

FREE RESOURCE — AUDIT CHECKLIST

Website Performance Audit Checklist

Score your site against six performance areas covering Core Web Vitals, image optimisation, the CSS/JS/font asset pipeline, caching and CDN, server and TTFB, and mobile delivery. Identify the gaps costing you traffic, conversions and Google ranking.

6

PERFORMANCE
AREAS
COVERED

40+

AUDIT ITEMS
TO CHECK

/10

SCORE EACH
SECTION

Fillable

TICK & TYPE
IN ANY VIEWER

CORE WEB VITALS

ASSET PIPELINE

CDN & CACHING

MOBILE

PREPARED FOR

Cloudswitched Knowledge
Library

PREPARED BY

Cloudswitched Ltd.

VERSION

2026 Edition

FORMAT

Interactive PDF

00

How to use this checklist

Work through each of the six sections with your web developer or digital agency. Tick every checkpoint that is **fully in place** in production — not partially, not "next sprint", but live today and verifiable in PageSpeed Insights, Search Console or the browser dev-tools. Then award each section a score out of 10 based on how many checkpoints you can confidently tick.

A score **below 6 in any section** indicates a performance gap that is almost certainly costing you ranking, bounce-rate or conversions. Use the action items page at the back to capture your top three priorities. This is an **interactive PDF** — tick the boxes and type your scores, URLs and notes directly in any modern PDF viewer.

WHY PERFORMANCE MATTERS

53% of mobile visitors abandon a site that takes longer than 3 seconds to load. Google uses Core Web Vitals as a ranking signal. Every additional second of delay reduces conversions by roughly 7%. Performance is not a vanity metric — it directly affects search visibility, revenue and the cost of paid traffic.

SCORING GUIDANCE

Award one point per checkpoint where you have evidence the optimisation is live in production — a Lighthouse report, a Search Console screenshot, a CDN dashboard, a response header. Half measures do not score. Round each section to the nearest whole number out of 10 and carry it forward to the summary table.

The six sections

- **01 Core Web Vitals** — LCP, INP, CLS, PageSpeed Insights and Search Console pass status.
- **02 Image Optimisation** — WebP/AVIF, responsive srcset, dimensions, lazy loading, compression.
- **03 Asset Pipeline (CSS / JS / Fonts)** — minification, critical CSS, deferred JS, unused code, font loading.
- **04 Caching & CDN** — CDN, browser cache headers, service worker, hit ratio, Cache-Control.
- **05 Server & TTFB** — Time to First Byte, UK edge, TLS 1.3, HTTP/2-3, Gzip/Brotli, database, uptime.
- **06 Mobile Performance** — mobile-first index, viewport, tap targets, mobile LCP, 4G throttled test.

01

Core Web Vitals

Google's three real-user metrics for loading, interactivity and visual stability. All three should be rated **Good** in PageSpeed Insights and passing in Search Console for both mobile and desktop — this is a documented ranking signal.

- ☐ **Largest Contentful Paint (LCP)** is under 2.5 seconds on the 75th percentile of real users — measures loading performance.
- ☐ **Interaction to Next Paint (INP)** is under 200ms — the 2024 replacement for First Input Delay, measures responsiveness.
- ☐ **Cumulative Layout Shift (CLS)** is under 0.1 — measures visual stability (no jumping content as the page loads).
- ☐ Core Web Vitals are **passing in Google Search Console** for both mobile and desktop URL groups (no “needs improvement” or “poor” buckets).
- ☐ **PageSpeed Insights** score is ≥ 90 for desktop and ≥ 70 for mobile on the top 5 landing pages.
- ☐ No **layout shift** caused by ads, images without dimensions, dynamically injected banners or web-font swaps.
- ☐ **Field data (CrUX)** is reviewed monthly — not just lab data from a one-off Lighthouse run.

LAB DATA VS FIELD DATA

Lighthouse runs in a controlled lab environment. Search Console's CrUX dataset reports what real visitors experienced on their real devices and connections over the last 28 days. Google ranks on the field data — tune your audits to it.

SECTION 01 SCORE / 10

Aim for 9+. Below 6 = ranking risk.

02

Image Optimisation

Images are typically the heaviest assets on a page and the easiest win in any audit. Optimise here for dramatic LCP and bandwidth improvements — expect a 40–60% byte reduction without visible quality loss.

