

Performance Report for: https://pitchlane-web.vercel.app/

Report generated: Fri, Dec 1, 2023 3:12 PM -0800
Test Server Location: Vancouver, Canada
Using: Chrome 117.0.0.0, Lighthouse 11.0.0

A	Performance 100%	Structure 97%	L. Contentful Paint 262ms	T. Blocking Time 54ms	C. Layout Shift 0
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Top Issues

IMPACT	AUDIT	
Med	Use explicit width and height on image elements <small>CLS</small>	2 images found
Low	Avoid an excessive DOM size <small>TBT</small>	943 elements
Low	Avoid enormous network payloads <small>LCP</small>	Total size was 300KB
Low	Properly size images	Potential savings of 12.3KB
Low	Serve static assets with an efficient cache policy	Potential savings of 980B

Page Details



Total Page Size - 292KB



Total Page Requests - 29



HTML JS CSS IMG Video Font Other

How does this affect me?

Today's web user expects a fast and seamless website experience. Delivering that fast experience can result in increased visits, conversions and overall happiness.

As if you didn't need more incentive, **Google has announced that they are using page speed in their ranking algorithm.**

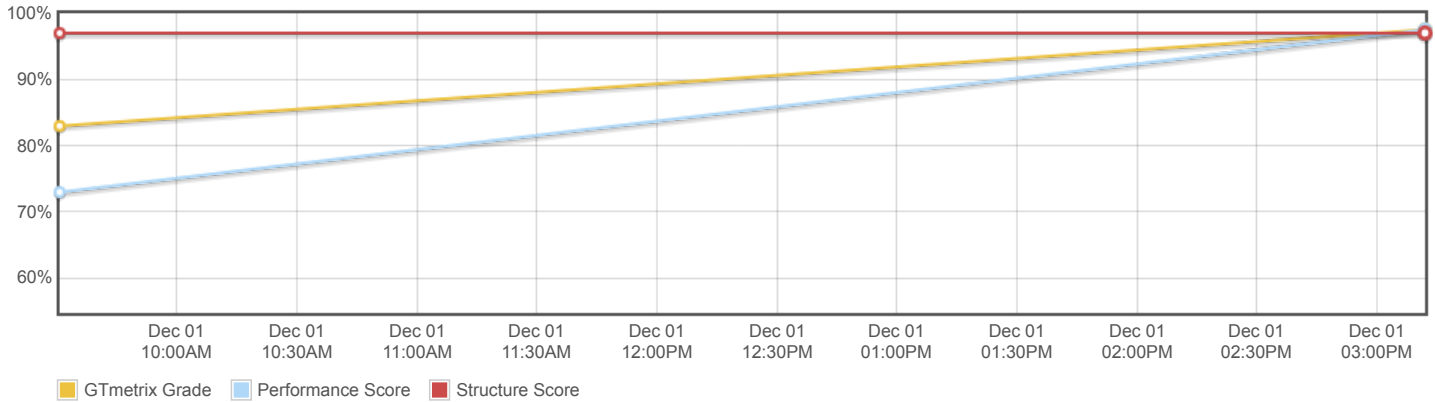
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

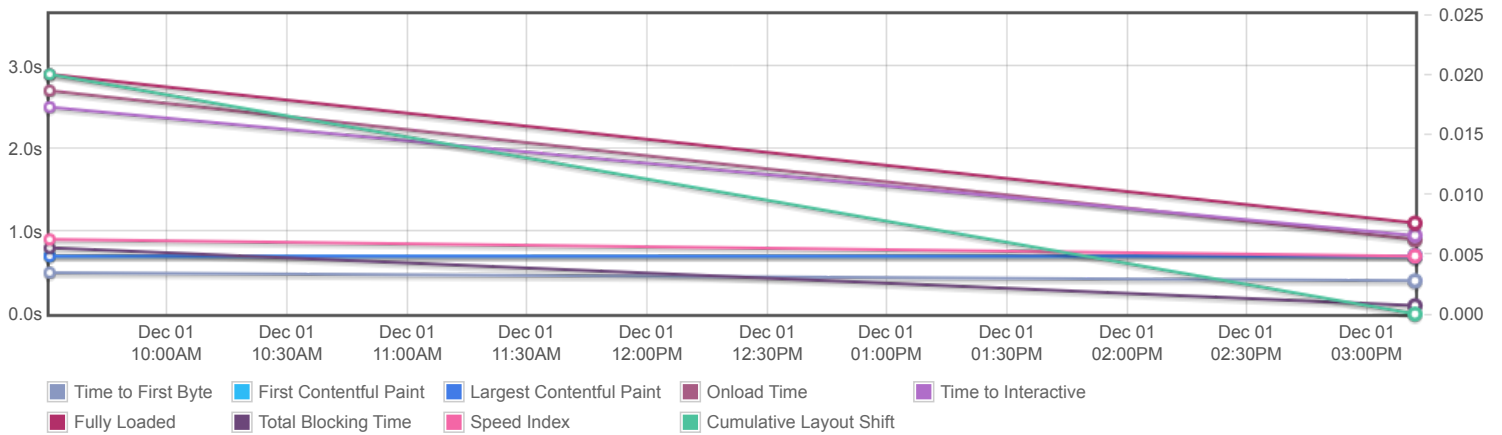
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 27 years experience in web technology.

