent Identity Area **should** be considered in which case for any mixed use or residential redevelopment within an Industrial Area Type. Consideration **should** also be given to mixed used development within industrial areas as per section 5.9.

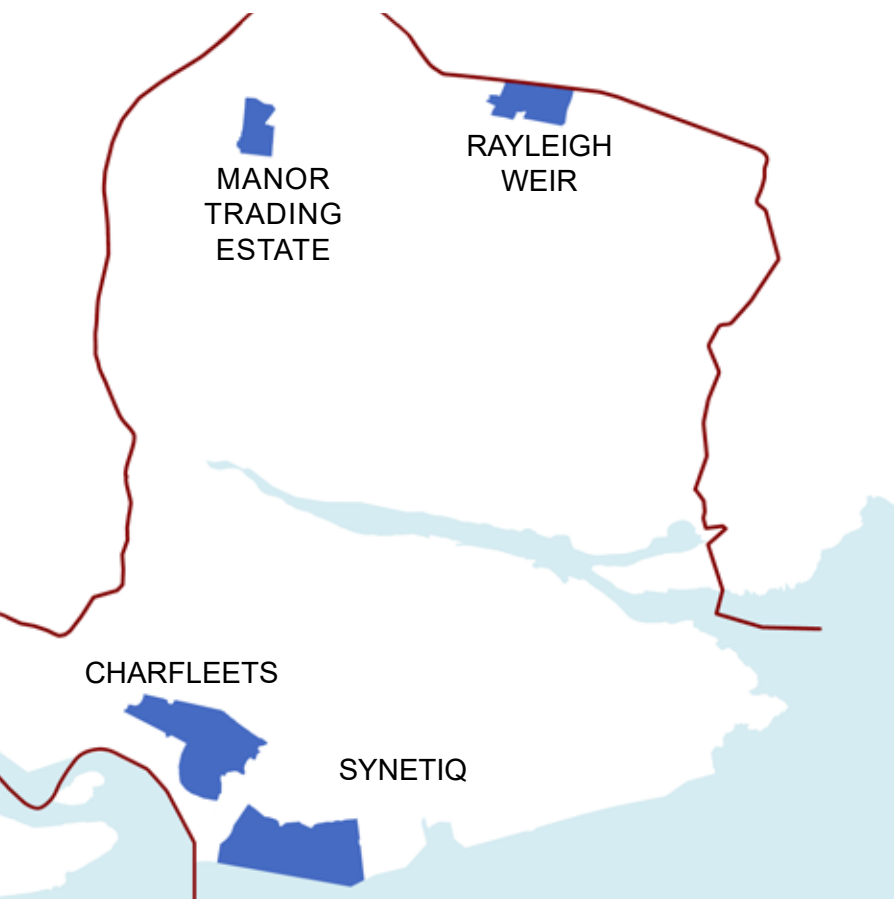


Fig 3.05 - Industrial Area Type



Built Form Principle	Code	Coding
Density / Height	BF1/ BF2	The density and height of new developments within the Industrial Area Type should be informed by their existing context, including any nearby areas of residential development. When located adjacent to areas of open space/countryside, industrial built form should be informed by a Landscape Visual Impact Assessment.
Compact Form of Development	BF3	Buildings within the Industrial Area Type should be designed in response to the public realm i.e. facing streets/roads. Elements such as windows, displays, entrance doors and appropriate signage should be located at a ground floor level, facing outwards onto public spaces.
Continuity of Frontage	BF4	Development should have a semi-continuous or permeable frontage. The extent of continuity should be governed by the context informed by a Landscape and Visual Impact Assessment where relevant.

