



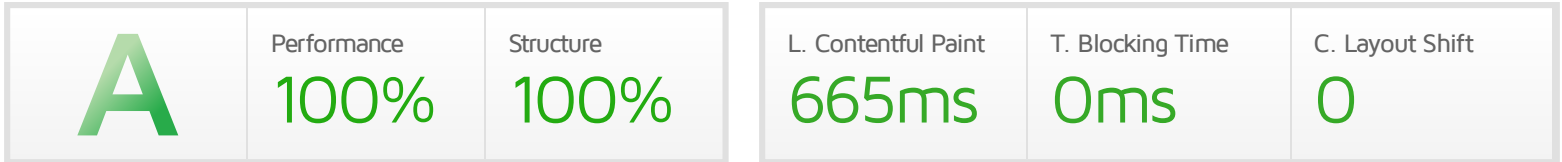
Performance Report for:

<https://www.2020econsulting.com/company/stories/02/26/2018/...>

Report generated: Thu, May 5, 2022 4:28 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 98.0.4758.102, Lighthouse 9.3.1



Top Issues

IMPACT	AUDIT	
Low	Serve static assets with an efficient cache policy	Potential savings of 16.2KB
Low	Avoid enormous network payloads	Total size was 1.08MB
Low	Eliminate render-blocking resources	Potential savings of 0 ms
Low	Ensure text remains visible during webfont load	2 fonts found
Low	Avoid long main-thread tasks	1 long task found

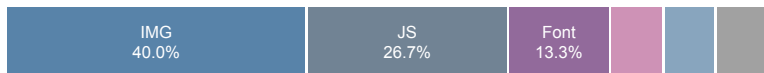
Page Details



Total Page Size - 1.08MB



Total Page Requests - 15



■ 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

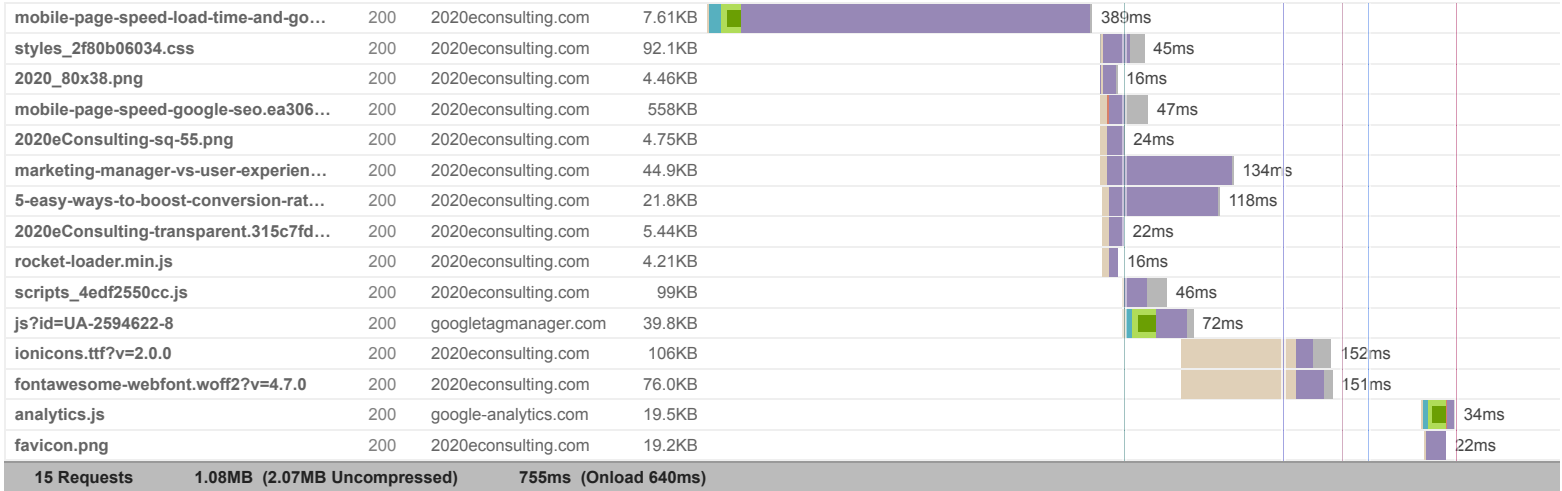


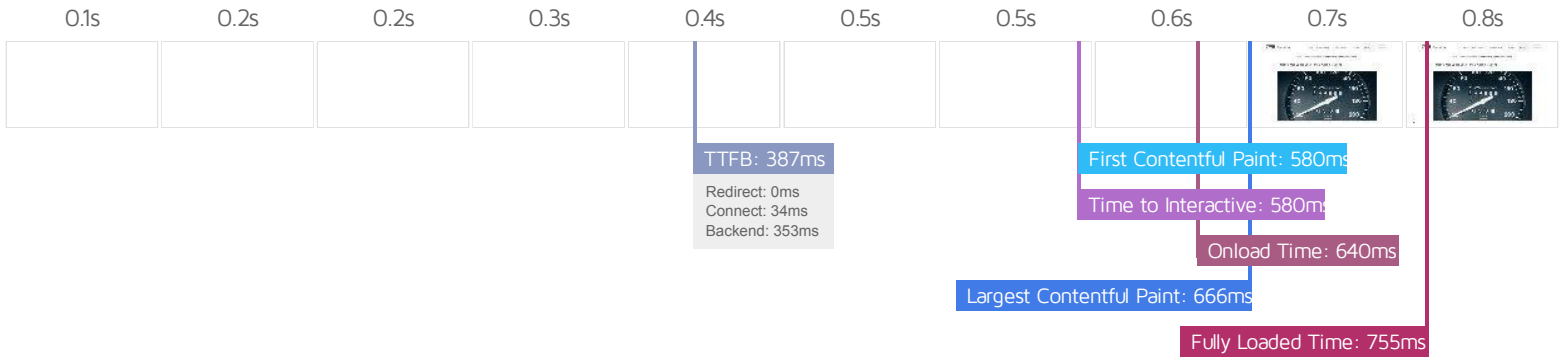
GTmetrix is developed by the good folks at Carbon60, a Canadian hosting company with over 26 years experience in web technology.

<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.

Mobile Page Speed Load Time & Google Ranking // 2020 eConsulting





Performance Metrics

<p>First Contentful Paint</p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p>580ms</p>	<p>Time to Interactive</p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p>580ms</p>
<p>Speed Index</p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p>639ms</p>	<p>Total Blocking Time</p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p>0ms</p>
<p>Largest Contentful Paint</p> <p>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.</p>	<p>Good - Nothing to do here</p> <p>665ms</p>	<p>Cumulative Layout Shift</p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p>0</p>

Browser Timings

Redirect	0ms	Connect	34ms	Backend	353ms
TTFB	387ms	DOM Int.	404ms	DOM Loaded	420ms
First Paint	580ms	Onload	640ms	Fully Loaded	755ms

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Low	Reduce JavaScript execution time	8ms spent executing JavaScript
Low	Reduce unused CSS	Potential savings of 87.1KB
Low	Serve images in next-gen formats	Potential savings of 577KB
Low	Reduce initial server response time	Root document took 352ms
Low	Avoid serving legacy JavaScript to modern browsers	Potential savings of 61B
Low	Avoid large layout shifts	1 element found
Low	Avoid chaining critical requests	2 chains found
Low	Reduce unused JavaScript	Potential savings of 96.2KB
N/A	Avoid an excessive DOM size	229 elements
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 329ms
N/A	Reduce the impact of third-party code	Total size was 60.2KB
N/A	User Timing marks and measures	