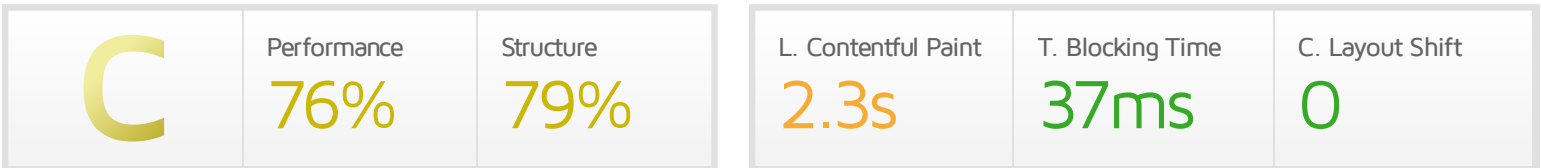




Performance Report for: <https://www.ramservice.eu/>

Report generated: Wed, May 19, 2021 3:59 AM -0700
 Test Server Location: Vancouver, Canada
 Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0



Top Issues

IMPACT	AUDIT	
Med-High	Eliminate render-blocking resources	Potential savings of 685ms
Med	Serve static assets with an efficient cache policy	Potential savings of 628KB
Med-Low	Use HTTP/2 for all resources	1.6s
Med-Low	Use a Content Delivery Network (CDN)	12 resources found
Low	Properly size images	Potential savings of 19.5KB

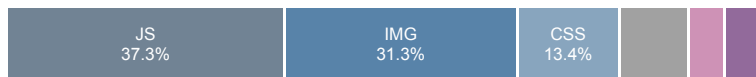
Page Details



Total Page Size - 1.62MB



Total Page Requests - 67



■ 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.**

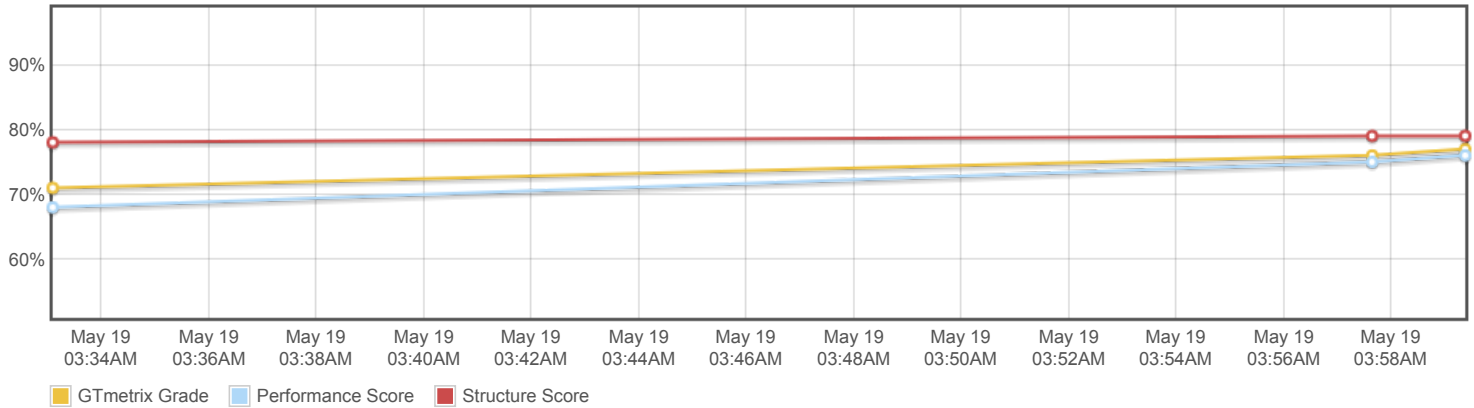
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

