

Performance

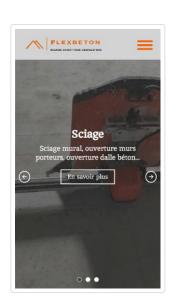
Values are estimated and may vary. The performance score is <u>calculated</u> directly from these metrics. <u>See calculator.</u>

METRICS

0-49

50-89

90-100



Expand view

First Contentful Paint

1.7 s

Total Blocking Time

0 ms

Speed Index

23.5 s

Largest Contentful Paint

4.0 s

Cumulative Layout Shift

0.002

View Treemap









Show audits relevant to: All FCP LCP TBT CLS

DIAGNOSTICS

Enable text compression — Potential savings of 154 KiB

Reduce initial server response time — Root document took 15,790 ms

Largest Contentful Paint element - 4,000 ms

Serve images in next-gen formats — Potential savings of 664 KiB

	Reduce unused JavaScript — Po	otential savings of 81 KiB		~
A	Eliminate render-blocking resources — Potential savings of 610 ms			~
A	Reduce unused CSS — Potential savings of 13 KiB			~
	Image elements do not have explicit width and height			~
	Serve static assets with an efficient cache policy — 8 resources found			~
	Largest Contentful Paint image was lazily loaded			~
	Properly size images — Potential savings of 3,046 KiB			~
	Avoid enormous network payloads — Total size was 3,805 KiB			~
0	Avoid large layout shifts — 1 layout shift found			~
0	Avoids an excessive DOM size — 159 elements			~
0	Avoid chaining critical requests — 4 chains found			~
0	JavaScript execution time — 0.1 s			~
0	Minimizes main-thread work — 0.6 s			~
0	Minimize third-party usage — Third-party code blocked the main thread for 0 ms			
0	Avoid long main-thread tasks — 2 long tasks found			
More information about the performance of your application. These numbers don't <u>directly affect</u> the Performance score.				
PASS	PASSED AUDITS (19)			
	aptured at Jul 2, 2024, 10:23 AM MT+2	Emulated Moto G Power with Lighthouse 12.1.0	Single page session	
Ō In	itial page load	Slow 4G throttling	Using HeadlessChromium	

126.0.6478.127 with node