

# PROFESSIONAL DEVELOPMENT HOURS LOG

## **MONDAY, OCTOBER 12** INITIAL **SESSION TOPIC** Ethics: William D. Lawson, Murdough Center for Engineering Professionalism, Texas Tech University

#### PROFESSIONAL DEVELOPMENT HOURS

According to the Texas Board of Professional Engineers (TBPE), 15 professional development hours (PDHs) are required each year for license renewal. A PDH is defined as a contact/clock hour on any qualifying course or activity with a clear purpose and objective to maintain, improve, or expand the skills and knowledge relevant to the license holder's engineering field. Courses, presentations or activities related to engineering in a technical, managerial or ethical manner count toward PDHs.

There are two basic criteria for an activity to count:

- Is the specific activity on the list of activities in the rule? (See the TBPE website for an excerpt from the rule.)
- Is the activity relevant to the practice of a technical profession, and does it include technical, ethical or managerial content?

The board wants the reporting process to be as simple as possible, and, as such, there are only two things that a license holder needs to do:

- 1. Certify on the renewal statement that you have completed the Continuing Education Program (CEP) requirement, and return it with your renewal payment. This is the main document that the board reviews and keeps as a record of
- 2. Keep some sort of paper proof of your activity. We



#### INITIAL **SESSION TOPIC** Alternative Project Delivery Construction II Consultant Management completing the CEP requirement. Hydraulics recommend that you retain a copy of the program. **Planning Project Management** Right of Way **SIGNATURE** (Your signature certifies your attendance Traffic Ops II at the sessions indicated.) FOR YOUR RECORDS

## **TUESDAY, OCTOBER 13**

Day One Sessions	
INITIAL	SESSION TOPIC
	Bridges
	Construction I
	Design
	Environment
	Maintenance and Pavement Management
	Materials
	Traffic Ops I

**Day Two Sessions** 

### WEDNESDAY, OCTOBER 14