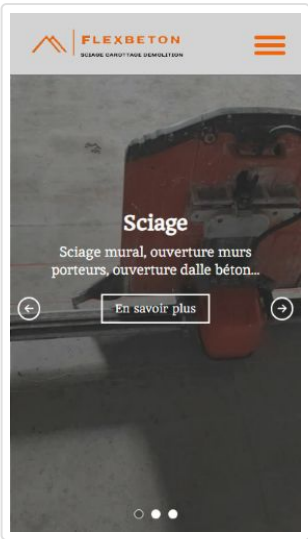




Performance

Values are estimated and may vary. The [performance score is calculated](#) directly from these metrics. [See calculator.](#)

- 0-49
- 50-89
- 90-100



METRICS

Expand view

First Contentful Paint  
1.7 s

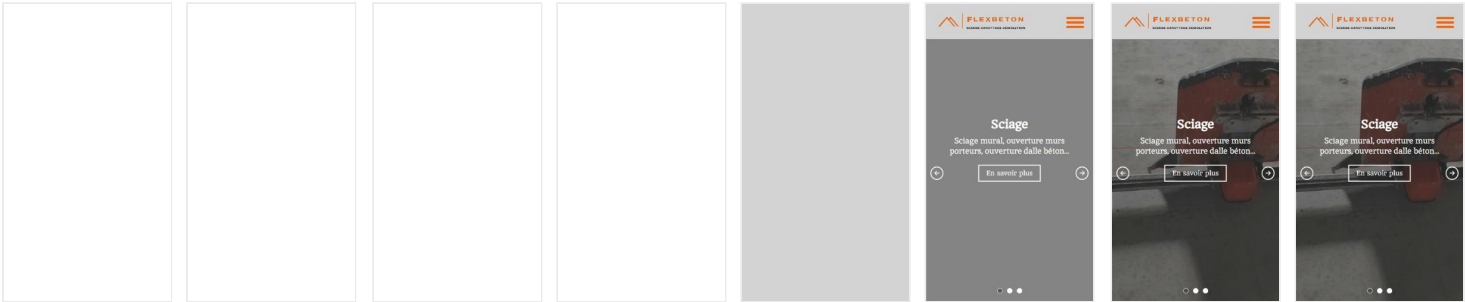
Largest Contentful Paint  
4.0 s

Total Blocking Time  
0 ms

Cumulative Layout Shift  
0.002

Speed Index  
3.8 s

[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
- Reduce initial server response time — Root document took 1,690 ms
- Largest Contentful Paint element — 4,020 ms

▲	Serve images in next-gen formats — Potential savings of 664 KiB	▼
▲	Reduce unused JavaScript — Potential savings of 81 KiB	▼
▲	Eliminate render-blocking resources — Potential savings of 610 ms	▼
▲	Reduce unused CSS — Potential savings of 13 KiB	▼
■	Image elements do not have explicit <code>width</code> and <code>height</code>	▼
■	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	▼
○	Avoid large layout shifts — 1 layout shift found	▼
○	Avoids an excessive DOM size — 159 elements	▼
○	Avoid chaining critical requests — 4 chains found	▼
○	JavaScript execution time — 0.1 s	▼
○	Minimizes main-thread work — 0.6 s	▼
○	Minimize third-party usage — Third-party code blocked the main thread for 0 ms	▼
○	Avoid long main-thread tasks — 2 long tasks found	▼

More information about the performance of your application. These numbers don't [directly affect](#) the Performance score.

PASSED AUDITS (19)

Show

Captured at Jun 27, 2024, 1:39 PM GMT+2

Emulated Moto G Power with Lighthouse 12.1.0

Single page session

Initial page load

Slow 4G throttling

Using HeadlessChromium 126.0.6478.127 with node