

PUBLIC ASSOCIATION
"ESPORTS FEDERATION OF KYRGYZSTAN"

Development Programs

Including Youth Development

2025 Report & 2026-2028 Plan

Bishkek, 2026

Development Programs of the Esports Federation of Kyrgyzstan

1. Introduction

The Public Association "Esports Federation of Kyrgyzstan" (ESFK) operates as a volunteer-based non-profit organization, governed by a five-member board. Despite limited financial resources, the Federation implements development programs aimed at growing competitive esports participation across Kyrgyzstan, nurturing talent from grassroots to international level, and expanding infrastructure and opportunities for athletes, coaches, and regional communities.

This document outlines existing development programs conducted in 2025 and planned initiatives for the 2026-2028 strategic period.

2. Competitive Athlete Development

2.1. National Qualifiers System

The Federation organizes national qualification tournaments to select athletes representing the Kyrgyz Republic at international competitions. In 2025, the following national qualifiers were conducted:

Event	Disciplines	Period
IESF WEC 2025 National Qualifiers (Mobile)	PUBG Mobile, MLBB, MLBB Female	March 2025
IESF WEC 2025 National Qualifiers (PC)	CS2, Dota 2	April 5-20, 2025
IESF WEC 2025 National Qualifiers (Console)	eFootball PlayStation	April 22-26, 2025

The qualifier system uses online platforms (FACEIT, Bigplay.gg, Challonge) for preliminary stages and LAN finals at venues in Bishkek, ensuring broad accessibility while maintaining competitive integrity.

2.2. International Competition Pathway

Athletes who succeed at national qualifiers represent the Kyrgyz Republic at major international events. In 2025, Kyrgyz athletes competed in:

- **IESF World Esports Championships 2025** — 6 disciplines (CS2, Dota 2, eFootball, PUBG Mobile, MLBB, MLBB Female)
- **Islamic Solidarity Games, Riyadh** — Rocket League (1st place regional qualifiers), Tekken 8 (silver medal regional qualifiers)
- **Asian Youth Games 2025, Bahrain** — Street Fighter 6, eFootball, Rocket League
- **PUBG Mobile Super League, Almaty** — \$200,000 prize pool
- **International CS2 Tournament, Moscow** — Youth team grand finalists (7 countries)
- **FRAG Season 15, Tashkent** — CS2, \$10,000 prize pool
- **Ayrau CyberCup, Kazakhstan** — Dota 2, Champions (\$5,000 prize)

2.3. Women's Esports Development

The Federation actively supports women's competitive esports through dedicated tournament categories:

- **MLBB Female** national qualifiers for IESF WEC 2025
- **Women's CS2 team** — won Central Asian regional qualifiers in 2025, defeating Kazakhstan in the grand final
- Roster (Jammie, kitosyy, nomercyvec, Destroy_Zloy, amy) demonstrated that systematic support for women in esports produces competitive results

3. Youth Development

3.1. Youth International Representation (2025)

The Federation formed a youth delegation for the Asian Youth Games 2025 in Bahrain — the first Youth Asian Games to officially include esports as a competition discipline:

- Tilek Nazarbekov — Street Fighter 6
- Ibrokhim Satyvaldiev — eFootball
- Aitegin Dootaliev, Azim Sabirov, Vladimir Vostrikov — Rocket League

A youth CS2 team also reached the grand finals at an international tournament in Moscow competing against teams from 7 countries.

3.2. Youth Development Program (2027 Target)

The Federation plans to launch a structured Under-18 esports development program in 2027:

- Partnerships with schools and youth organizations in Bishkek and regional centers
- Regular youth-only competitive brackets at national events
- Mentoring program pairing experienced athletes with younger competitors
- Target: 200+ youth participants by end of 2027

3.3. Youth Talent Identification

Through open national qualifiers and community tournaments, the Federation identifies promising young athletes and provides them pathways to competitive play. The IESF WEC qualifiers are open to participants aged 14+, ensuring youth access to competitive pathways from an early age.

4. Regional Development

4.1. Current Status

Federation activities are currently concentrated in Bishkek, with online tournaments accessible from all regions. National qualifiers use online platforms (FACEIT, Bigplay.gg, Challonge, Discord) to lower geographic barriers to participation.