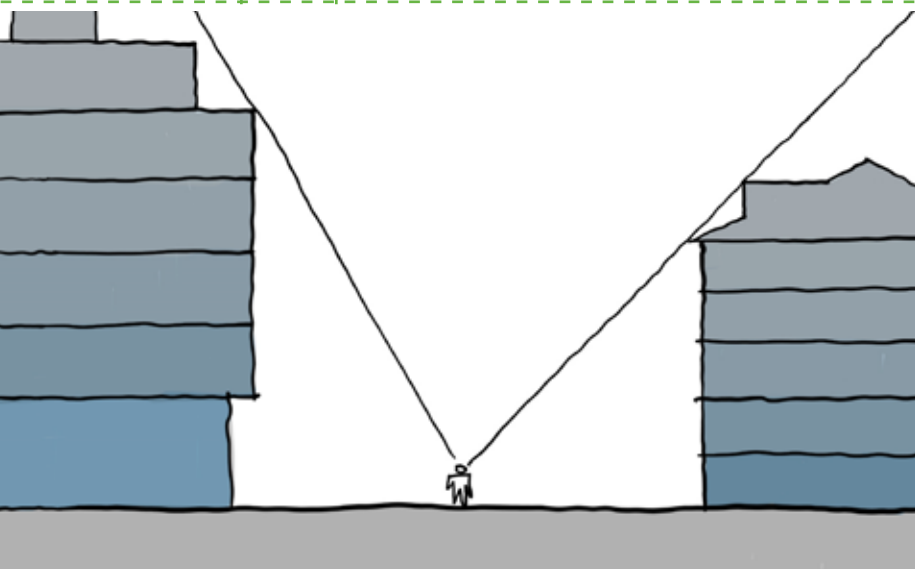


Fig 3.06 - Pedestrian scale building heights, Credit: NMDC

Built Form Principle	Code	Coding
Building Lines	BF5	Development should seek to create a consistent building line. The treatment of car parking must be carefully considered to achieve this. See Section 6.1 Movement for further guidance on this.
Building Types and Forms	BF6	While buildings within the Industrial Area Type can be of a larger footprint, their elevations should be broken up wherever possible, to create architectural interest and articulate larger elevations. Landscape and Visual Impact Assessments, and Environmental Colour analysis should inform the form and content of the buildings and elevations. Additionally, industrial noise impact assessment should be undertaken in relation to neighbouring residential development.
Blocks	BF7	New industrial buildings should be carefully considered in terms of the location of fronts and backs, active frontage, materiality and colour. Development should utilise perimeter blocks with buildings facing outwards onto the street and internal or underground spaces reserved for parking and operations.
Landscape and Green Infrastructure	BF8	Developments should respond to and reinforce local landscape character, integrating existing trees, hedgerows and green corridors into the layout. Green Infrastructure should be designed as a connected network of spaces that structure streets and blocks, support biodiversity and contribute to the distinctiveness, amenity and resilience of the area.

4.1 Identity Areas

4.1.1 Coding Framework

The Identity Areas form an additional layer of contextually specific coding to further tailor the Design Code to be responsive to specific edge conditions found across the Borough. There are 10 Identity Areas (IA) defined across Castle Point:

- | | |
|--------------------------------|-----------------------------------|
| IA.1 Neighbourhood Hubs | IA.6 Natural Edge |
| IA.2 Primary Corridors | IA.7 Thundersley Plotlands |
| IA.3 Suburban Corridors | IA.8 Incidental Plotlands |
| IA.4 Western Edge | IA.9 Water's Edge |
| IA.5 Estuary Edge | IA.10 Canvey Seafront |

Identity Area Criteria coding focuses on: Built Form Density and Height, Building Typology, Composition, Elements and Materials, as key criteria for maintaining and enhancing identity. As with the Area Type Coding in Part 3, density criteria is supported by the Castle Point Density and Capacity Study (CPDCS) (Appendix A, p.122) (2025). In order to demonstrate local distinctiveness as part of any development proposal, the relevant Area Type and Identity Area **must** be identified and demonstrated to have informed the design approach for any given site. To achieve this, applicants **must** distinguish a site's Area Type and any relevant Identity Areas upfront in the design process and apply the relevant coding from Parts 3 and 4 of this Design Code. Parts 5 and 6 set out a comprehensive set of supporting Built Form Coding and Borough Wide Principles pertaining to each Area Type and Identity Area which more broadly **must** be considered where relevant. As set out previously, where there is a variation between an Area Type and Identity Area coding principle, the Identity Area Coding **should** be applied.

