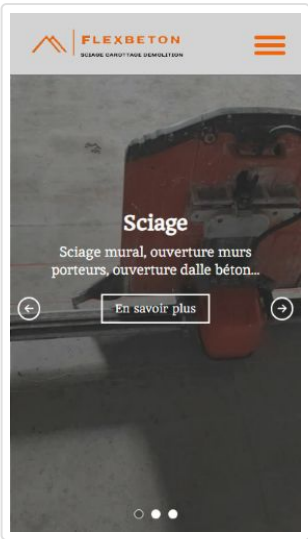




Performance

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
1.5 s

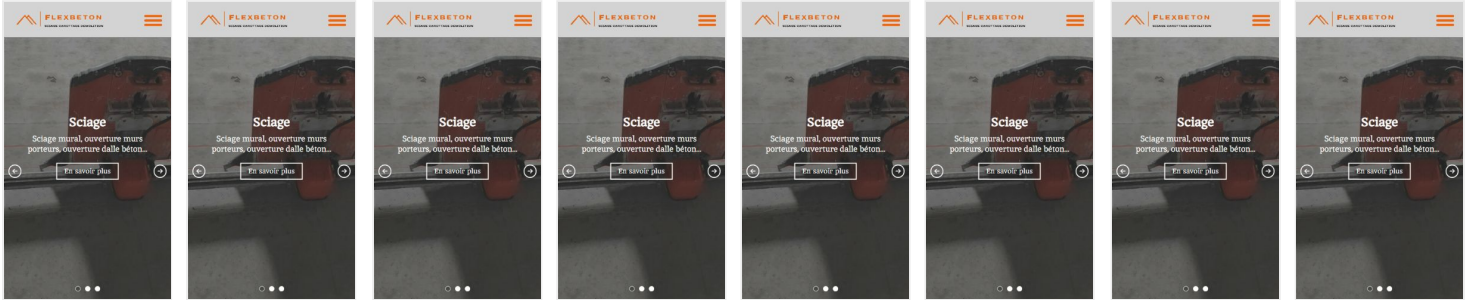
Largest Contentful Paint
3.8 s

Total Blocking Time
0 ms

Cumulative Layout Shift
0.003

Speed Index
1.5 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
- Largest Contentful Paint element — 3,820 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 — 2 layout shifts found	▼
○ Initial server response time was short — Root document took 10 ms	▼
○ 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 Jul 5, 2024, 10:33 AM 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