

ALABAMA FUTURE PROBLEM SOLVING
Annual Timeline - 2024/2025 Competition Year

Global Issues Problem Solving (GIPS) - TEAM and INDIVIDUAL Competitions		
<i>Problem</i>	<i>Topic</i>	<i>Due Date</i>
Practice Problem 1	Food Security	Friday, October 11, 2024
Practice Problem 2	Rising Sea Levels	Friday, December 13, 2024
Qualifying Problem	Agricultural Industry	Friday, January 31, 2024
State Bowl	Nanotechnology	Thursday, March 6, 2024
International Conference	TBA - March 2025	TBA - On Site Competition

Community Problem Solving (CmPS) - TEAM and INDIVIDUAL Competitions	
<i>Component</i>	<i>Due Date</i>
Project Proposal	Friday, February 7, 2025
Project Report	Friday, February 7, 2025
Supporting Materials	Friday, February 7, 2025
Interview	Thursday, March 6, 2025 (On site at State Bowl)

Scenario Writing (SW) - INDIVIDUAL Competition	
<i>Component</i>	<i>Due Date</i>
Completed Scenario	Friday, February 7, 2025

Scenario Performance (ScP) - INDIVIDUAL Competition	
<i>Component</i>	<i>Due Date</i>
Live Performance	Thursday, March 6, 2025 (Performed at State Bowl)

Training Offerings		
<i>Training</i>	<i>Date</i>	<i>Location</i>
New Coach Training - GIPS	Friday, August 30, 2024	VIRTUAL – Zoom
New Coach Training - CmPS, SW, ScP	Friday, September 6, 2024	
	Friday, September 13, 2024	VIRTUAL – Zoom
New Evaluator Training	Saturday, October 12, 2024	Evaluation Team

Topic Talks		
<i>Topic</i>	<i>Date</i>	<i>Time</i>
Practice Problem 1	Thursday, September 26, 2024	3:30PM-5PM CST
Practice Problem 2	Thursday, November 21, 2024	3:30PM-5PM CST
Qualifying Problem	Thursday, January 16, 2025	3:30PM-5PM CST
State Bowl	Thursday, February 20, 2025	3:30PM-5PM CST

Material Release Dates
<i>These are the dates when materials (including payment information) will be released.</i>
<i>If you are registered before the dates below, you will receive your materials on these Mondays.</i>
Monday, September 2, 2024
Monday, September 16, 2024
Monday, September 30, 2024
Monday, November 11, 2024
Monday, November 25, 2024
Monday, December 2, 2024