The Castle Point Plan does not allocate any Green Belt for development. Any development proposals received within the Green Belt will be subject to further policy scrutiny and compliance with this design code does not guarantee permission.

Identity Areas **should** also respond to landscape character and green and blue infrastructure, which contribute to defining local distinctiveness. Landscape character and green and blue infrastructure **should** be reflected in the expression of each Identity Area, contributing to its distinctiveness and relationship with its surroundings.



Identity Areas

IA.1 Neighbourhood hubs	IA.2 Primary Corridor	IA.3 Suburban Corridor	IA.4 Western Edge
IA.5 Estuary Edge	IA.6 Natural Edge	IA.7 Thundersley Plotlands	IA.8 Incidental Plotlands
	IA.9 Water's Edge	IA.10 Canvey Seafront	

Identity Area Criteria

BF1 Built Form Density	BC Building Composition
BF2 Built Form Height	BE Building Elements
BT Building Typology	MA Building Materials

Identity Area Map

(See Appendix B for scalable grid maps to locate sites)



4.2 Identity Area Coding

IA.1 Neighbourhood Hubs

These are a mixture of town centres (as defined in the Castle Point Plan), local shops, community facilities, apartments and housing along primary and secondary streets. They are usually located at or between key road junctions leading to higher traffic volumes and footfall. Proposals for retrofitting or new mixed use developments **must** be contextually designed. Opportunities **should** be taken to ensure there are continuous active frontages with a close relationship to the street, featuring minimal setbacks and clear accessibility.



