

## **PUBLIC NOTICE**

### **BEDFORD BOROUGH COUNCIL PROPOSES TO INTRODUCE WAITING RESTRICTIONS IN MANSION LANE & HIGH STREET, HARROLD**

#### **Reason for Proposal:**

Bedford Borough Council proposes to introduce waiting restrictions in Mansion Lane and High Street, Harrold to improve highway safety, protect junction visibility, and ensure the safe passage of vehicles and pedestrians.

#### **Effect of the Order:**

- 1. To introduce “No waiting at any time” restrictions on the following lengths of road:**

|          |   |
|----------|---|
| <b>A</b> | <b>Mansion Lane, Harrold</b>  |
| (i)      | On its south eastern kerb, extending from its south-western end for approx. 18 metres in a north-easterly direction.          |
| <b>B</b> | <b>High Street, Harrold</b>   |
| (i)      | On its eastern kerb, extending from the boundary line of Nos 85 and 85a for approx. 35 metres in a south- westerly direction. |

**Relevant proposal documents** may be examined during normal office hours at Borough Hall, Cauldwell Street, Bedford, MK42 9AP. They will also be available for viewing on the council’s website at [www.bedford.gov.uk/proposedtro](http://www.bedford.gov.uk/proposedtro). The documents will be placed on deposit until 6 weeks after the Order is made or until it is decided not to continue with the proposal. For further information, please email [highway.consultations@bedford.gov.uk](mailto:highway.consultations@bedford.gov.uk)

**Comments supporting or objecting to the proposal** should be put in an email, stating the grounds on which they are made, and sent no later than 11<sup>th</sup> June 2026 to [highway.consultations@bedford.gov.uk](mailto:highway.consultations@bedford.gov.uk).

#### **Order Title if made will be:**

**BEDFORD BOROUGH COUNCIL  
(VARIOUS ROADS WITHIN THE PARISH OF HARROLD) (PROHIBITION AND  
RESTRICTION OF WAITING, LOADING AND STOPPING) ORDER 2014 (AMENDMENT  
NO.4) ORDER 2026**

Dated: 21<sup>st</sup> May 2026

Borough Hall, Cauldwell Street  
Bedford, MK42 9AP

Craig Austin  
Director of Environment