



## Performance Report for:

[https://brunoclevenot.github.io/BrunoClevenot\\_04\\_12072021/](https://brunoclevenot.github.io/BrunoClevenot_04_12072021/)

Report generated: Wed, Aug 4, 2021 1:02 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

<b>A</b>	Performance <b>99%</b>	Structure <b>96%</b>	L. Contentful Paint <b>815ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0.04</b>
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### Top Issues

IMPACT	AUDIT	
Med	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 1.95MB
Low	<b>Avoid enormous network payloads</b>	Total size was 2.14MB
Low	<b>Serve images in next-gen formats</b>	Potential savings of 1.61MB
Low	<b>Avoid an excessive DOM size</b>	132 elements
Low	<b>Properly size images</b>	Potential savings of 134KB

### Page Details



Total Page Size - 2.14MB



Total Page Requests - 23



HTML JS CSS IMG Video Font Other

### 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.**

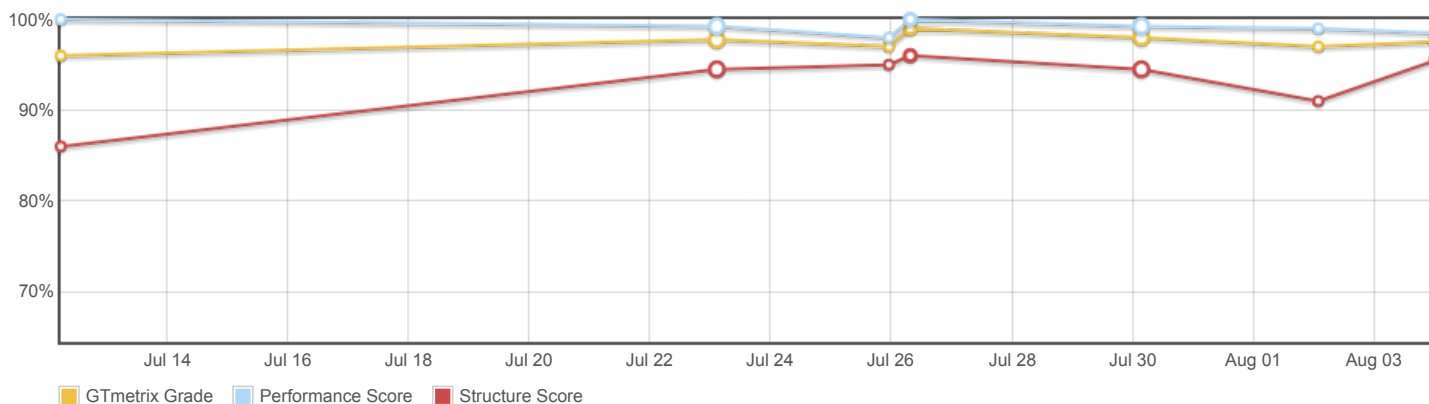
### About GTmetrix

**CARBON60**  
THE MANAGED CLOUD COMPANY

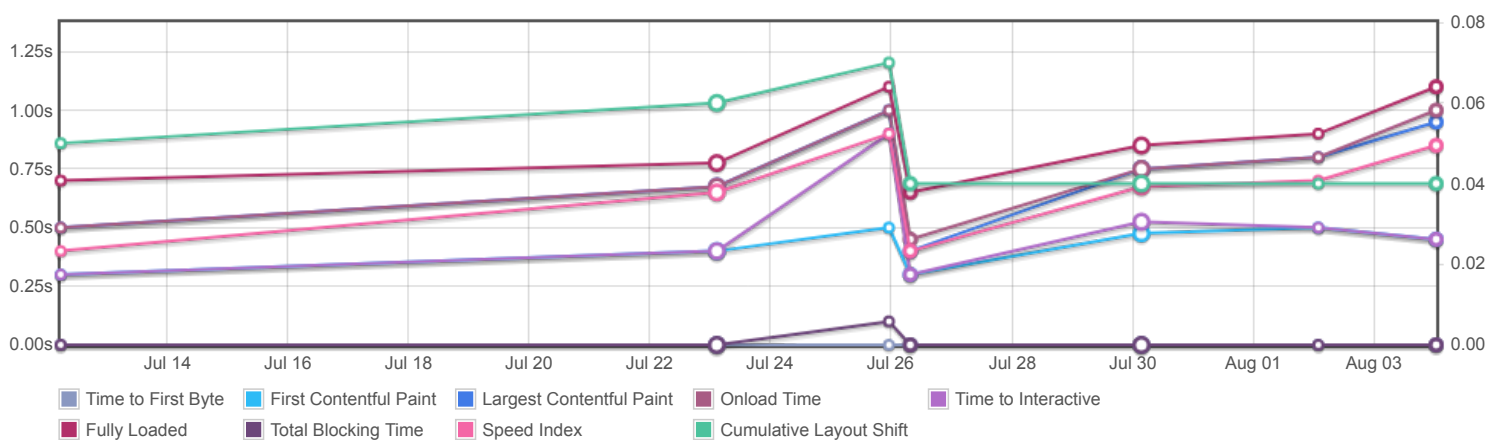
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