Fig 4.02 - Figure ground of South Benfleet Neighbourhood Hub

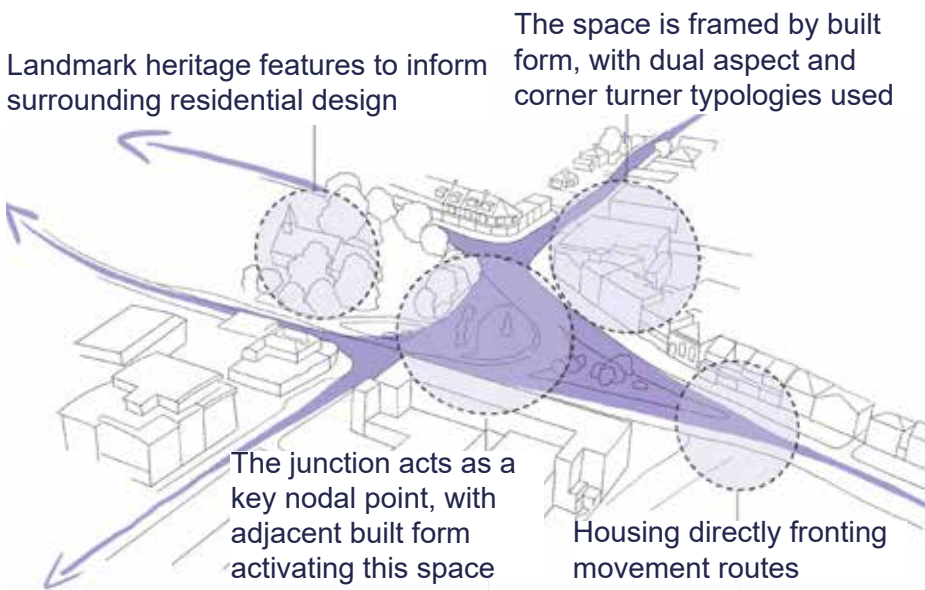


Fig 4.03 - Illustrative view of house types in a Neighbourhood Hub

IA Criteria	Code	Coding	IA Criteria	Code	Coding
Built Form Density Height	BF1	Current density 70-100dph (informed by CPDCS Tissue Studies Appendix A). Expected density 125-150dph (CPDCS, Appendix A, p.122).	Building Composition	BC 1-13	Elevations and fenestrations should be well balanced and should reduce the scale with height. Emphasis should be placed on corners and key buildings, where verticality and height is prioritised and modulated. The expression of individual plots can be encouraged or specific placement along a built frontage. There should be opportunities for layering and depth creation within the elevational design.
	BF2	Building heights should be raised relative to other Identity Areas (up to 5 storeys). Street corners should feature increased building height and scale relative to the street context with additional architectural detailing to articulate these more prominent spaces.			
Building Typologies	BT2 BT5 BT6 BT9	Development should form strong and well-defined build lines which frame the street and public realm. This could be in the form of apartments, terraced or link detached typologies. Uninterrupted active frontages should be a design priority, facilitated by rear gardens and parking courtyards. Internal parking solutions should be used for apartment buildings. Commercial ground floors with residential upper stories should be encouraged, subject to viability in Neighbourhood Hubs.	Building Elements	BE1- 7	The use of oriel windows and balconies should be encouraged to add depth and interest to the street scene. They help to elaborate the front elevation, providing interest and opportunities for enhanced placemaking. Dormers are encouraged for their ability to reduce scale with height within the street scenes and should be prioritised along primary frontages. They should be proportionate to the wider development and should have a strong design rationale in terms of roof design. The use of gable, mono-pitch and flat roofs must be considered unless a strong local context can be applied. Where a contemporary approach is desired, a mix of flat roof, green roofs and expressed gables to the frontage should be considered. For cohesion, no more than two roof forms should be used in a single development.
Building Composition	BC 1-13	Emphasis should be made to the corners and peripheries of the built form where possible, to emphasise scale and massing whilst responding to the local context.			

IA.2 Primary Corridor

The Primary Corridor comprises development along the primary street network, characterised by strongly defined building lines and heights of up to 3.5 storeys. Occasionally a mixed use ground floor activates these corridors, with commercial and retail uses present.

Buildings generally have a more contemporary character. Features such as generously sized windows, balconies, and recessed upper storeys providing rooftop amenity are prevalent. Built form often makes use of hard or soft buffers between the private and public realm such as low walls or planting.

New development opportunities **should** seek, subject to context, to increase density with minimal setbacks to define the streets (with defensible planting/boundaries if dwellings are on the ground floor) and **should** carefully modulate up in scale from the surrounding context.

A further key focus **must** be active frontage onto the public realm, and the establishment of a positive relationship between built form and the street. Built form **should** frame the street and articulate Primary Corridors as a main street within the broader street hierarchy. It **should** also articulate the transition from more rural or suburban Area Types/Identity Areas, into more urban settings.

