

## Performance Report for: <https://lawm-b.com/criminal-defense-att...>

Report generated: Thu, May 27, 2021 12:51 PM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

<b>A</b>	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	<b>92%</b>	<b>84%</b>	<b>1.5s</b>	<b>19ms</b>	<b>0</b>

### Top Issues

IMPACT	AUDIT	
Med	<b>Use explicit width and height on image elements</b>	1 image found
Med	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 575KB
Med-Low	<b>Eliminate render-blocking resources</b>	Potential savings of 242ms
Med-Low	<b>Preload key requests</b>	Potential savings of 409ms
Low	<b>Use a Content Delivery Network (CDN)</b>	7 resources found

### Page Details



Total Page Size - 1.07MB

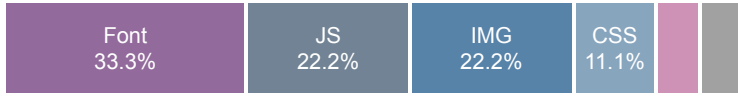


### How does this affect me?

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 - 18



ranking algorithm.

## About GTmetrix

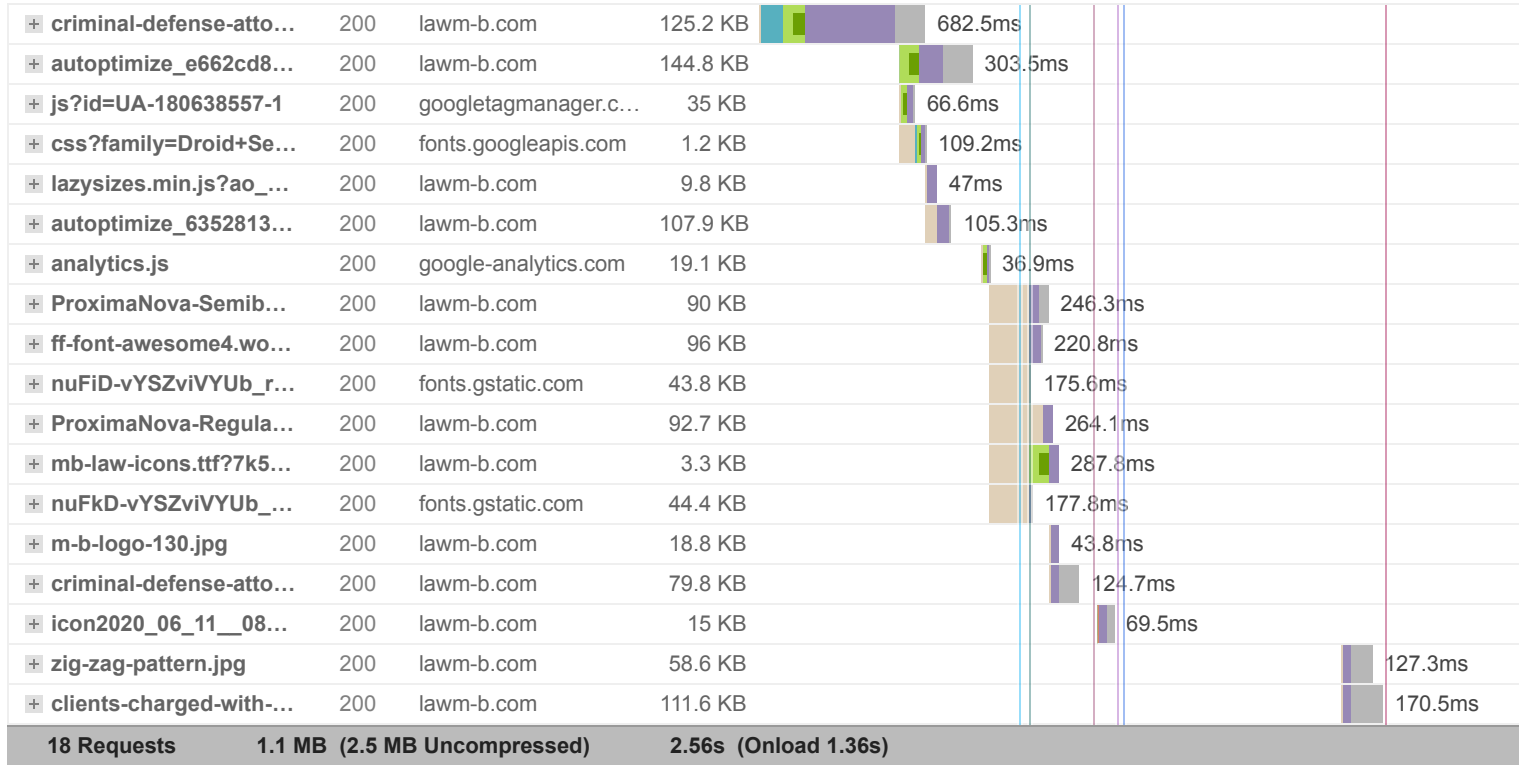


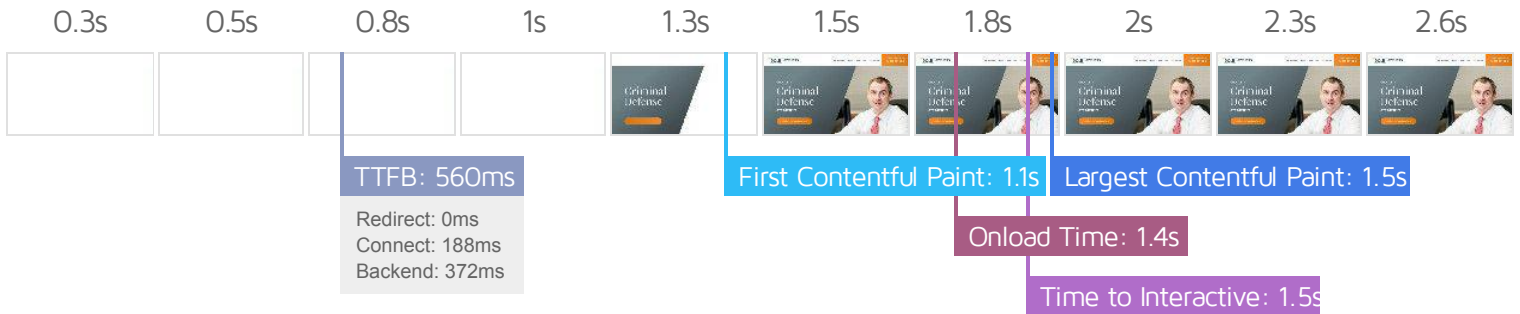
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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>OK, but consider improvement</p> <p><b>1.1s</b></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><b>1.5s</b></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><b>1.3s</b></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><b>19ms</b></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><b>1.5s</b></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><b>0</b></p>

## Browser Timings

Redirect	0ms	Connect	188ms	Backend	372ms
TTFB	560ms	First Paint	1.1s	DOM Int.	1.1s
DOM Loaded	1.1s	Onload	1.4s	Fully Loaded	2.6s

