



Performance Report for: <https://superiorswimsystems.com/>

Report generated: Wed, Mar 10, 2021 2:43 PM -0800

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

A	Performance 91%	Structure 95%
---	---------------------------	-------------------------

L. Contentful Paint 1.5s	T. Blocking Time 0ms	C. Layout Shift 0.01
------------------------------------	--------------------------------	--------------------------------

Top Issues

IMPACT	AUDIT	
Med-Low	Use a Content Delivery Network (CDN)	12 resources found
Med-Low	Serve static assets with an efficient cache policy	14 resources found
Med-Low	Eliminate render-blocking resources	Potential savings of 160 ms
Low	Properly size images	Potential savings of 220 KiB
Low	Ensure text remains visible during webfont load	

Page Details



Total Page Size - 1.27MB



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**

Total Page Requests - 24



HTML JS CSS IMG Video Font Other

ranking algorithm.

About GTmetrix

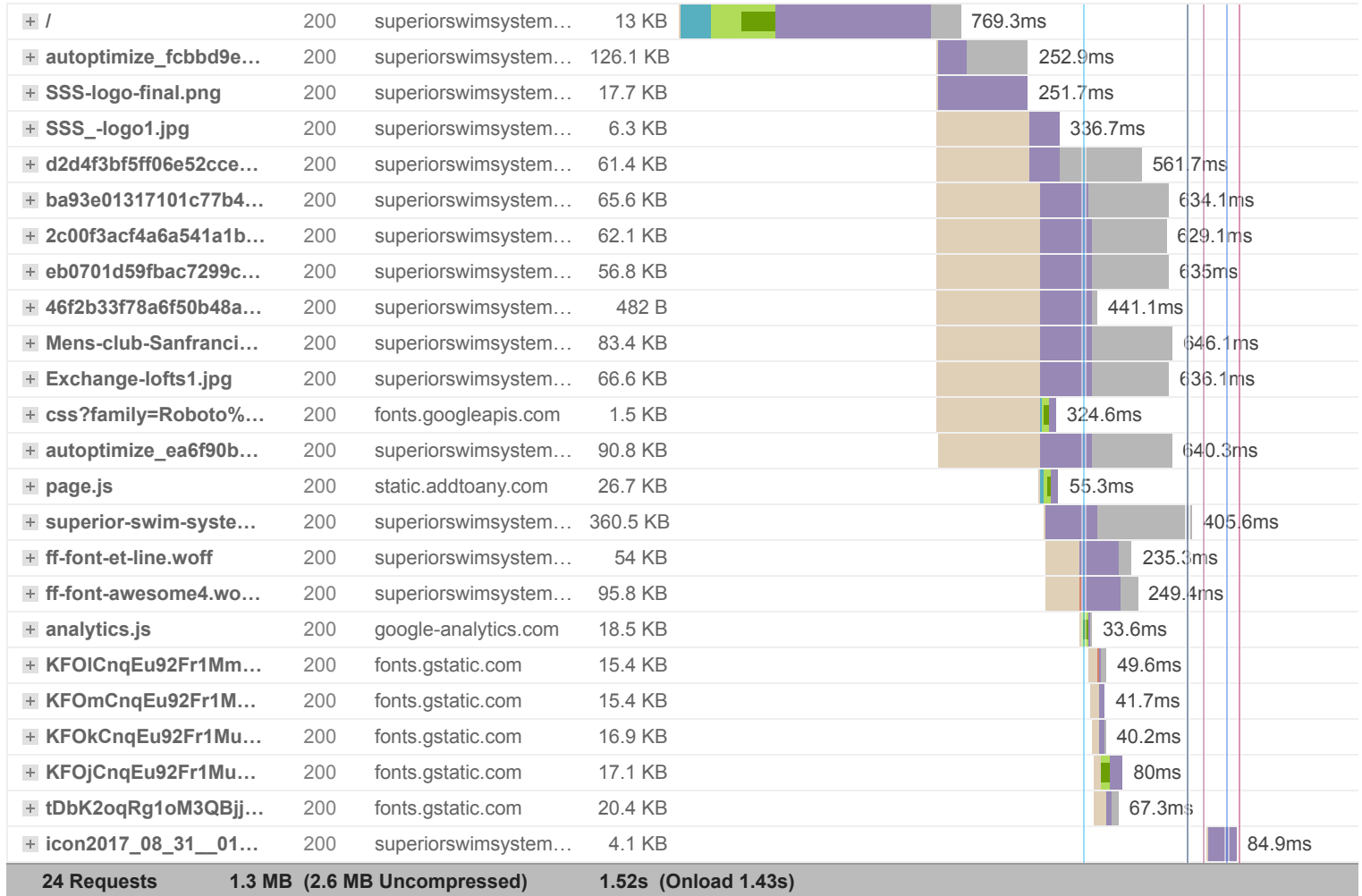


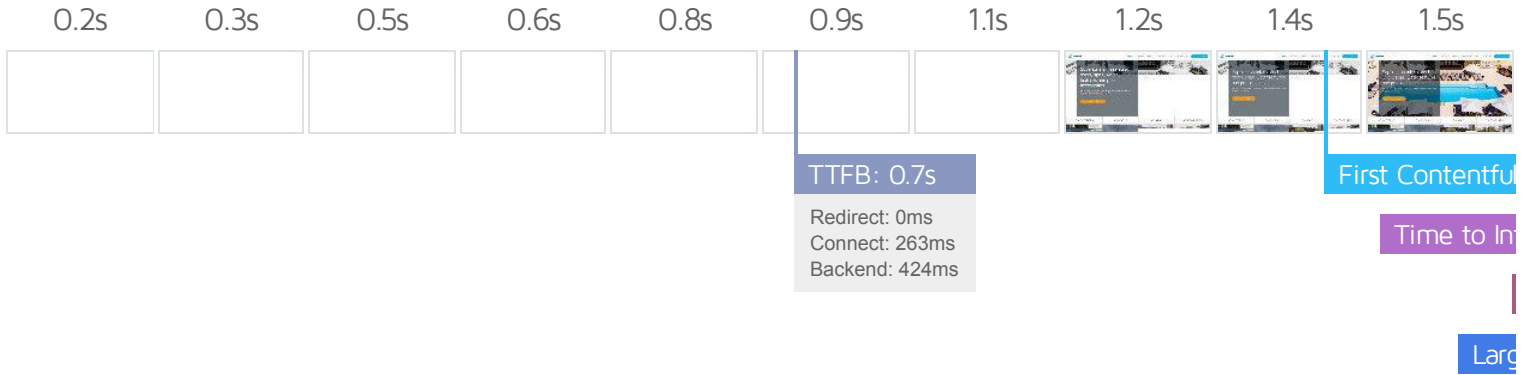
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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.

Home - Superior Swim Systems





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>OK, but consider improvement</p> <p>1.1s</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>1.4s</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>OK, but consider improvement</p> <p>1.4s</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>

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.

OK, but consider improvement

1.5s

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

0.01

Browser Timings

Redirect	0ms	Connect	263ms	Backend	424ms
TTFB	0.7s	DOM Int.	1.1s	First Paint	1.1s
DOM Loaded	1.4s	Onload	1.4s	Fully Loaded	1.5s

IMPACT	AUDIT	
Med-Low	Use a Content Delivery Network (CDN)	12 resources found
Med-Low	Serve static assets with an efficient cache policy	14 resources found
Med-Low	Eliminate render-blocking resources	Potential savings of 160 ms
Low	Properly size images	Potential savings of 220 KiB
Low	Ensure text remains visible during webfont load	
Low	Serve images in next-gen formats	Potential savings of 64 KiB
Low	Avoid an excessive DOM size	283 elements
Low	Avoid enormous network payloads	Total size was 1,298 KiB
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	0.4 s
Low	Remove unused CSS	Potential savings of 122 KiB
Low	Reduce initial server response time	Root document took 420 ms
Low	Defer offscreen images	Potential savings of 6 KiB
Low	Avoid large layout shifts	5 elements found
Low	Avoid chaining critical requests	2 chains found
Low	Remove unused JavaScript	Potential savings of 83 KiB

N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	0.8 s
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 0 ms
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	