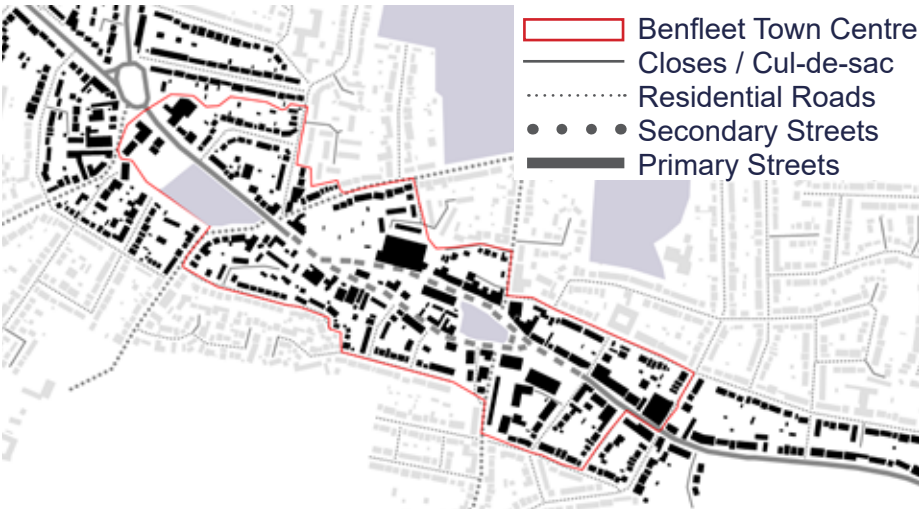


Fig 4.05- Figure ground of Hadleigh Town Centre and adjacent Primary Corridors

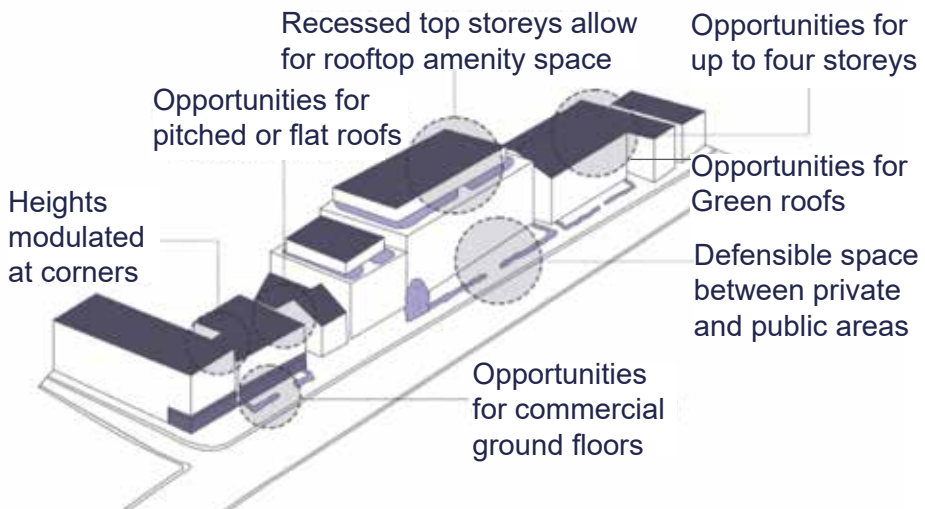


Fig 4.06 - Illustrative view of a build line in the Primary Corridor

IA Criteria	Code	Coding
Built Form Density	BF1	Current density 50-70dph (informed by CPDCS Tissue Studies Appendix A). Expected density 100-125dph (CPDCS, Appendix A, p.122).
Height	BF2	Building heights should be raised (up to 3.5 storeys) relative to neighbouring Identity Areas, particularly around key junctions. There are opportunities for corner buildings therefore to increase in height slightly, with additional architectural detailing and contrasting materiality.
Building Typologies	BT2 BT4-6 BT9	New development should be a mix of denser typologies such as apartments or, where appropriate, terraces and tightly linked semi-detached dwellings. Mixed use buildings are supported in this area. There are opportunities to enhance the ground floor's interaction with the public realm in particular by creating mixed-use buildings with residential upper storeys and commercial or retail ground floor uses.
Building Composition	BC1-13	Development should form strong and well-defined build lines which frame the street and public realm. Defensible space should articulate the boundary between public and private space. Flat or pitched roofs are both encouraged so long as they sit harmoniously within their immediate context. Buildings at corners or gateways must be level with, or taller than, neighbouring built form. Internal parking solutions should be used for apartment buildings. Architectural language should lean more strongly towards contemporary styles relative to more rural / lower density Identity Areas.

IA.3 Suburban Corridor

The Suburban Corridor comprises of areas of tighter residential built form along key suburban routes. It is slightly, but noticeably, denser than standard suburban form. This Identity Area presents opportunities to increase density along the main suburban streets and to introduce significant landscaping to further articulate these streets within their local route hierarchies.

High-quality placemaking elements such as bay windows expressed gables, ornamental chimneys, subservient extensions, and restrained setbacks **should** be encouraged.

Development **should** aim to create an urban grain which is primarily formed of linked semi-detached dwellings utilising car ports, with some terraces.

The vernacular of these areas tends to be more traditional, with features such as pitches roofs, symmetrical fenestration, and balanced elevations.

