



Performance Report for: <https://bankruptcylawtucson.com/chapter...>

Report generated: Thu, May 27, 2021 11:19 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

A	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	98%	89%	795ms	44ms	0.07

Top Issues

IMPACT	AUDIT	
Med	Use explicit width and height on image elements	2 images found
Med-Low	Eliminate render-blocking resources	Potential savings of 286ms
Med-Low	Preload key requests	Potential savings of 387ms
Low	Use a Content Delivery Network (CDN)	7 resources found
Low	Serve static assets with an efficient cache policy	Potential savings of 37.8KB

Page Details



Total Page Size - 785KB



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 - 23



ranking algorithm.

About GTmetrix

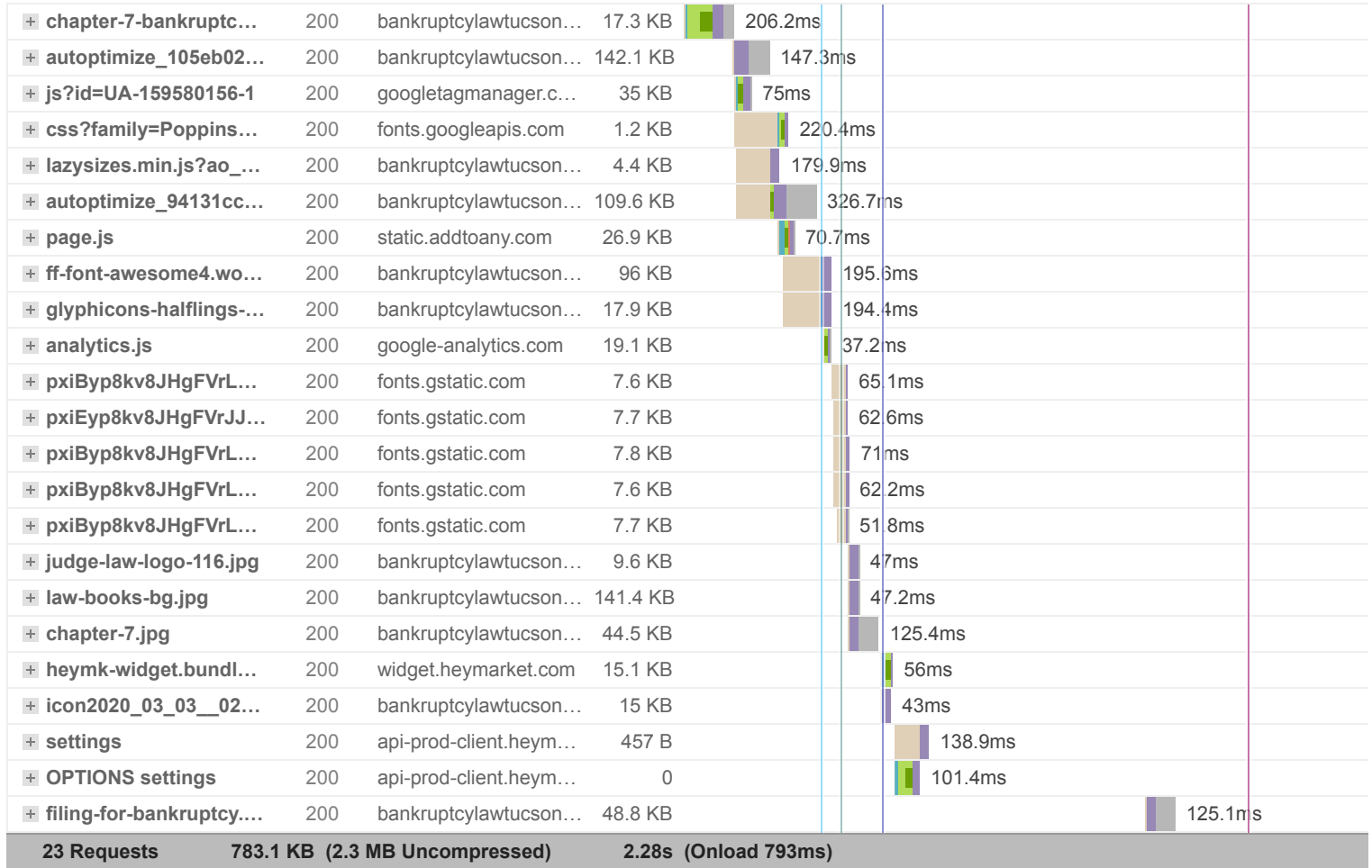


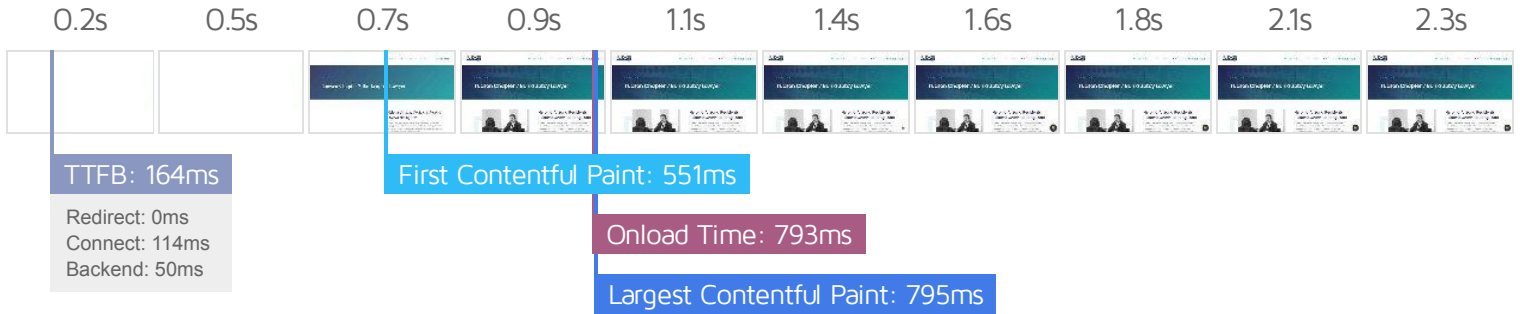
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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.

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Performance Metrics

<h3>First Contentful Paint</h3> <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>550ms</p>	<h3>Time to Interactive</h3> <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>2.3s</p>
<h3>Speed Index</h3> <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>1.0s</p>	<h3>Total Blocking Time</h3> <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>44ms</p>
<h3>Largest Contentful Paint</h3> <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>795ms</p>	<h3>Cumulative Layout Shift</h3> <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>0.07</p>

