



PRESS RELEASE

Contacts:

Samantha Bickel, samantha@interscholasticesports.org, 215-435-4113

Bill Thomas, info@interscholasticesports.org, 717-574-2923

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Garnet Valley, Biglerville Dominate in PIEA Esports State Championships

Juniata College Esports hosted PIEA State Championships on Jan. 13 and 14

HARRISBURG, Pa. – Garnet Valley High School became Pennsylvania’s first-ever “three-peat” Esports State Champion this past weekend, beating Lower Moreland High School 2-0 in the Pennsylvania Interscholastic Esports Association’s (PIEA) Fall Valorant Championship.

[Garnet Valley’s dominant performance this weekend](#) on the campus of Juniata College in Huntingdon, PA, which started with a convincing 2-0 Semi-Final win over South Fayette High School before dominating in the Grand Finals, officially cements the school’s “dynasty” status as Pennsylvania’s top scholastic esports program. The Jaguars have won three consecutive Valorant state titles, as well as the 2022 Super Smash Bros. Ultimate team championship.

Also, in its first year competing in the PIEA, [Biglerville High School defeated South Fayette High School](#) 4-0 to win the Fall Rocket League Championships. In front of a raucous and spirited crowd, Biglerville defeated Forest Hills Jr./Sr. High School 4-2 in the Semi-Finals before sweeping South Fayette in the Grand Finals. This is Biglerville’s first competitive esports season in school history and with a roster of underclassmen, the program is poised to stay at the top of the Rocket League rankings for years to come. Biglerville also claimed the PIEA “C Division” (J.V.) Rocket League title, defeating Baldwin High School.

In addition, in the PIEA Valorant “C Division” (J.V.) finals, Central York High School defeated Perkiomen Valley High School.

The PIEA Fall Esports State Championships was held at Juniata College in Huntingdon on Jan. 13 and 14. This was the first time that the PIEA has held a state championship event in the Allegheny Valley of Southcentral Pennsylvania, highlighting the growth of the PIEA and the impact esports has had on high schools throughout the Commonwealth.

“Congratulations to both Garnet Valley and Biglerville for their varsity championship wins this past weekend,” said Samantha Bickel, Executive Director of the PIEA. “The hard work and dedication it took to bring home a state title is nothing short of impressive. These students can now showoff the

hardware they won and the scholarship prize money they earned for their esports clubs. Their parents, coaches and their entire school communities should be immensely proud of what these students accomplished this season!”

Currently, the PIEA has nearly 2,500 students participating in its statewide competitions, representing close to 400 teams. As of January 2024, the PIEA has nearly 200 schools in its network. PIEA-member schools hail from all corners of the Commonwealth, including 45 of the state’s 67 counties.

Earlier this season, the PIEA partnered with The Esports Company (TEC), a Pennsylvania-based technology company focusing on growing scholastic esports programs in communities throughout the region, to reach even more Pennsylvania students. TEC’s High School Series champions qualified automatically for the PIEA post-season this Fall, marking the first time the two leagues collaborated to bring a higher standard and stronger competition for Pennsylvania’s esports athletes.

“The future of esports in Pennsylvania is so bright,” said Bill Thomas, a founding Board Member of the PIEA. “We continue to grow the footprint of scholastic esports in communities all across the Commonwealth and with innovative partnerships like the one we have established with TEC, our hope is to have vibrant and transformative esports programs on every high school campus in the state.

“Stay tuned for more exciting news regarding PIEA and TEC’s partnership,” Thomas teased. “Both the PIEA and TEC have the same vision of putting students first and building an ecosystem that provides safe and reliable competitions that encourage teamwork, leadership, and academic success. The Fall State Championships is just the beginning.”

In addition to TEC, the PIEA is proud to work alongside so many dedicated partners, including Nerd Street Gamers, 99OVR, Juniata College Esports, and the Pennsylvania Esports Coalition.

The PIEA Spring Season is just around the corner, with a path to a state championship in both Overwatch 2 and Super Smash Bros. Ultimate. The Spring Esports State Championships will take place on the campus of Wilkes University – the PIEA’s first in-person LAN event to be held in Northeast Pennsylvania – June 1-2, 2024.

“Scholastic esports is growing and the PIEA is providing a path to a state championship for students in every corner of the Commonwealth,” added Bickel. “We are very excited to partner with Wilkes University and to bring our events to this part of Pennsylvania. We know NEPA will be an amazing setting for these exceptional students to showcase their skills, talents, and passions.”

For more information about the PIEA, or to register for future competitions, visit PIEA at interscholasticsports.org.

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About Pennsylvania Interscholastic Esports Association

The Pennsylvania Interscholastic Esports Association (PIEA) is one of the nation's first high school governing bodies solely focused on statewide esports programs and clubs. The PIEA is a member-driven scholastic organization providing oversight and a regulatory structure to high school esports in PA. It offers competitive esports programming for nearly 200 high schools across the Commonwealth that includes regular seasons, playoffs, tournaments, and state championships.

The mission of PIEA is to be a Pennsylvania esports advocate and resource for regulatory oversight and competition guidelines for interscholastic esports.