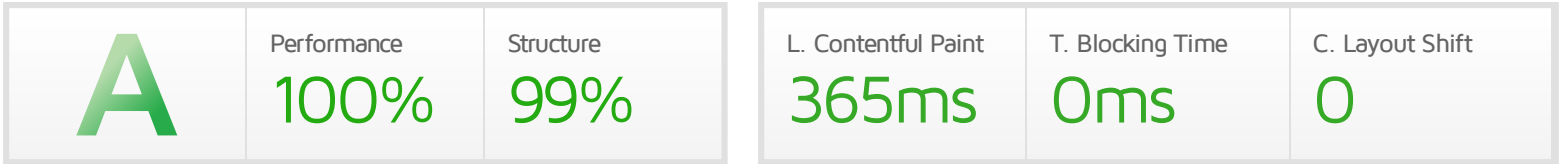


Performance Report for: <https://kadence-vltr.interpixels.net/>

Report generated: Sun, Dec 26, 2021 5:31 PM +0100
 Test Server Location: London, UK
 Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 8.3.0



Top Issues

| IMPACT | AUDIT | |
|--------|--|-----------------------------|
| Low | Use a Content Delivery Network (CDN) | 8 resources found |
| Low | Avoid an excessive DOM size | 97 elements |
| Low | Avoid enormous network payloads | Total size was 49.6KB |
| Low | Serve static assets with an efficient cache policy | Potential savings of 3.60KB |
| Low | Eliminate render-blocking resources | Potential savings of 0 ms |

Page Details



Total Page Size - 49.4KB



Total Page Requests - 10



■ 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.**

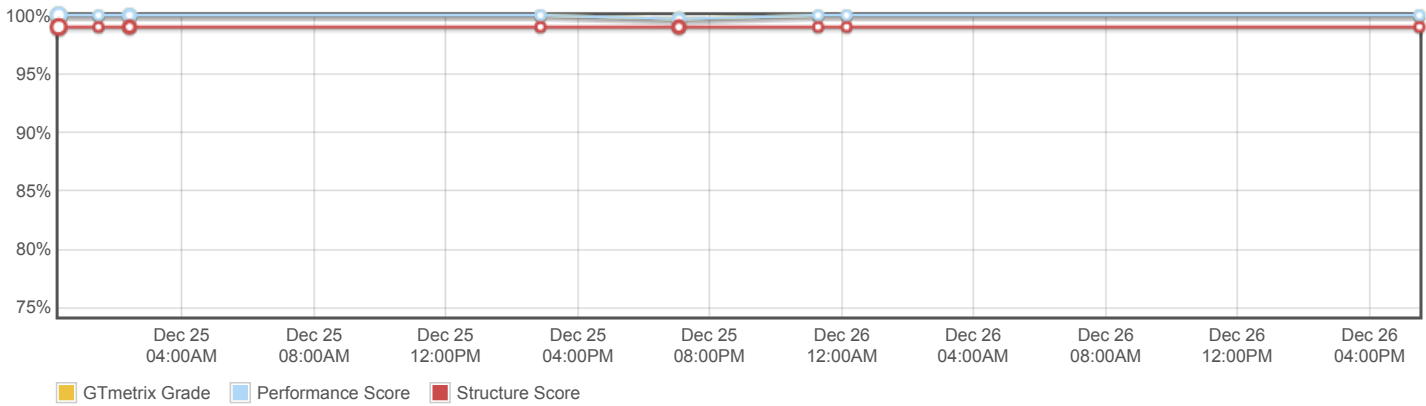
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

