

This map is geo-referenced. BLM Cedar City Field Office
 176 East D.L. Sargent Drive, Cedar City, UT | 435-865-3000

Roads
 Improved (solid line)
 Unimproved (dashed line)

Trails
 Hiking (dotted line)

Land Manager

- Bureau of Land Management (BLM) (Yellow)
- State (Light Blue)
- State Parks and Recreation (Dark Blue)
- Private (White)

Visitor Information

- Trailhead (P icon)
- Ladder Bridge (+ icon)
- Restroom (Toilet icon)
- Three Peaks Recreation Area (Orange outline)

Trail Rating*

- Easy (Green circle)
- More Difficult (Blue square)
- Most Difficult (Black diamond)

Non-Motorized Trails (Closed to Equestrian Use)

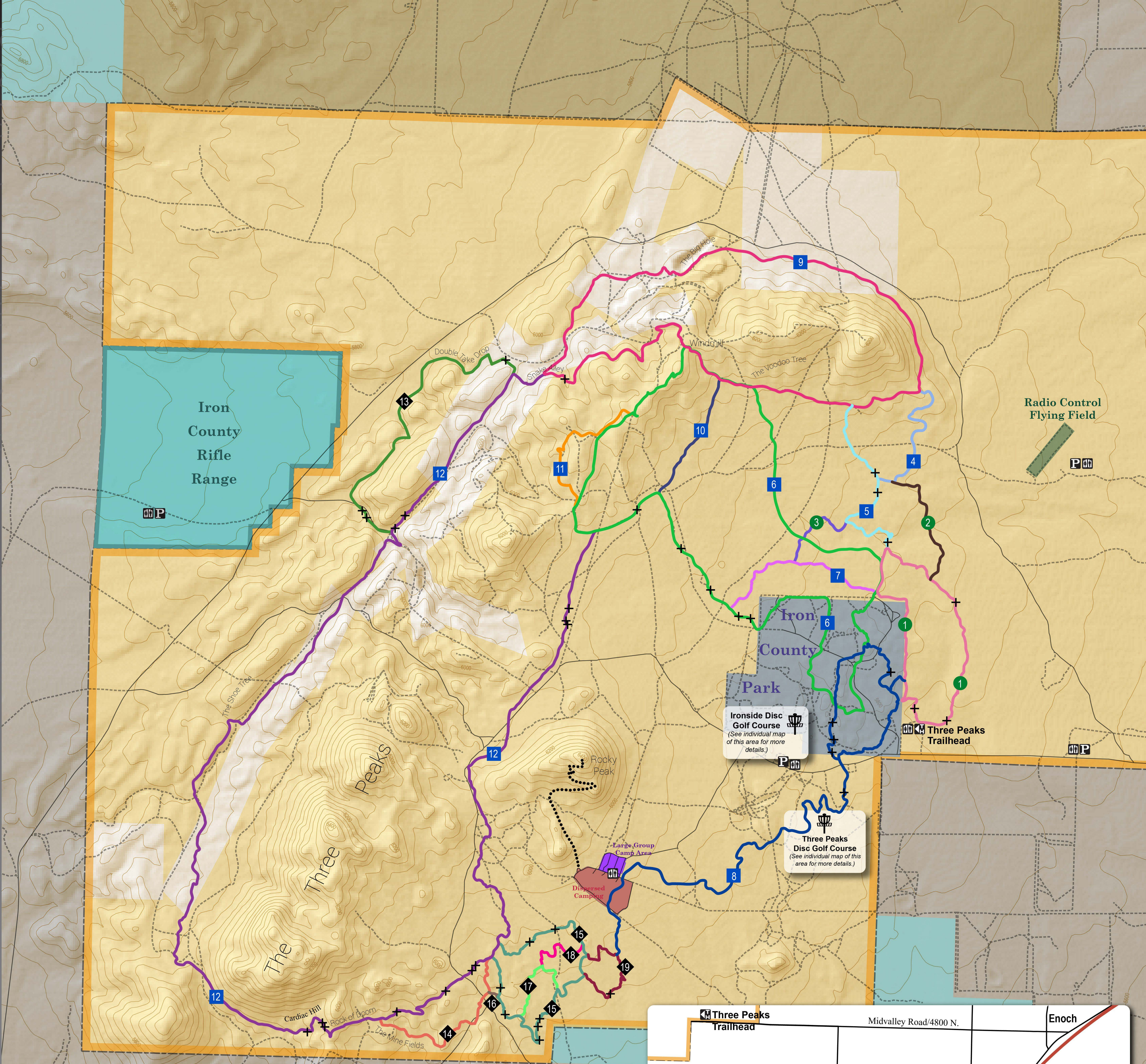
Symbology	Rating*	Name	Mileage
	1	Practice Loop	1.58
	2	Outer Limits	0.45
	3	Sweet Pea	0.31
	4	Orange Forks	0.53
	5	Lost World	0.77
	6	Race Course Loop	3.79
	7	Outlaw	0.62
	8	Twilight Zone	3.02
	9	Big Hole Loop	3.40
	10	Sunnyside	0.44
	11	Earls Trail	0.70
	12	Three Peaks Loop	5.70
	13	Hoover Junction	1.15
	14	Four Loko	0.66
	15	Petrified Whales Loop	1.30
	16	Four Loko Connector	0.04
	17	Humpback	0.33
	18	Moby Dick	0.26
	19	Jumbled Jonah	0.49




Center for Outdoor Ethics | LNT.org

0 0.5 1 Kilometers
 0 0.5 1 Miles

* DISCLAIMER: This information is provided as a courtesy only, no warranty, expressed or implied, is made as to the current validity of this information. Trail ratings are only intended to serve as general overviews of difficulty levels, and may vary from the trail ratings in other areas you are familiar with. Weather events can quickly alter trail conditions and increase difficulty levels, be prepared for changing conditions at all times. Unsecured, abandoned mines may be present near the trails for your safety, never enter abandoned mines. The BLM is not liable for any incidents arising from the use of the information presented here—each user is solely responsible for their own safety while enjoying their public lands. Produced December 2016.



How to Get There

Three Peaks Trailhead
 Midvalley Road/4800 N.
 Enoch
 130
 Exit 62 (North Main Street Exit)