



Judging rubric.

Every pitch is scored on six weighted criteria. Judges rate each criterion from **1 to 10**, and scores are weighted to a **100 point total**. Read the full pitch before scoring, and use the band descriptions below to anchor each rating.

Problem & Opportunity

20%

Clarity and significance of the problem being solved. Is it urgent, and is the opportunity real?

9-10 Exceptional. Problem is urgent and clearly proven with data; massive, well-scoped opportunity.

4-6 Developing. Problem exists but feels vague or generic; market sizing is unclear.

7-8 Strong. Problem is clear and relatable; opportunity is credible and reasonably sized.

1-3 Needs work. Problem is not compelling or poorly articulated; no market context given.

Solution & Innovation

20%

Creativity, feasibility, and differentiation of the solution. Does it actually fit the problem?

9-10 Exceptional. A creative, novel solution that doesn't currently exist, while still being feasible to build and launch.

4-6 Developing. Solution is logical but not particularly differentiated; limited competitive analysis.

7-8 Strong. Solid solution with meaningful differentiation; addresses the core problem effectively.

1-3 Needs work. Solution is unclear, unoriginal, or doesn't match the problem described.

Market & Customer Understanding

10%

Who it's for, and evidence of real demand. Is the target market well researched?

9-10 Exceptional. Deep understanding of a well-defined customer, backed by research and real conversations.

4-6 Developing. Some evidence of validation but limited; market research is surface level.

7-8 Strong. Clear customer validation through interviews, surveys, or beta users; market research is solid.

1-3 Needs work. No customer validation; target market is vague or assumptions are unsupported.

Business Model

15%

How it makes money or sustains itself. Is there a clear, scalable path to revenue?

9-10 Exceptional. Revenue model is fully defined with pricing, unit economics, and realistic projections.

4-6 Developing. Revenue model exists but lacks specifics; scalability is assumed but not explained.

7-8 Strong. Revenue model makes sense; growth potential is evident and well reasoned.

1-3 Needs work. No clear business model; how money is made is not explained.

Traction or Validation

15%

Any progress, research, or early results so far. Has the idea moved beyond paper?

9-10 Exceptional. Strong traction: paying customers, LOIs, pilots, or significant user growth backed by data.

4-6 Developing. Some early steps taken, but results are limited or anecdotal.

7-8 Strong. Meaningful early progress, such as a working prototype, early users, or promising test results.

1-3 Needs work. No progress or evidence beyond the idea itself.

Pitch Delivery

20%

Storytelling, clarity, confidence, and quality within the time limit. Was it engaging and easy to follow?

9-10 Exceptional. Captivating delivery: crisp narrative, excellent visuals, and a poised, confident presence.

4-6 Developing. Gets the message across but delivery is inconsistent; slides are cluttered or unclear.

7-8 Strong. Clear and engaging; well structured with good pacing and solid visuals.

1-3 Needs work. Hard to follow; reading from slides, unclear structure, or ran well over time.

Scoring. Multiply each criterion score by its weight, then add them up. A pitch that earns 8s across the board lands at 80 points. Ties are broken by Problem & Opportunity, then Solution & Innovation.

1-3 Needs work 4-6 Developing 7-8 Strong 9-10 Exceptional

**HSECA**

High School Entrepreneurship Clubs of America

THE UPSTART YOUTH PITCH COMPETITION

Pitch format.

Everything you need to put together a complete entry. Keep it simple: **one video, one optional deck, submitted through the website by September 15.**

5:00

max video length, judges stop at five minutes

12

slides max if you use a deck, and it's optional

6

rubric criteria your pitch needs to cover

THE VIDEO

Record a pitch of five minutes or less. Anything past the five minute mark won't be scored, so plan your time. A phone camera is completely fine; clear audio matters more than production quality.

Present it yourself. We want to hear you explain your idea, not a voiceover reading slides. Screen sharing your deck while you talk works great.

THE DECK (optional)

Up to 12 slides if you choose to use one. Show it in your video or attach it as a PDF with your submission. Clean and readable beats flashy; one idea per slide is a good rule.

WHAT YOUR PITCH MUST COVER

Judges score every entry against the full rubric, so make sure your pitch touches all six criteria:

20% Problem & opportunity

20% Solution & innovation

10% Market & customers

15% Business model

15% Traction or validation

20% Pitch delivery

SUBMITTING

Submit through the competition website by September 15. You'll register, upload your video (or paste an unlisted YouTube or Drive link set to viewable), and attach your deck if you have one.

Keep it original. The idea and the pitch must be your own work. Your idea can be a concept, an early prototype, or a running business; every stage is welcome.

AFTER YOU SUBMIT

Judging runs from September 15 to October 15. Every entry is scored by our judges against the rubric, no entry gets skipped. Winners are announced October 15 and recognized on our website and social channels.

HELPFUL RESOURCES

YC Startup Library [ycombinator.com/library](https://www.ycombinator.com/library)

Free guides on pitching, finding problems worth solving, and talking to customers.

Canva [canva.com](https://www.canva.com)

Free pitch deck templates, so you can spend your time on the idea, not the design.

SCORE score.org

Free business mentoring and templates for business models and market research.

SBA Learning Center [sba.gov](https://www.sba.gov)

Short free courses on market research and the basics of starting a business.

Questions? highschoolentrepreneurship@gmail.com

upstartpitchcomp.vercel.app
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