

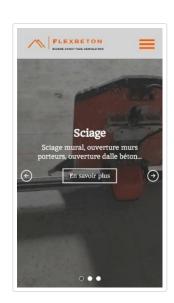
## Performance

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

**METRICS** 

50-89

90-100



Expand view

First Contentful Paint

1.5 s

**Total Blocking Time** 

10 ms

Speed Index

1.5 s

Largest Contentful Paint

3.8 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

Largest Contentful Paint image was lazily loaded

Largest Contentful Paint element — 3,810 ms

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

	Reduce unused JavaScript — Potential savings of 81 KiB	~
<b>A</b>	Eliminate render-blocking resources — Potential savings of 610 ms	~
<b>A</b>	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	Avoid large layout shifts — 1 layout shift 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	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.		
PASSED AUDITS (19)		Show
	raptured at Jul 2, 2024, 10:34 AM Emulated Moto G Power with Single page session	
	IMT+2 Lighthouse 12.1.0  Slow 4G throttling Using HeadlessChromium	

126.0.6478.127 with node