4.2. Regional Branch Activation (2026-2028)

Year	Target Regions	KPI
2026	Osh, Jalal-Abad, Issyk-Kul	3 active regional branches established

2027	Expand to all 7 oblasts + Bishkek + Osh cities	7 active branches
2028	Full national coverage with local coordinators	9 active branches

Regional branches will organize local qualifiers, identify talent, and host community esports events in partnership with local institutions.

5. Discipline and Format Expansion

5.1. Disciplines Covered (2025)

The Federation currently covers the following competitive disciplines:

- **PC:** CS2, Dota 2
- **Mobile:** PUBG Mobile, Mobile Legends: Bang Bang
- **Console:** eFootball (PlayStation)
- **Fighting Games:** Street Fighter 6, Tekken 8
- **Other:** Rocket League

5.2. Planned Expansion (2026)

For the Esports Nations Cup 2026 (Riyadh), the Federation plans to field national teams in 8+ game titles including PUBG Mobile, Dota 2, CS2, Mobile Legends, Chess, EA FC 26, Street Fighter 6, and Fatal Fury. This represents significant growth from the current discipline portfolio.

5.3. New Formats

- **Phygital sports:** In February 2025, the Federation participated in the first Phygital Hockey Tournament in Pittsburgh, USA, in partnership with the US Phygital Hockey Federation and the NOC of Kyrgyzstan
- **Online qualifiers with LAN finals:** Hybrid format combining accessibility with competitive integrity
- **Professional League Pilot (2028):** Semi-professional national league with 8+ teams across 2 disciplines

6. Coach and Referee Development

6.1. Coach & Referee Certification Program (2027)

The Federation plans to launch a national certification program for esports coaches and referees:

- Development of certification criteria and examination procedures
- Training workshops for prospective coaches and referees
- Standardized rules and refereeing procedures for national championships
- Target: 20+ certified coaches and referees by end of 2027

6.2. Broadcasting and Production Skills

Local tournament operators provide broadcasting and production support for national events. The Federation supports skill development in this area through hands-on involvement in tournament operations across platforms including YouTube (@BSLKyrghzstan), Twitch (bsl_kg), and social media (Instagram @esf.kg, Telegram @esfkg).

7. Infrastructure Development

7.1. Current Infrastructure

The Federation currently uses existing esports venues in Bishkek for LAN events and finals. Online platforms serve as the primary infrastructure for qualifiers and community tournaments.

7.2. National Esports Arena (2028 Target)

By 2028, the Federation plans to complete a feasibility study for a dedicated National Esports Arena. This facility would serve as:

- Primary venue for national championships and LAN finals
- Training center for national team athletes
- Community hub for grassroots programs and youth events
- Broadcasting studio for tournament production

8. Partnerships for Development

8.1. Technology Partners

The Federation works with technology and hardware partners who provide value-in-kind support for events:

- Kingston / HyperX — peripherals and equipment
- ASUS Republic of Gamers — gaming hardware
- DeepCool — cooling equipment
- AOC / Philips — monitors
- Anda Seat — gaming furniture

8.2. Institutional Partners

- Olympic Committee of the Kyrgyz Republic — joint programs for multi-sport events
- State Agency for Youth, Physical Culture and Sports — government cooperation and recognition
- IESF, AESF, GEF — international federation programs, grants, and competition access

8.3. External Funding

For 2026, the Federation has applied for \$24,600 from the EWCF Development Fund (ENC26) to support international competition participation and national development programs.

9. Key Performance Indicators

Indicator	2025 (Actual)	2026 (Target)	2027 (Target)	2028 (Target)
National qualifier disciplines	6	8+	10+	10+
International events participated	7+	8+	10+	12+
Active regional branches	1 (Bishkek)	3	7	9

Youth participants (Under-18)	5 (international)	50+	200+	500+
National championship events/year	3	4+	6+	8+
Certified coaches/referees	—	—	20+	30+
Budget (USD)	~\$9,100	\$10,000	\$15,500	\$22,000

Note: The Esports Federation of Kyrgyzstan operates entirely on a volunteer basis. All board members serve without compensation. Development programs are funded through international federation grants, partner support (value-in-kind), and modest self-generated revenue.

President

Public Association "Esports Federation of Kyrgyzstan"

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