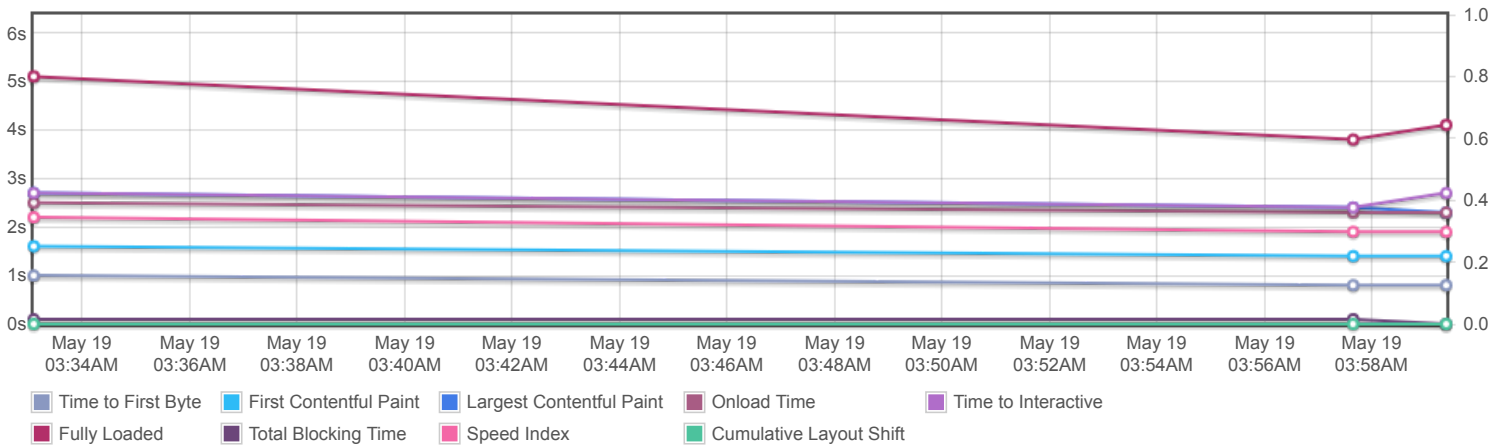
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

