

Pipestone Area Schools Esports Program

2025–2026 Season Report

Presented to the Pipestone Area Schools Board of Education

Program Overview

The Pipestone Area Schools Esports Program completed its inaugural competitive season during the 2025–2026 school year. This program was created to provide students with additional opportunities to represent Pipestone Area Schools in a structured, competitive, and academically focused environment.

The regular season ran from **late October 2025 through mid-February 2026**, with students competing against schools from across Minnesota as part of the Minnesota Varsity League.

Our program fielded **17 students on the official roster**, representing Pipestone Area Schools with pride, professionalism, and sportsmanship throughout the season.

Minnesota Varsity League esports continues to grow rapidly, with **over 120 schools participating statewide**, making it one of the fastest-growing activities available to Minnesota students.

State Tournament Qualifiers

We are proud to announce that **three Pipestone Area Schools students qualified for the State Esports Tournament** in our very first year:

- **Bradley Emery III**
- **Ethan Davis**
- **Chevy Mitchell**

This is a significant achievement and reflects both the dedication of our students and the strength of the program.

Qualifying for state competition places Pipestone Area Schools among the top esports programs in Minnesota.

Student Leadership and Community Involvement

Beyond competition, our esports students demonstrated strong leadership and community engagement.

On **January 30, 2026**, the esports team volunteered to run concessions at a school event.

- **11 students participated**
 - Students demonstrated responsibility, teamwork, and professionalism
 - This helped support school activities and strengthened student connection to the school community
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Academic and Attendance Benefits of Esports

Esports provides measurable academic and behavioral benefits for students.

Improved Academic Performance

Participation in esports encourages students to:

- Maintain **academic eligibility**
- Keep grades up to remain on the team
- Develop **time management skills**
- Take greater ownership of their academic success

Many students report increased motivation to complete schoolwork in order to compete.

Improved School Attendance

Students involved in esports demonstrate:

- Increased **daily attendance**
- Greater engagement in school activities
- Improved connection to school culture

Students who feel connected to school activities are more likely to attend regularly and succeed.

Development of Career and Life Skills

Esports helps students develop valuable real-world skills, including:

- Teamwork and communication
- Leadership
- Strategic thinking
- Problem solving
- Technology skills
- Goal setting and discipline

These skills translate directly to future careers, including:

- Technology fields
- Engineering
- Business
- Media and broadcasting
- Education
- And many other professions

Growth and Future Outlook

The future of esports in Minnesota is extremely promising.

There is a **high likelihood that esports will become a Minnesota State High School League (MSHSL) sanctioned activity as early as next school year.**

This would place esports alongside traditional activities such as:

- Basketball
- Football
- Speech
- Robotics

- And other MSHSL programs

Pipestone Area Schools is already positioned ahead of many schools by establishing a competitive program early.

Benefits to Pipestone Area Schools

The esports program provides multiple benefits to our district:

Increased Student Opportunities

Esports provides opportunities for students who may not participate in traditional athletics or activities.

Increased Student Engagement

Students feel more connected to school and develop greater school pride.

Positive School Representation

Students represent Pipestone Area Schools in statewide competition.

Our state qualifiers have already brought positive recognition to our district.

Career and Technology Preparation

Students develop technology and teamwork skills aligned with modern careers.

Conclusion

The Pipestone Area Schools Esports Program has had an extremely successful first season.

In just our first year, we have:

- Built a strong and competitive team
- Qualified three students for state competition
- Increased student engagement

- Provided leadership and community service opportunities
- Positioned Pipestone Area Schools for future success in a growing statewide activity

Esports is helping students succeed both academically and personally while proudly representing Pipestone Area Schools.

The future of the program is bright, and we look forward to continued growth and success.