- ☐ All images are served in **modern formats** (WebP or AVIF) with appropriate fallbacks for older browsers via `<picture>`.
- ☐ Images are **properly sized** — no 4000px source images being downscaled by CSS into 400px containers.
- ☐ **Responsive images** use `srcset` and `sizes` attributes to serve appropriate dimensions per device.
- ☐ All images have **explicit width and height** attributes (*or CSS aspect-ratio*) to prevent layout shift.
- ☐ **Lazy loading** is implemented for below-the-fold images via `loading="lazy"`.
- ☐ Hero and above-the-fold images are **preloaded** with `<link rel="preload">` so the LCP element renders fast.
- ☐ Image **compression** is applied at build/upload time — target < 100KB per content image, < 200KB per hero.
- ☐ An **image CDN** with on-the-fly resize and format negotiation is in use (*Cloudflare Images, Imgix, Cloudinary*).

THE BIGGEST SINGLE LCP WIN

On most marketing sites the LCP element is the hero image. Convert it to AVIF, add `fetchpriority="high"` and a matching `<link rel="preload">`, and you typically shave 0.5–1.5s off mobile LCP for zero design risk.

SECTION 02 SCORE / 10

Aim for 8+. Below 6 = images bloated.

03

Asset Pipeline — CSS / JS / Fonts

Stop the browser doing unnecessary work on the critical path. The cheapest performance gains come from removing or deferring code the user will never see — not from making slow code faster.

- ☐ **CSS is minified** in production and the critical above-the-fold styles are inlined in the document `<head>`.
- ☐ **JavaScript is minified**, then deferred or loaded asynchronously — no render-blocking JS in the document head.
- ☐ **Unused CSS and JS** have been removed (*verified with Chrome DevTools > Coverage*) — aim for < 40% unused.
- ☐ **Third-party scripts** are audited and culled — tag manager, chat widget, A/B tester, analytics, heatmap, retargeting.
- ☐ **Font loading** uses font-display: swap, preloads the critical weight, and limits to 2–3 weights per family.
- ☐ **Code splitting** is in place for JS bundles — route-level chunks rather than a monolithic main.js.
- ☐ A **JS bundle budget** is enforced in CI (*e.g. < 170KB compressed first-party JS on the main route*).

AUDIT THE THIRD-PARTIES FIRST

Pull a Lighthouse “Third-party usage” report. If chat widgets, heatmaps and tag managers are blocking the main thread for > 500ms, remove them or load them async after user interaction — far higher leverage than micro-optimising your own code.

SECTION 03 SCORE ----- / 10

Aim for 8+. Below 6 = JS/CSS bloat.

04

Caching & CDN

The fastest byte is the one you do not have to fetch. A correctly configured CDN with aggressive browser cache headers turns repeat visits and second-page navigations into near-instant experiences.

- ☐ A **Content Delivery Network (CDN)** sits in front of every public-facing asset (*Cloudflare, Bunny, CloudFront, Fastly, Azure*).
- ☐ **Browser caching headers** set static assets to `max-age=31536000`, immutable with cache-busting filenames.
- ☐ HTML pages have a sensible `Cache-Control` — either short-TTL (5–60s) edge cache or stale-while-revalidate.
- ☐ A **service worker** or HTTP cache strategy is in place for repeat visitors and offline resilience.
- ☐ **CDN cache hit ratio** is $\geq 90\%$ on static assets (verified in the CDN dashboard analytics).
- ☐ **ETag and Last-Modified** headers are correctly configured so conditional revalidation works.
- ☐ A **cache-purge mechanism** is documented and tested — deploys do not require manual edge invalidation.

QUICK CDN SANITY CHECK

Open DevTools > Network, reload, and look at the `cf-cache-status` (or equivalent) header on your assets. If you see `DYNAMIC` or `BYPASS` on static files, your CDN is paying bandwidth for nothing — investigate before chasing micro-optimisations elsewhere.

SECTION 04 SCORE _____ / 10

Aim for 8+. Below 6 = no edge cache.

05

Server & TTFB

Everything else is wasted effort if the server takes 800ms to start sending bytes. Time to First Byte is the foundation — under 200ms means the rest of the budget belongs to your front-end.

- ☐ Server **Time to First Byte (TTFB)** is under 200ms on the 75th percentile of real visitors.
- ☐ Hosting is on a **UK-based server** or a CDN edge with London POPs — UK visitors are not routed via US datacentres.
- ☐ **SSL/TLS** is configured with TLS 1.3, OCSP stapling enabled and HSTS preloaded.
- ☐ **HTTP/2 or HTTP/3** is enabled end-to-end for multiplexed connections (verified in the Network panel).
- ☐ **Gzip or Brotli** compression is enabled for HTML, CSS, JS, JSON and SVG (*Brotli preferred — ~15% smaller than Gzip*).
- ☐ Server has **adequate resources** for peak load — no CPU throttling or memory pressure during traffic spikes.
- ☐ **Database queries** are optimised — no N+1, no slow queries above 100ms on hot paths (*query log enabled*).
- ☐ **Uptime monitoring** is in place with on-call alerts and a public status page or internal incident channel.