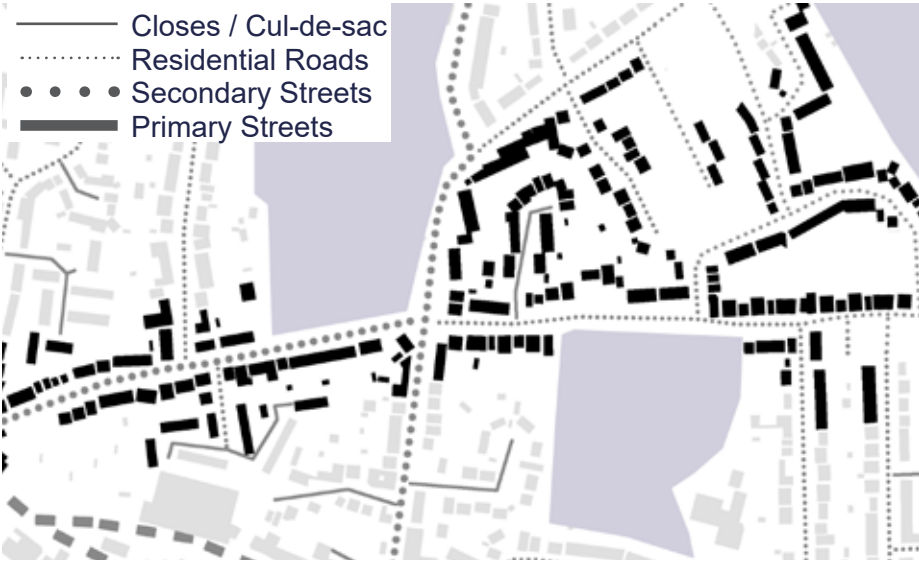


Fig 4.08- Figure and ground map of the Suburban Corridor

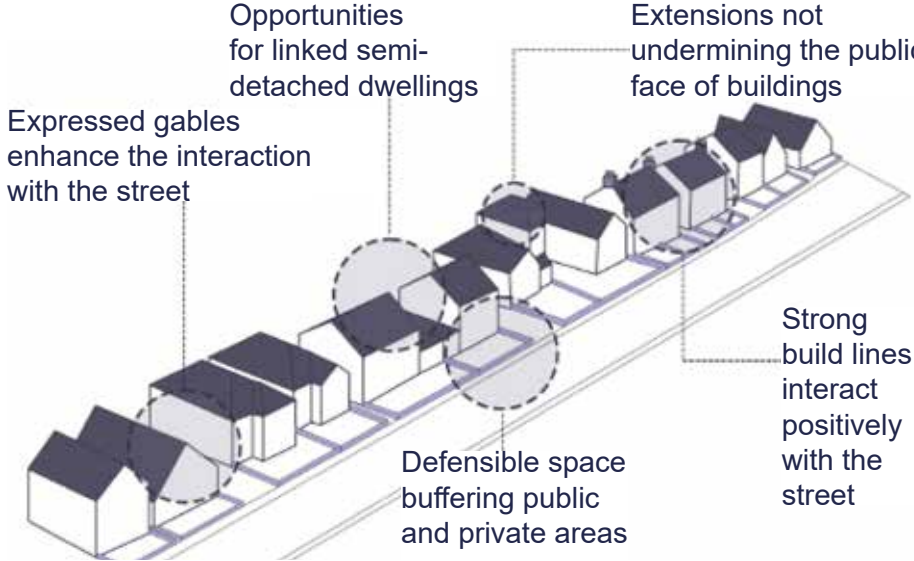


Fig 4.09 - Illustrative view of a build line in the Suburban Corridor

IA Criteria	Code	Coding
Built Form <i>Density</i> <i>Height</i>	BF1	Current density range 30-40dph (informed by CPDCS Tissue Studies Appendix A). Expected density range 70-100dph (CPDCS, Appendix A, p.122).
	BF2	Buildings should be mainly 2-2.5 storeys, with opportunities for up to 3 storeys to articulate corners, gateways, key nodes or spaces.
Building Typologies	BT1-9	New development should be mainly linked semi-detached and terraced dwellings. New development should be comprised overwhelmingly of residential built form.
Building Composition	BC1-13	Buildings should be setback behind a moderate amount of defensible space to articulate the boundary between public and private space. The area allocated to defensible space must not be so large as to undermine the dwelling’s active frontage or ability to frame the street. Building lines should be strong and well-defined, with an ability to frame the street and articulate Suburban Corridor’s in the wider street hierarchy. Opportunities should be taken for building lines to be modulated forwards, relative to their context, to strengthen frontages.

