

OGOF CRAIG A'R FFYNNON GATE

The gate is locked by means of a bar which has a wide plate at one end and a padlock through a loop at the other. The bar fits through a hole in a plate attached to the gate and a hole in the gate frame below. You can see none of this from the outside of the cave, so here's what it looks like from the inside:



From the outside, your right hand comes through the hole arrowed. The bar make it possible to bring the padlock into your view on the outside of the cave so you can clearly see where to insert the key, and then use both hands to turn it, clockwise to unlock it.

The gate should be left locked while you explore the cave. It is best to leave the key out of reach somewhere near the entrance so that if anyone wants to leave early they can. The key can be thrown back in through the grille for others to exit with later. A spare key for emergency purposes will be left at the logbook. Please do not take this key except for genuine reasons, and if you find it thrown back into the cave, then please put it back with the logbook when you pass.

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