THE TTFB CEILING

If your TTFB is 600ms, the best possible LCP is 600ms *plus* however long the browser then takes to parse HTML, fetch CSS and decode the hero image. No amount of front-end magic recovers a slow origin — fix the server side first.

SECTION 05 SCORE ----- / 10

Aim for 8+. Below 6 = slow origin.

06

Mobile Performance

Google indexes the mobile version of your site first and ranks on real-world mobile field data. Test on a throttled 4G connection on a mid-tier Android device — not on your office WiFi from a flagship phone.

- ☐ The site is **mobile-first responsive** — no horizontal scrolling, no zoom required, all interactions work on touch.
- ☐ A correct **viewport meta tag** is set (*width=device-width, initial-scale=1*) — no fixed-width or zoom-disabled.
- ☐ **Tap targets** are at least 48×48px with adequate spacing — verified in Lighthouse's accessibility audit.
- ☐ **Mobile LCP** is under 2.5s when tested on a throttled *Slow 4G* profile in Lighthouse / WebPageTest.
- ☐ The mobile page **weight** is under 1.5MB total transfer for the initial view (*check the Network panel total*).
- ☐ **Text remains visible** during web-font load (*no FOIT*) — font-display: swap or optional.
- ☐ **Mobile-friendly test** in Search Console reports *Mobile usable* with no issues flagged.
- ☐ Heavy embeds (*maps, videos, chat widgets*) are **lazy-loaded on scroll or click**, not on initial mobile render.

THE REAL-DEVICE GAP

Lighthouse's mid-tier emulated device is roughly four times slower than the latest iPhone but four times faster than the cheapest Android handsets your customers actually own. Cross-check with an entry-level real device once a quarter — the gap usually surprises designers.

SECTION 06 SCORE / 10

Aim for 8+. Below 6 = mobile fail.



URL benchmarks — current vs target

Pick the five highest-traffic landing pages on your site and record the current value for each headline metric next to the target. Re-run the audit 30 and 90 days after remediation to prove the gain. Pull current values from PageSpeed Insights field data, the Search Console Core Web Vitals report and a Lighthouse mobile run.

URL	LCP target < 2.5s	INP target < 200ms	CLS target < 0.1	TTFB target < 200ms
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

TWO DATA SOURCES, NOT ONE

Record the **field** value (real-user data from PageSpeed Insights / CrUX) and the **lab** value (a Lighthouse run on a throttled mobile profile) side-by-side. Big divergences between them point at problems specific to your real audience — geographic latency, third-party scripts that only fire for logged-in users, or device classes you do not own.

PAGESPEED INSIGHTS SCORE

The single-number Lighthouse score is a weighted composite — record it here for tracking momentum, but always treat the individual Core Web Vitals as the source of truth for ranking decisions.

Mobile PSI _____ /100 **Desktop PSI** _____ /100



Audit score summary

Transfer the score for each section into the table. Set a priority (H/M/L) based on the gap to target. Anything below 6 is a candidate for the top-3 actions on the next page.

#	PERFORMANCE AREA	SCORE / 10	PRIORITY
01	Core Web Vitals	_____ / 10	☐ H ☐ M ☐ L
02	Image Optimisation	_____ / 10	☐ H ☐ M ☐ L
03	Asset Pipeline (CSS / JS / Fonts)	_____ / 10	☐ H ☐ M ☐ L
04	Caching & CDN	_____ / 10	☐ H ☐ M ☐ L
05	Server & TTFB	_____ / 10	☐ H ☐ M ☐ L
06	Mobile Performance	_____ / 10	☐ H ☐ M ☐ L
Σ	TOTAL SCORE	_____ / 60	—

AFTER REMEDIATION — RE-SCORE IN 30 / 90 DAYS

Performance work is only worth doing if you can prove the gain. Re-run this audit 30 and 90 days after each remediation sprint and record both totals on the next page. A halved bounce-rate or a recovered ranking will not chase itself.



Interpretation & priority actions

Translate your total score into a risk band, then commit to a small number of next steps. The goal is one page of decisions, not a wish list.

Score interpretation

48–60

Excellent. Your site is performance-tuned and on the right side of every Core Web Vital. Stay there with quarterly re-audits and a PSI regression alert.

36–47

Solid foundation, gaps exist. Prioritise any area scoring below 6 with an owner and a 30-day deadline.

Below 36

Significant performance debt. Bounce, conversions and ranking are being damaged today. Consider an urgent review with an external web specialist.

Top 3 priority actions

01

02

03

Additional notes

AUDIT COMPLETED BY

DATE

NEXT REVIEW DUE

Need help closing the gaps?

Cloudswitched runs fixed-price website performance remediation for UK SMEs — Core Web Vitals, image and asset optimisation, CDN, caching and TTFB, with field-data proof of the gain at 30 and 90 days.

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