<https://carbon60.com/>

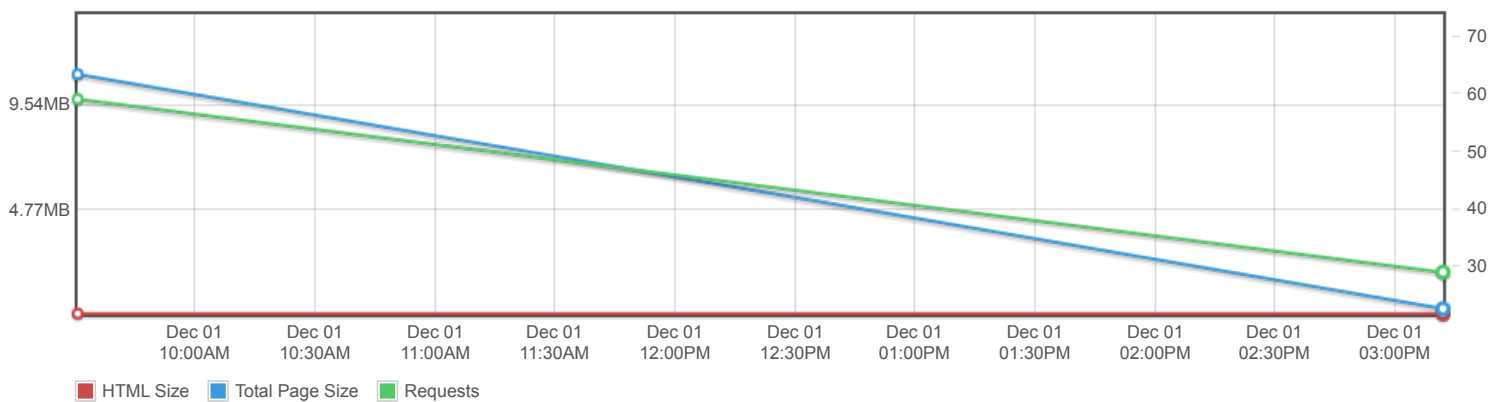
Page scores



Page metrics

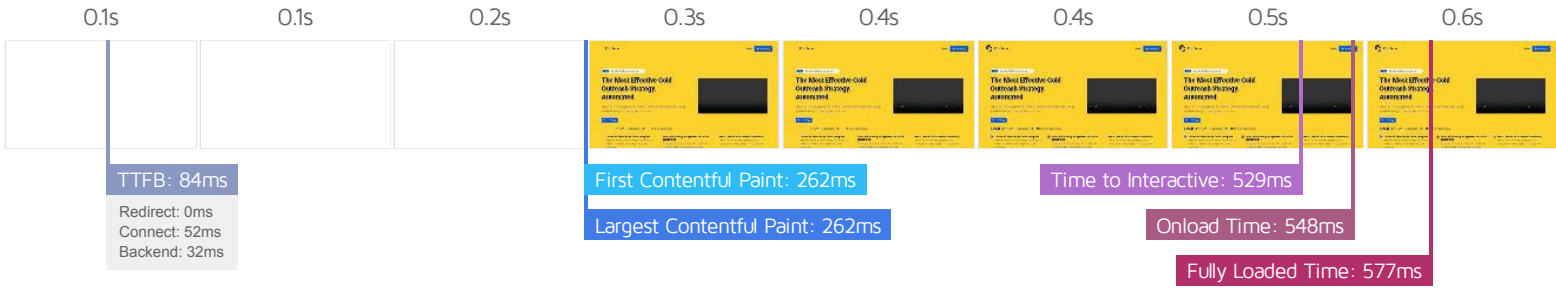


Page sizes and request counts



The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.





Performance Metrics

<p>First Contentful Paint</p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p>262ms</p>	<p>Time to Interactive</p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p>528ms</p>
<p>Speed Index</p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p>256ms</p>	<p>Total Blocking Time</p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p>54ms</p>
<p>Largest Contentful Paint</p> <p>How long it takes for the largest element of content (e.g. a hero image) to be painted on your page. A good user experience is 1.2s or less.</p>	<p>Good - Nothing to do here</p> <p>262ms</p>	<p>Cumulative Layout Shift</p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p>0</p>

Browser Timings

Redirect	0ms	Connect	52ms	Backend	32ms
TTFB	84ms	First Paint	262ms	DOM Int.	312ms
DOM Loaded	369ms	Onload	548ms	Fully Loaded	577ms

IMPACT	AUDIT	
Med	Use explicit width and height on image elements <small>CLS</small>	2 images found
Low	Avoid an excessive DOM size <small>TBT</small>	943 elements
Low	Avoid enormous network payloads <small>LCP</small>	Total size was 300KB
Low	Properly size images	Potential savings of 12.3KB
Low	Serve static assets with an efficient cache policy	Potential savings of 980B
Low	Avoid long main-thread tasks <small>TBT</small>	3 long tasks found
Low	Reduce JavaScript execution time <small>TBT</small>	123ms spent executing JavaScript
Low	Avoid chaining critical requests <small>FCP</small> <small>LCP</small>	1 chain found
Low	Reduce unused JavaScript <small>LCP</small>	Potential savings of 49.2KB
N/A	Largest Contentful Paint element <small>LCP</small>	260 ms
N/A	Reduce initial server response time <small>FCP</small> <small>LCP</small>	Root document took 31ms
N/A	Avoid serving legacy JavaScript to modern browsers <small>TBT</small>	Potential savings of 70B
N/A	Minimize main-thread work <small>TBT</small>	Main-thread busy for 481ms
N/A	User Timing marks and measures	4 user timings
N/A	Reduce the impact of third-party code <small>TBT</small>	Total size was 50.9KB
N/A	Eliminate render-blocking resources <small>FCP</small> <small>LCP</small>	
N/A	Avoid large layout shifts <small>CLS</small>	