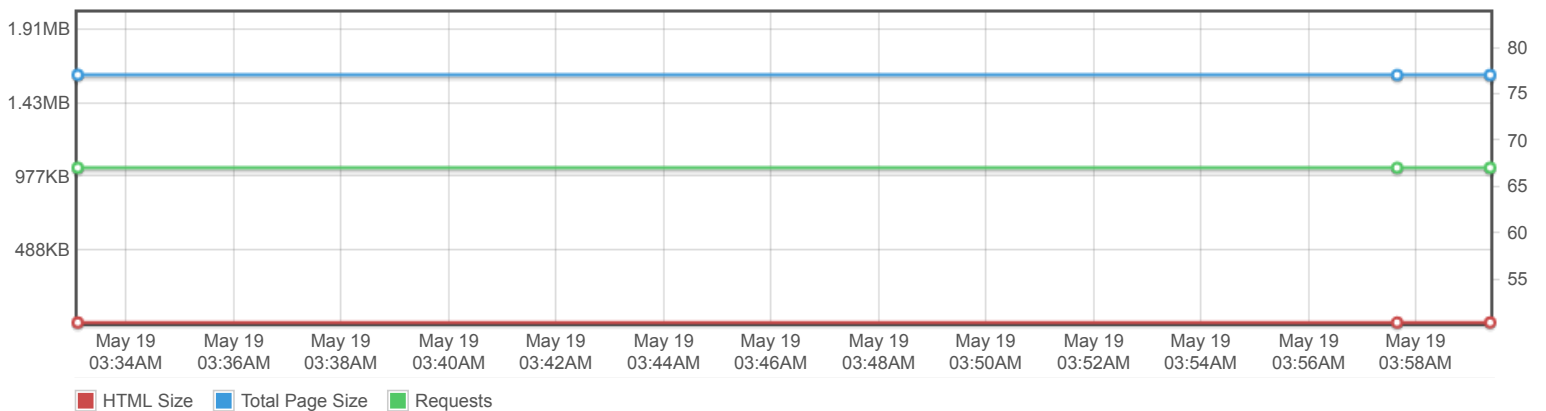
Page scores



Page metrics

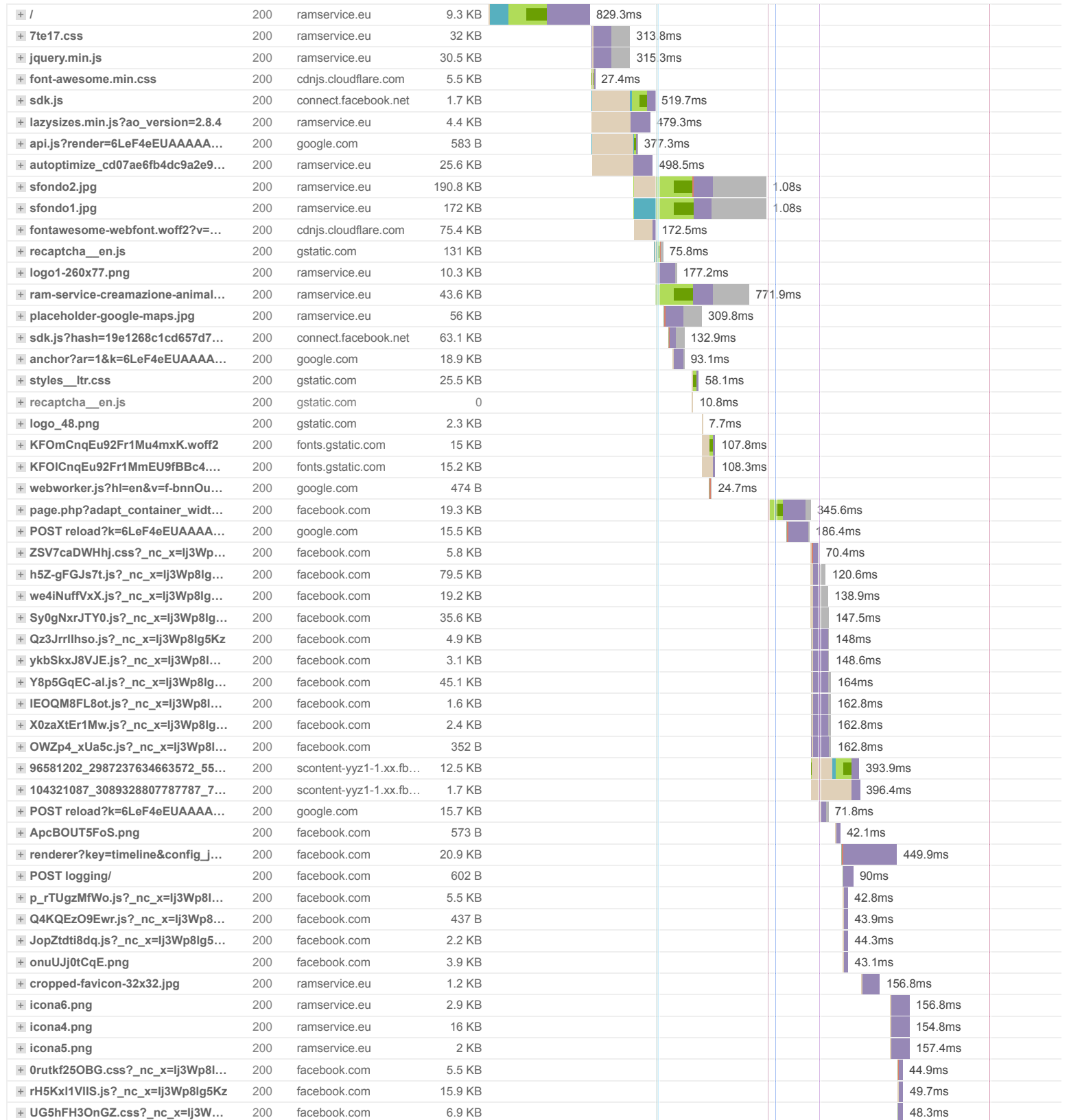


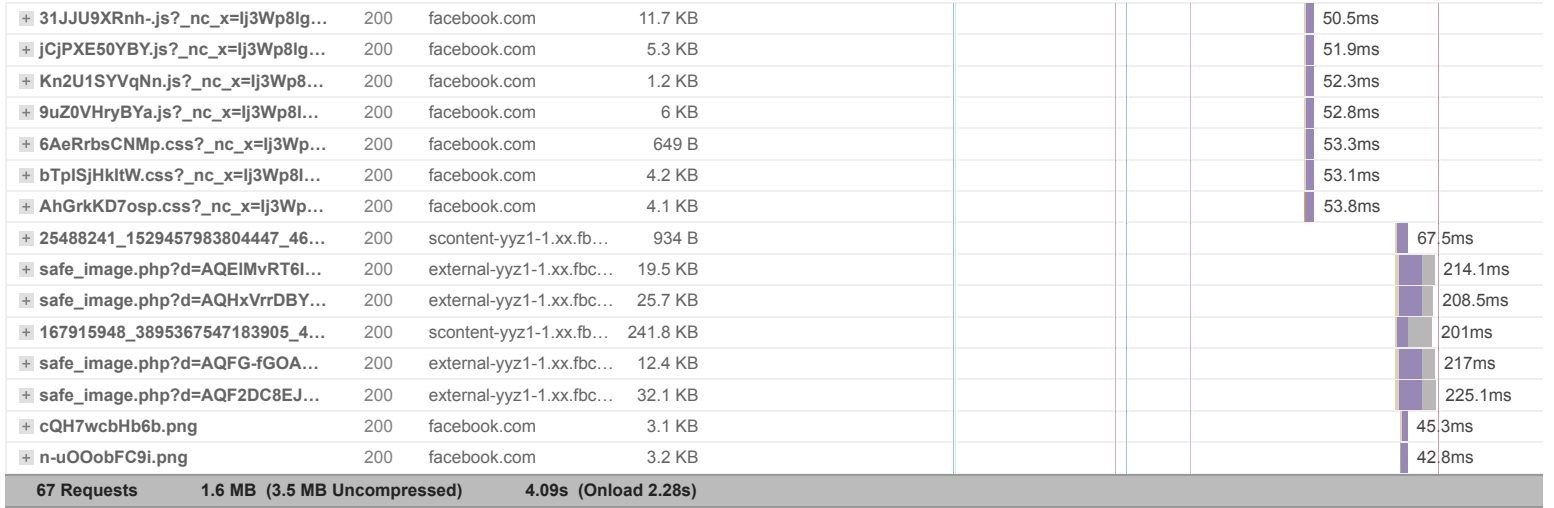
Page sizes and request counts

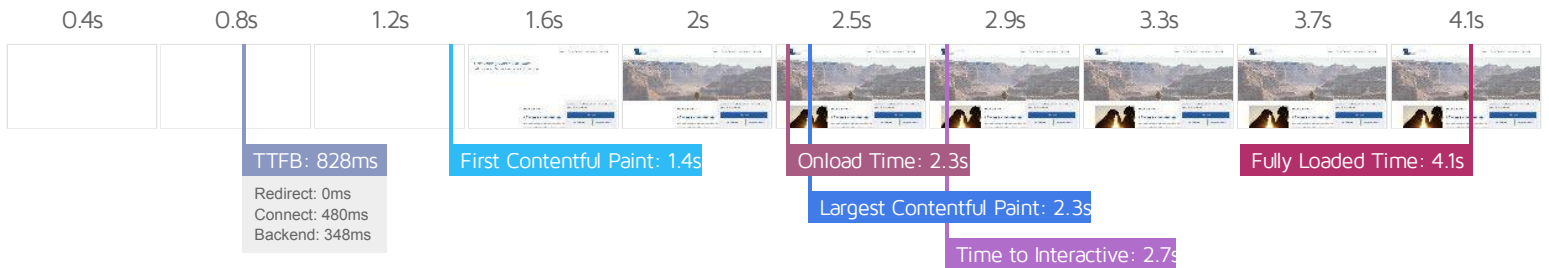


The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.

Cremazione animali domestici - Ram Service







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>Longer than recommended</p> <p>1.4s</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>OK, but consider improvement</p> <p>2.7s</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>Longer than recommended</p> <p>1.9s</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>37ms</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>Longer than recommended</p> <p>2.3s</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	480ms	Backend	348ms
TTFB	828ms	DOM Int.	1.3s	DOM Loaded	1.4s
First Paint	1.4s	Onload	2.3s	Fully Loaded	4.1s

IMPACT	AUDIT	
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Med-Low	Use HTTP/2 for all resources	1.6s
Med-Low	Use a Content Delivery Network (CDN)	12 resources found
Low	Properly size images	Potential savings of 19.5KB
Low	Efficiently encode images	Potential savings of 68.0KB
Low	Preconnect to required origins	Potential savings of 301ms
Low	Serve images in next-gen formats	Potential savings of 282KB
Low	Remove unused CSS	Potential savings of 28.5KB
Low	Avoid long main-thread tasks	4 long tasks found
Low	Remove unused JavaScript	Potential savings of 106KB
Low	Avoid chaining critical requests	3 chains found
Low	Avoid an excessive DOM size	318 elements
Low	Avoid enormous network payloads	Total size was 1.62MB
Low	Ensure text remains visible during webfont load	1 font found
Low	Reduce JavaScript execution time	386ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 348ms
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 811ms
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 29ms
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	