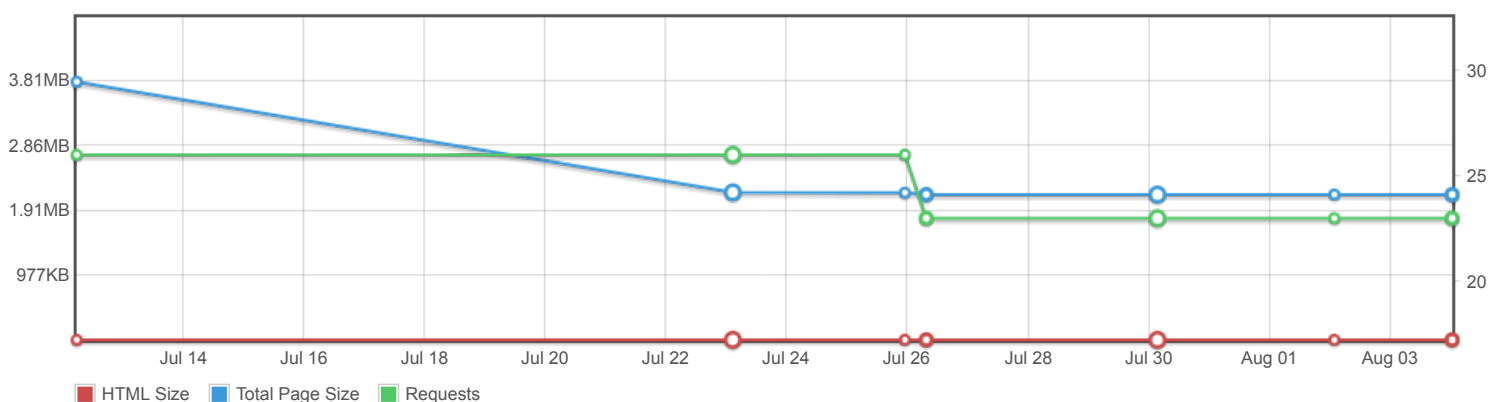
## Page scores



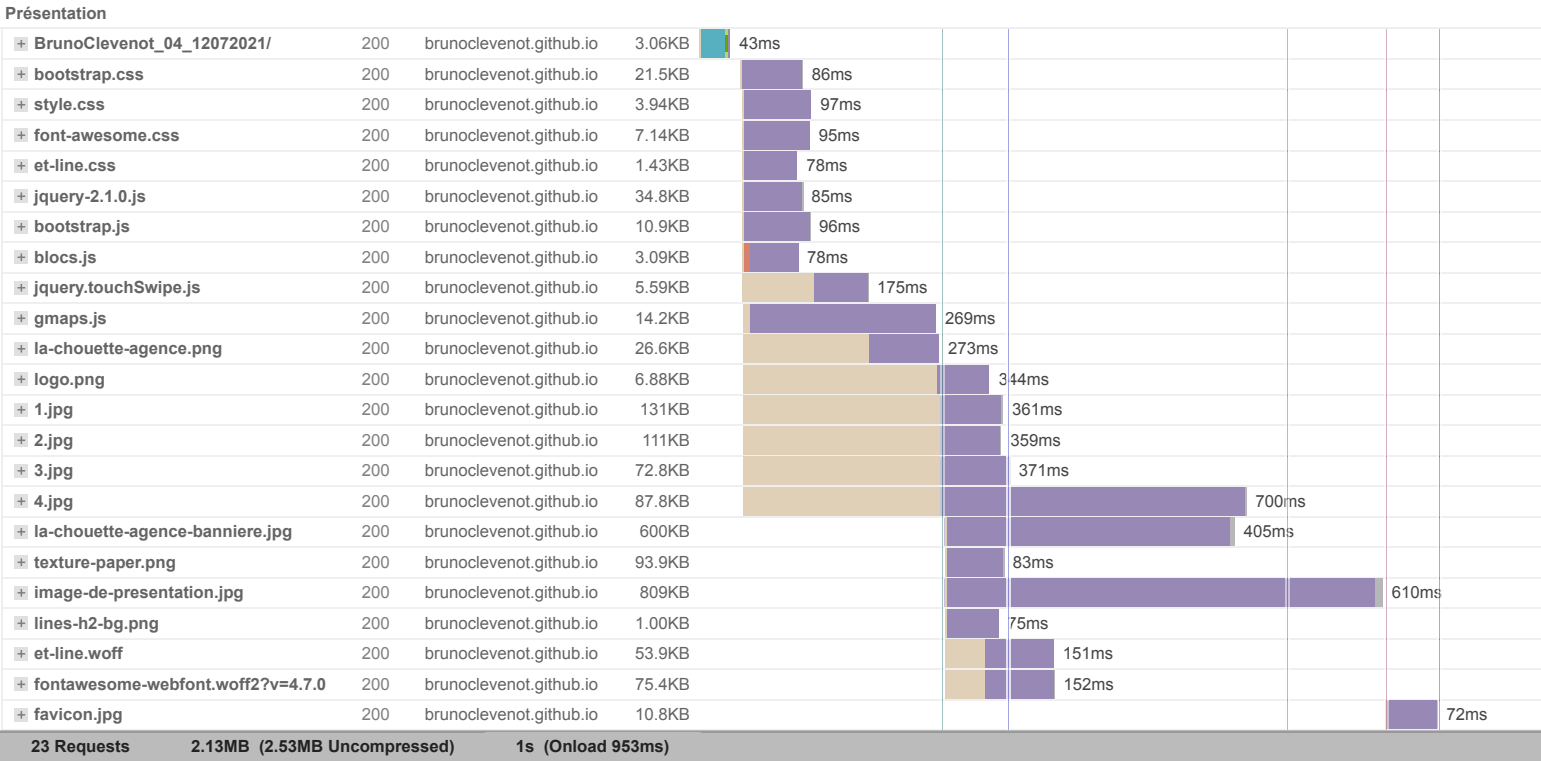
## Page metrics

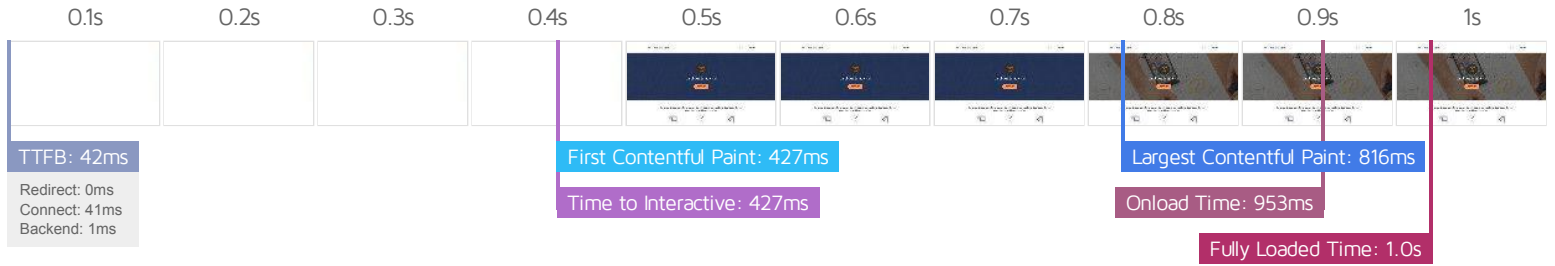


## Page sizes and request counts



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

<b>First Contentful Paint</b> How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.	Good - Nothing to do here <b>426ms</b>	<b>Time to Interactive</b> 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 <b>426ms</b>
<b>Speed Index</b> How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Good - Nothing to do here <b>731ms</b>	<b>Total Blocking Time</b> 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 <b>0ms</b>
<b>Largest Contentful Paint</b> 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.	Good - Nothing to do here <b>815ms</b>	<b>Cumulative Layout Shift</b> 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 <b>0.04</b>

## Browser Timings

Redirect	0ms	Connect	41ms	Backend	1ms
TTFB	42ms	DOM Int.	334ms	DOM Loaded	336ms
First Paint	427ms	Onload	953ms	Fully Loaded	1.0s

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Low	Serve images in next-gen formats	Potential savings of 1.61MB
Low	Avoid an excessive DOM size	132 elements
Low	Properly size images	Potential savings of 134KB
Low	Efficiently encode images	Potential savings of 1.26MB
Low	Ensure text remains visible during webfont load	2 fonts found
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	4ms spent executing JavaScript
Low	Reduce unused CSS	Potential savings of 20.6KB
Low	Reduce initial server response time	Root document took 1ms
Low	Avoid large layout shifts	5 elements found
Low	Minify CSS	Potential savings of 4.31KB
Low	Minify JavaScript	Potential savings of 21.9KB
Low	Avoid chaining critical requests	8 chains found
Low	Reduce unused JavaScript	Potential savings of 22.8KB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 211ms
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code	