

MCLE Quick Reference Guide

The Mandatory Continuing Legal Education (MCLE) rule [Admission and Practice Rule \(APR\) 11](#) gives you the opportunity to customize your continuing education to best meet your needs. You can take advantage of MCLE approved course subjects and activities to address important topics like lawyer-client issues, office management, personal and professional development, and stress management, in addition to the standard ethics and law and legal procedure subjects. Be sure to calendar your MCLE Deadlines; earn your credits by Dec. 31 of the third year of your reporting period and certify credits by Feb. 1 of the year following your reporting period. For more detailed information on activities and categories eligible for MCLE credit consult APR 11 (h-f).

Each three-year MCLE reporting period earn and certify the following:

6



Ethics Credits (including 1 Equity Credit*)

Ethics credits can be earned by attending or presenting courses, writing, or participating in a structured mentoring program. *Note: One credit in equity, inclusion, and the mitigation of both implicit and explicit bias in the legal profession and the practice of law.

15



Law & Legal Procedure Credits

At least 15 credits must be earned from attending approved courses (live or recorded) in the subject of law and legal procedure.

24



Credits in Any Category

The remaining credits may be earned in the above categories, as well as in the subjects below:

- Professional development
- Personal development and mental health
- Office management
- Improving the legal system

Or by participating in approved activities, such as:

- Writing for a book, law review, or scholarly journal article for a recognized publisher of legal works
- Teaching or attending a Law School Course
- Providing pro bono legal services to a QLSP
- Judging law school competitions
- Participating in a structured mentoring program
- Participating as a law clerk tutor

45



Total credits required (30 for LPOs and LLLTs)

Final as of 10/17/25