Browser Timings

Redirect	0ms	Connect	114ms	Backend	50ms
TTFB	164ms	DOM Int.	529ms	First Paint	551ms
DOM Loaded	628ms	Onload	793ms	Fully Loaded	2.3s

IMPACT	AUDIT	
Med	Use explicit width and height on image elements	2 images found
Med-Low	Eliminate render-blocking resources	Potential savings of 286ms
Med-Low	Preload key requests	Potential savings of 387ms
Low	Use a Content Delivery Network (CDN)	7 resources found
Low	Serve static assets with an efficient cache policy	Potential savings of 37.8KB
Low	Preload Largest Contentful Paint image	Potential savings of 101ms
Low	Reduce unused JavaScript	Potential savings of 94.9KB
Low	Avoid an excessive DOM size	593 elements
Low	Avoid long main-thread tasks	3 long tasks found
Low	Reduce JavaScript execution time	619ms spent executing JavaScript
Low	Reduce unused CSS	Potential savings of 132KB
Low	Avoid large layout shifts	5 elements found
Low	Serve images in next-gen formats	Potential savings of 48.4KB
Low	Avoid enormous network payloads	Total size was 785KB
Low	Properly size images	Potential savings of 68.1KB
Low	Ensure text remains visible during webfont load	2 fonts found

Low	Reduce initial server response time	Root document took 49ms
Low	Avoid non-composited animations	1 animated element found
Low	Avoid chaining critical requests	2 chains found
Low	Use HTTP/2 for all resources	11 requests not served via HTTP/2
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 1.3s
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 0 ms
N/A	User Timing marks and measures	