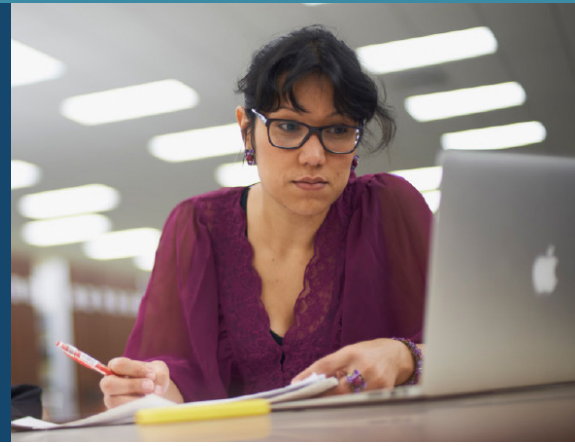


# Law School Application Checklist

Applying to law school can be a complex process, but it doesn't need to be. With the right amount of time, effort, and strategic planning, you can position yourself for success. Here's how:



## CREATE AN ACCOUNT WITH LSAC'S CREDENTIAL ASSEMBLY SERVICE

- Go to [LSAC's Application page](#) to learn how to set up your account.
- Documents will be sent to each law school you apply to.

## STUDY & TAKE THE LSAT

- Determine when you anticipate beginning law school and then review the LSAC website for testing dates.
- Keep in mind that test results take time to be released to law schools.
- Need help? Check out our [LSAT prep guide](#).

## SEND YOUR TRANSCRIPTS TO LSAC FOR EVALUATION

- All undergraduate and graduate transcripts must be [sent to LSAC](#) for verification.
- Once verified this information will be released to the law schools you have applied to.

## REVISE YOUR RESUMÉ

- Now is the time to make sure your resumé is current. It's beneficial to have others review your resumé before applying.

## WRITE YOUR PERSONAL STATEMENT

- A personal statement should be two to four pages and double spaced, with 1-inch margins.
- Feel free to discuss any topic you deem relevant for the admissions committee to consider when reviewing your application.

## PREPARE YOUR IMPACT STATEMENT IF APPLICABLE

- An impact statement could include discussion topics like the following:
  - Any experiences or aspects of who you are that may enhance the legal community.
  - The impact law has made in your desire to attend law school.
  - The impact you want to make in the legal field with your degree.
- If you choose to submit an impact statement, we recommend that the statement be two to four pages in length, double spaced, with 1-inch margins.

## PAY FOR ALL LSAC-ASSOCIATED APPLICATION FEES

- To further align with our mission to provide equal access to a modern legal education, Cooley Law School does not have an application fee.

## REVIEW & SUBMIT YOUR APPLICATION

