



Performance Report for: <https://lawm-b.com/>

Report generated: Thu, May 27, 2021 12:42 PM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

A	Performance	Structure
	92%	87%

L. Contentful Paint	T. Blocking Time	C. Layout Shift
1.4s	52ms	0.01

Top Issues

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	Potential savings of 493KB
Med-Low	Eliminate render-blocking resources	Potential savings of 202ms
Low	Preload key requests	Potential savings of 338ms
Low	Use a Content Delivery Network (CDN)	5 resources found
Low	Reduce JavaScript execution time	1.6s spent executing JavaScript

Page Details



Total Page Size - 0.99MB

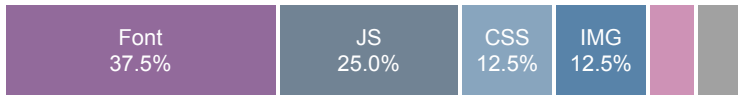


How does this affect me?

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.**

Total Page Requests - 16



About GTmetrix

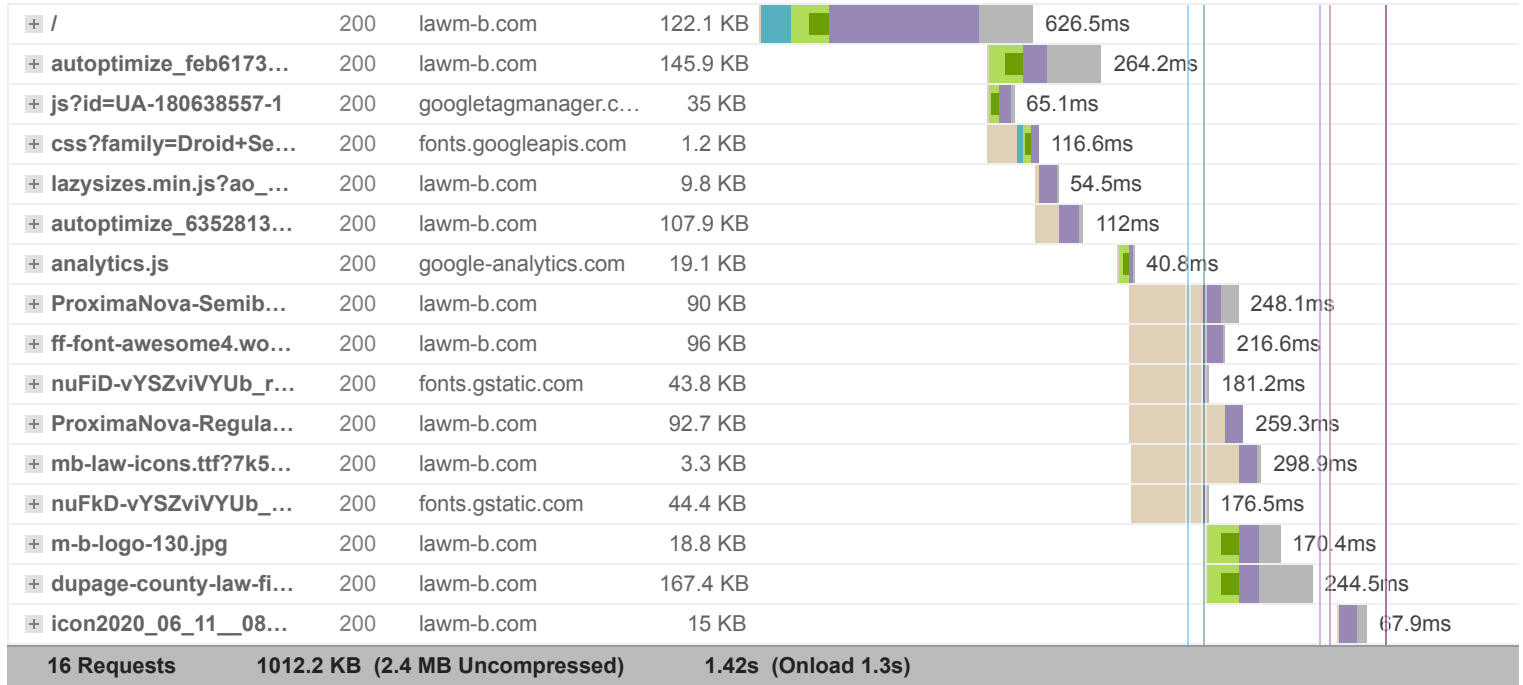


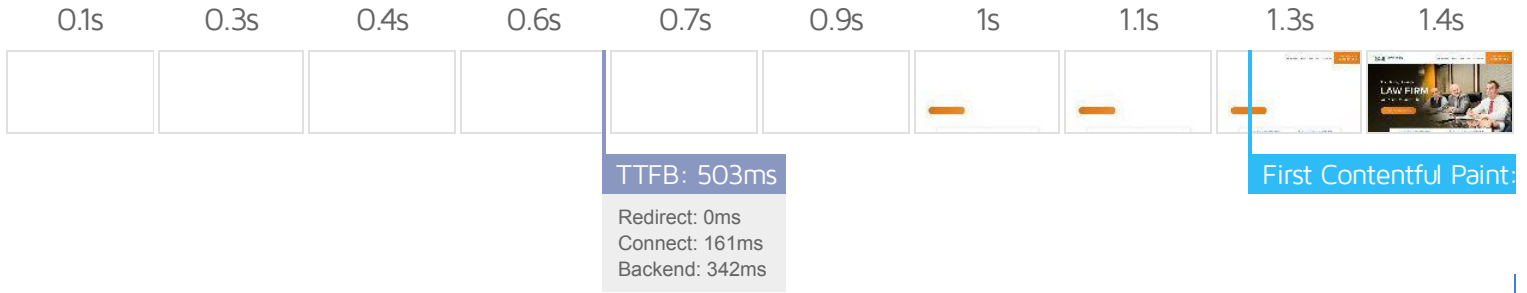
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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>OK, but consider improvement</p> <p>971ms</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>1.3s</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>OK, but consider improvement</p> <p>1.4s</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>52ms</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>OK, but consider improvement</p> <p>1.4s</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>0.01</p>

Browser Timings

Redirect	0ms	Connect	161ms	Backend	342ms
TTFB	503ms	First Paint	971ms	DOM Int.	971ms
DOM Loaded	1.0s	Onload	1.3s	Fully Loaded	1.4s

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	Potential savings of 493KB
Med-Low	Eliminate render-blocking resources	Potential savings of 202ms
Low	Preload key requests	Potential savings of 338ms
Low	Use a Content Delivery Network (CDN)	5 resources found
Low	Reduce JavaScript execution time	1.6s spent executing JavaScript
Low	Avoid an excessive DOM size	907 elements
Low	Reduce unused JavaScript	Potential savings of 70.2KB
Low	Enable text compression	Potential savings of 111KB
Low	Preload Largest Contentful Paint image	Potential savings of 109ms
Low	Reduce unused CSS	Potential savings of 130KB
Low	Serve images in next-gen formats	Potential savings of 38.7KB
Low	Avoid enormous network payloads	Total size was 0.99MB
Low	Properly size images	Potential savings of 13.9KB
Low	Ensure text remains visible during webfont load	3 fonts found
Low	Avoid long main-thread tasks	2 long tasks found
Low	Reduce initial server response time	Root document took 342ms

Low	Avoid large layout shifts	5 elements found
Low	Avoid chaining critical requests	4 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 2.1s
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	