5.8 Residential Extensions

Coding Principles E1-10

The identity of buildings is informed by their size, shape and configuration, their relationship to their surroundings as well as their internal layout. However, it is also important to consider the way that a building is designed. Its elevations, the arrangements of windows, the way it relates to the street and the design of its roof are all important design features. Householder extensions as well as new built form **must** consider the identity of the building/surrounding built form as part of their design.

E1 Streetscape - Proposed extensions visible from the public realm **must** make a positive contribution to the streetscape, and **must** integrate with or complement the host dwelling, plus the surrounding street scene, in terms of materials, scale, roof pitch and detailing.

E2 Dwelling Separation - The space around all new development **should** be informed by the prevailing character. Proposed extensions **must** provide at least 1m separation between properties and their boundaries. The only exception to this is where the isolation space is not already adhered to and the proposal would not have an impact upon the residential amenity of adjoining occupiers or where site constraints prevent such separation for semi-detached/terraced typologies.

E3 Building Line - Proposed extensions **must** be informed by the prevailing building line of existing development. Where there is a distinct pattern of development that creates a strong building line, development **should not** disrupt this pattern.

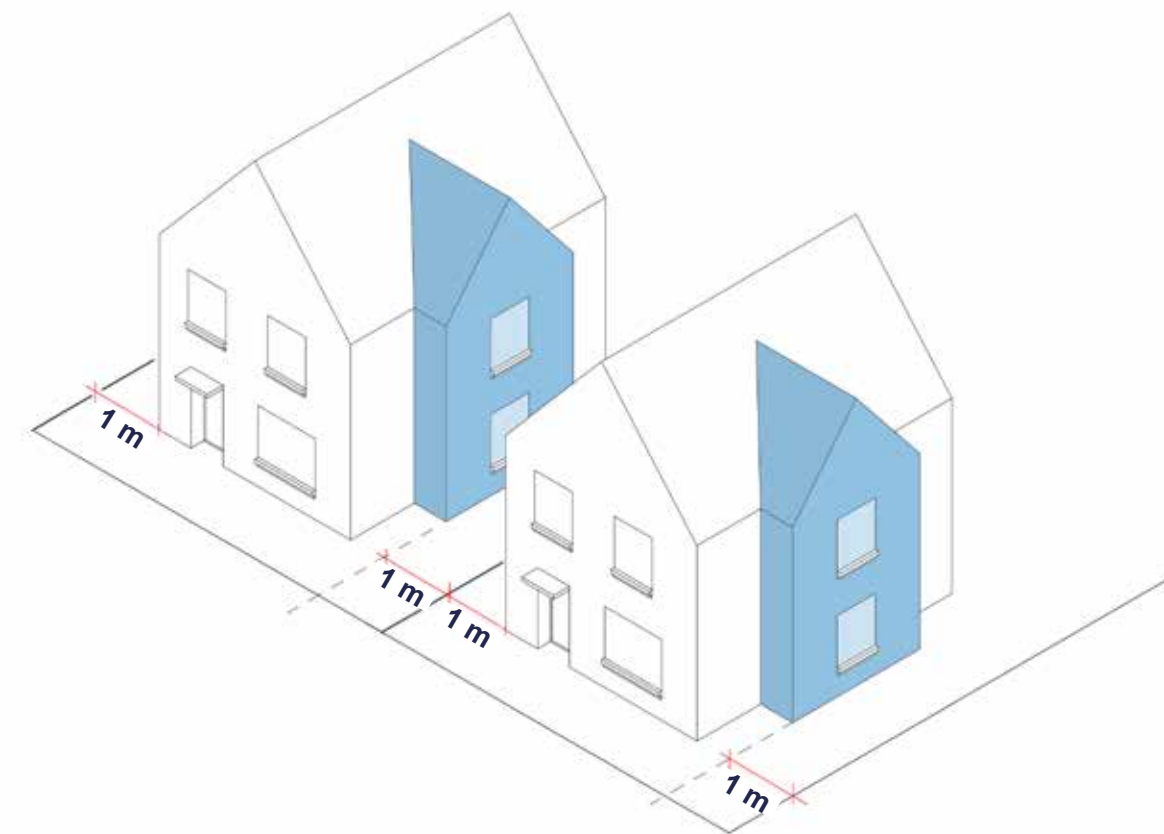


Fig 5.54 - 1m separation space between properties

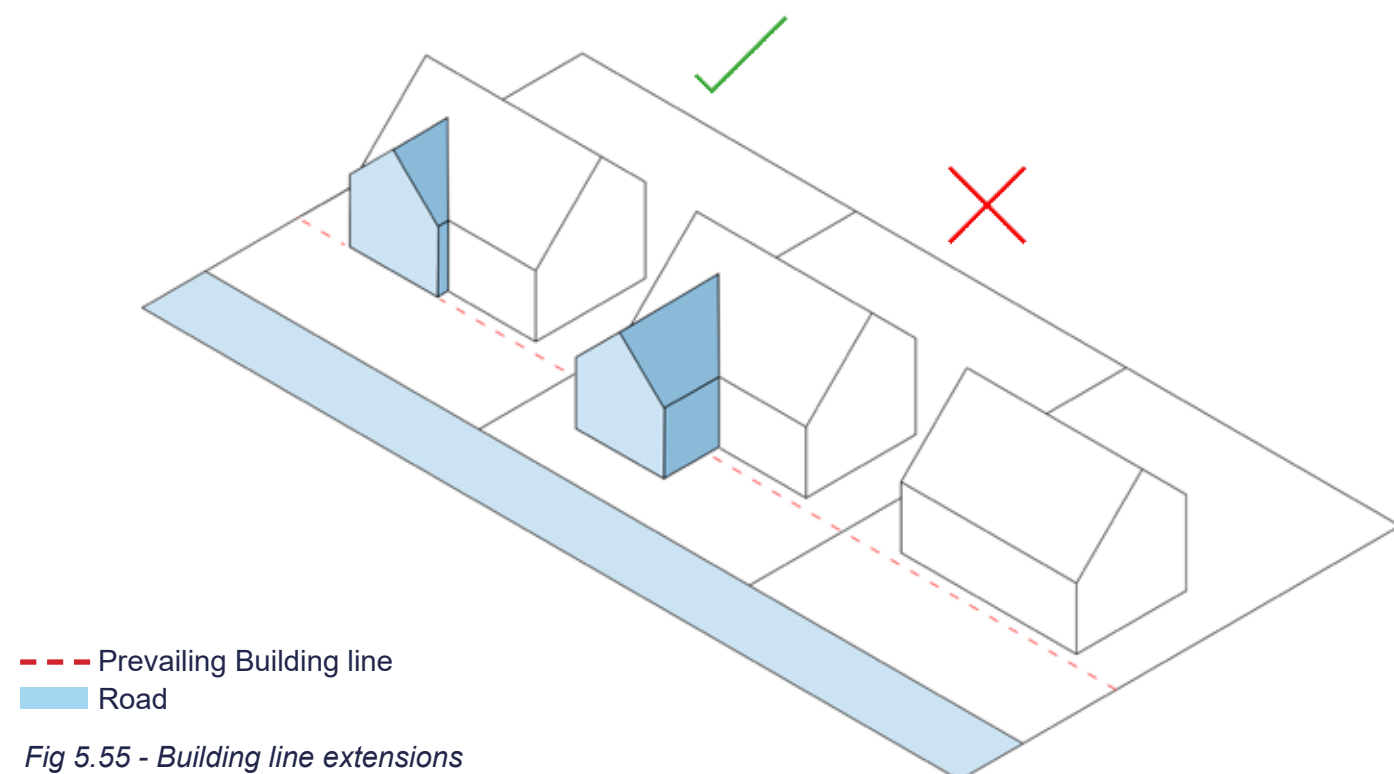


Fig 5.55 - Building line extensions

