

Executive Summary



Performance Report for:

https://ibench.net/

Report generated: Mon, Apr 24, 2023 7:26 PM -0500

Test Server Location: San Antonio, TX, USA

Using: O Chrome (Desktop) 103.0.5060.134, Lighthouse 9.6.4

Performance 81%

Structure

88%

L. Contentful Paint

T. Blocking Time

Ums

C. Layout Shift

Top Issues

IMPACT	AUDIT	
Med	Eliminate render-blocking resources FCP LCP	Potential savings of 342ms
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 146KB
Med-Low	Use a Content Delivery Network (CDN)	14 resources found
Med-Low	Use HTTP/2 for all resources	Potential savings of 1.1s
Med-Low	Reduce unused JavaScript LCP	Potential savings of 775KB

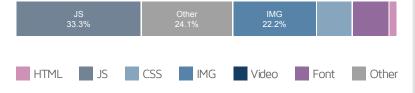
Page Details

2.5s **Fully Loaded Time**

Total Page Size - 1.76MB



Total Page Requests - 54



How does this affect me?

Today's web user expects a fast and seamless website experience. Delivering that fast experience can result in increased visits, conversions and overall happiness.

As if you didn't need more incentive, Google has announced that they are using page speed in their ranking algorithm.

About GTmetrix

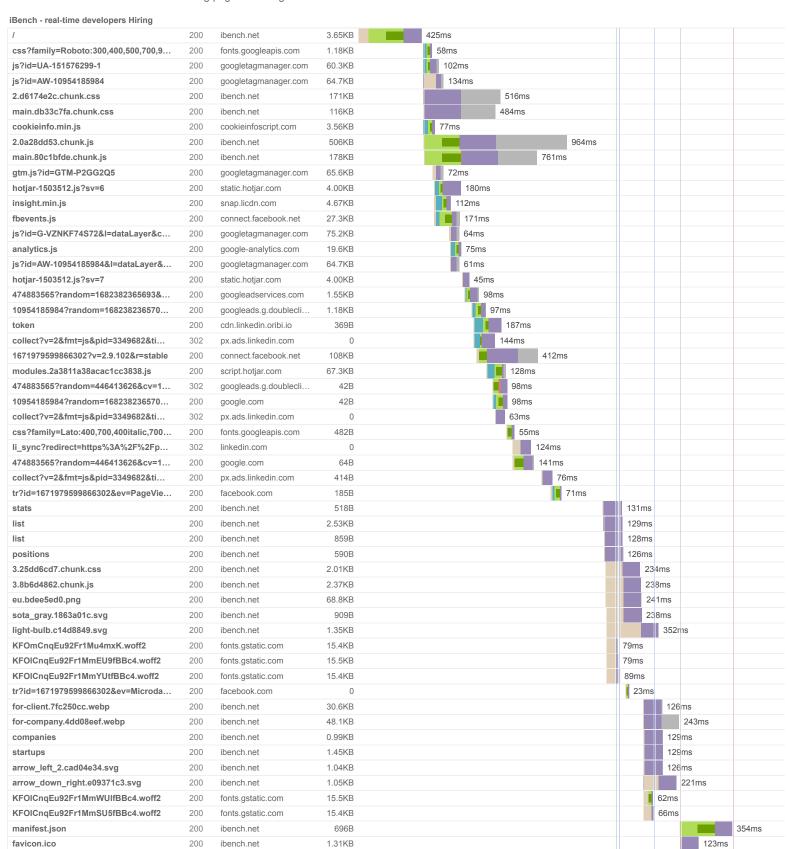


GTmetrix is developed by the good folks at Carbon60, a Canadian hosting company with over 27 years experience in web technology.

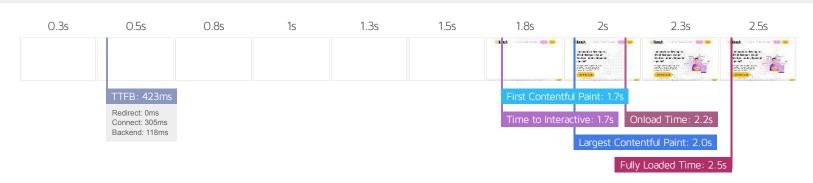
https://carbon60.com/



The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.







Performance Metrics

First Contentful Paint How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.	Much longer than recommended 1.7s	Time to Interactive How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.	Good - Nothing to do here
Speed Index How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Longer than recommended	Total Blocking Time How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.	Good - Nothing to do here
Largest Contentful Paint How long it takes for the largest element of content (e.g. a hero image) to be painted on your page. A good user experience is 1.2s or less.	Longer than recommended	Cumulative Layout Shift How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.	Good - Nothing to do here

Browser Timings

Redirect	Oms	Connect	305ms	Backend	118ms
TTFB	423ms	DOM Int.	1.7s	DOM Loaded	1.7s
First Paint	1.7s	Onload	2.2s	Fully Loaded	2.5s



Structure Audits

IMPACT	AUDIT	
Med	Eliminate render-blocking resources FCP LCP	Potential savings of 342ms
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 146KB
Med-Low	Use a Content Delivery Network (CDN)	14 resources found
Med-Low	Use HTTP/2 for all resources	Potential savings of 1.1s
Med-Low	Reduce unused JavaScript LCP	Potential savings of 775KB
Low	Reduce unused CSS FCP LCP	Potential savings of 286KB
Low	Preconnect to required origins FCP LCP	Potential savings of 74ms
Low	Avoid chaining critical requests FCP LCP	10 chains found
Low	Avoid enormous network payloads LCP	Total size was 1.76MB
Low	Reduce JavaScript execution time TBT	562ms spent executing JavaScript
Low	Properly size images	Potential savings of 63.8KB
Low	Avoid long main-thread tasks TBT	3 long tasks found
Low	Reduce initial server response time FCP LCP	Root document took 118ms
Low	Avoid serving legacy JavaScript to modern browsers TBT	Potential savings of 19.8KB
N/A	Avoid an excessive DOM size TBT	111 elements
N/A	Largest Contentful Paint element LCP	1 element found
N/A	Minimize main-thread work TBT	Main-thread busy for 1.3s
N/A	Reduce the impact of third-party code TBT	Third-party code blocked the main thread for 0ms
N/A	Avoid large layout shifts CLS	
N/A	User Timing marks and measures	