



Performance

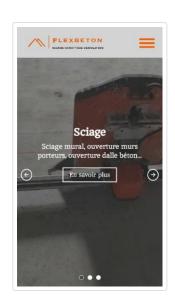
Values are estimated and may vary. The performance score is <u>calculated</u> directly from these metrics. <u>See calculator.</u>

METRICS



50-89





Expand view

First Contentful Paint

1.5 s

Total Blocking Time

20 ms

Speed Index

1.5 s

Largest Contentful Paint

3.8 s

Cumulative Layout Shift

0.003

View Treemap

















Show audits relevant to: All FCP LCP TBT CLS

DIAGNOSTICS

Enable text compression — Potential savings of 154 KiB

Largest Contentful Paint image was lazily loaded

Largest Contentful Paint element — 3,840 ms

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

A	Reduce unused JavaScript — P	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			~
	Properly size images — Potential savings of 3,046 KiB			
	Avoid enormous network payloads — Total size was 3,805 KiB			
0	JavaScript execution time — 0.2 s			~
0	Avoid large layout shifts — 2 layout shifts found			~
0	Initial server response time was short — Root document took 10 ms			~
0	Avoids an excessive DOM size — 159 elements			~
0	Avoid chaining critical requests — 4 chains found			~
0	Minimizes main-thread work — 0.8 s			~
0	Minimize third-party usage — Third-party code blocked the main thread for 0 ms			
0	O Avoid long main-thread tasks — 3 long tasks found			
More information about the performance of your application. These numbers don't directly affect the Performance score.				
PASS	PASSED AUDITS (19)			
	Captured at Jul 2, 2024, 1:13 PM	Emulated Moto G Power with	Single page session	
	MT+2 nitial page load	Lighthouse 12.1.0 Slow 4G throttling	Using HeadlessChromium	

126.0.6478.127 with node