IMPACT	AUDIT	
Med	<b>Use explicit width and height on image elements</b>	1 image found
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Med-Low	<b>Eliminate render-blocking resources</b>	Potential savings of 242ms
Med-Low	<b>Preload key requests</b>	Potential savings of 409ms
Low	<b>Use a Content Delivery Network (CDN)</b>	7 resources found
Low	<b>Reduce JavaScript execution time</b>	1.8s spent executing JavaScript
Low	<b>Avoid an excessive DOM size</b>	901 elements
Low	<b>Enable text compression</b>	Potential savings of 113KB
Low	<b>Properly size images</b>	Potential savings of 100KB
Low	<b>Reduce unused JavaScript</b>	Potential savings of 70.8KB
Low	<b>Preload Largest Contentful Paint image</b>	Potential savings of 72ms
Low	<b>Reduce unused CSS</b>	Potential savings of 131KB
Low	<b>Serve images in next-gen formats</b>	Potential savings of 52.6KB
Low	<b>Avoid enormous network payloads</b>	Total size was 1.07MB
Low	<b>Ensure text remains visible during webfont load</b>	3 fonts found
Low	<b>Avoid long main-thread tasks</b>	3 long tasks found

Low	<b>Reduce initial server response time</b>	Root document took 372ms
Low	<b>Avoid large layout shifts</b>	3 elements found
Low	<b>Avoid non-composited animations</b>	1 animated element found
Low	<b>Avoid chaining critical requests</b>	4 chains found
Low	<b>Use HTTP/2 for all resources</b>	13 requests not served via HTTP/2
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	Main-thread busy for 2.3s
N/A	<b>Reduce the impact of third-party code</b>	Third-party code blocked the main thread for 0 ms
N/A	<b>User Timing marks and measures</b>	