

Three Forks

The lonely road to Three Forks can be completely unpassable if there is rain. Do not leave the highway under these conditions. If you are driving a passenger vehicle, leave it at the corral on the canyon rim rather than attempting the grade, which is switchbacked, rocky and challenging.

From I-84, take exit 3 in Idaho for Highway 95 toward Payette/Parma. Turn right. Follow Highway 95 south as it crosses the Snake River. In 34 miles, turn right onto Highway 95 south instead of heading east toward Marsing. Continue driving south, crossing into Oregon, continuing for another 25 miles to Jordan Valley. Then follow the instructions below.

From Jordan Valley, head west along Highway 95 for 16 miles to milepost 36. Turn south at the sign for Three Forks to follow the Soldier Creek Watchable Wildlife Loop. After 28 miles you'll reach a signed junction. Turn right. Another 2.6 miles and you will reach the canyon rim and a corral. At this point, anyone in a passenger car can hop into a four-wheel-drive vehicle to navigate the challenging grade down into Three Forks.

About the Owyhee Canyonlands

The Owyhee Canyonlands require preparation, awareness and self-sufficiency. Once you leave the blacktop you will not find services or amenities. Top off your gas tank when leaving gateway communities like Jordan Valley or Rome, and carry a spare gas can.

Driving conditions in the Owyhee can be challenging. Roads are often unmaintained, rocky and rutted. Check each destination write-up for road conditions and advice on clearance and four-wheel drive recommendations. A small amount of precipitation makes the road surface slippery, creating mud buildup that clogs wheel wells and limits travel.

Each vehicle should contain a full-size spare tire, towing straps/chains, a jack, some flat boards, Fix-a-Flat, a lug wrench, jumper cables and a five-gallon water jug.

Your best bet for traveling in the Owyhee Canyonlands is to purchase the Malheur Canyon Country and Owyhee Canyon Country maps from the Bureau of Land Management.