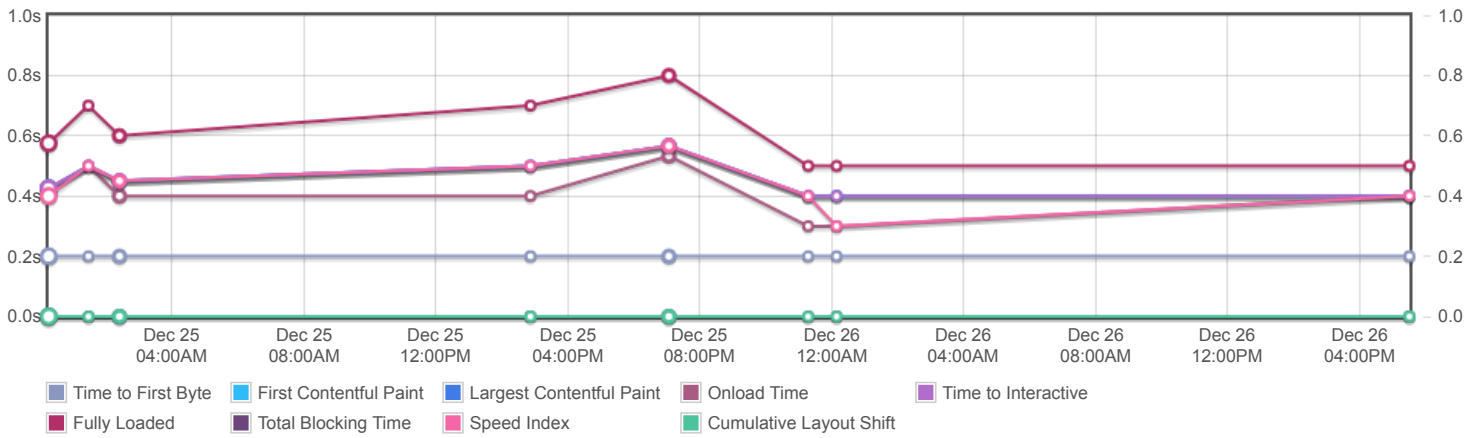
GTmetrix is developed by the good folks at Carbon60, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

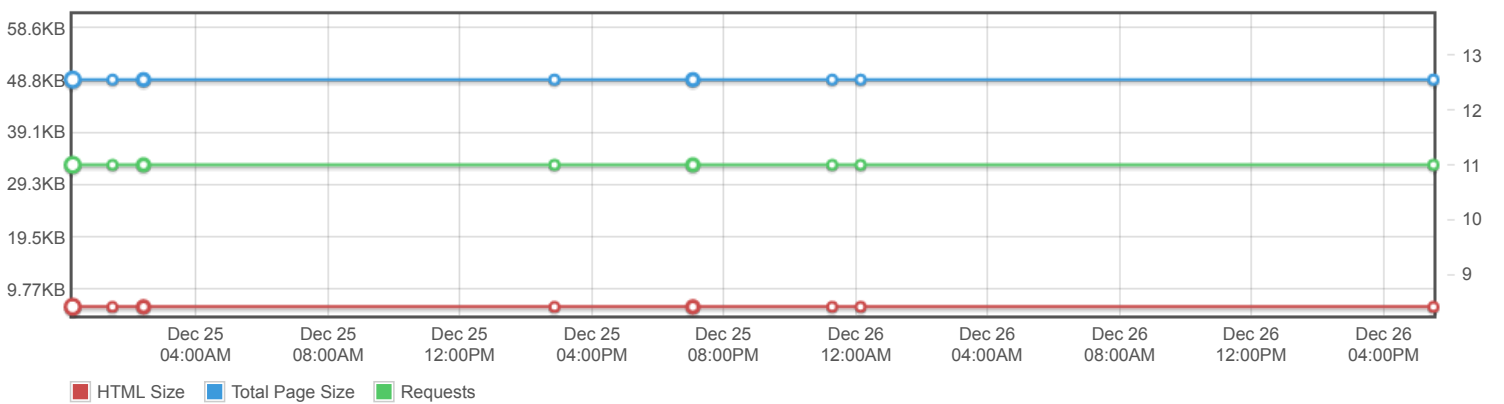
Page scores



Page metrics

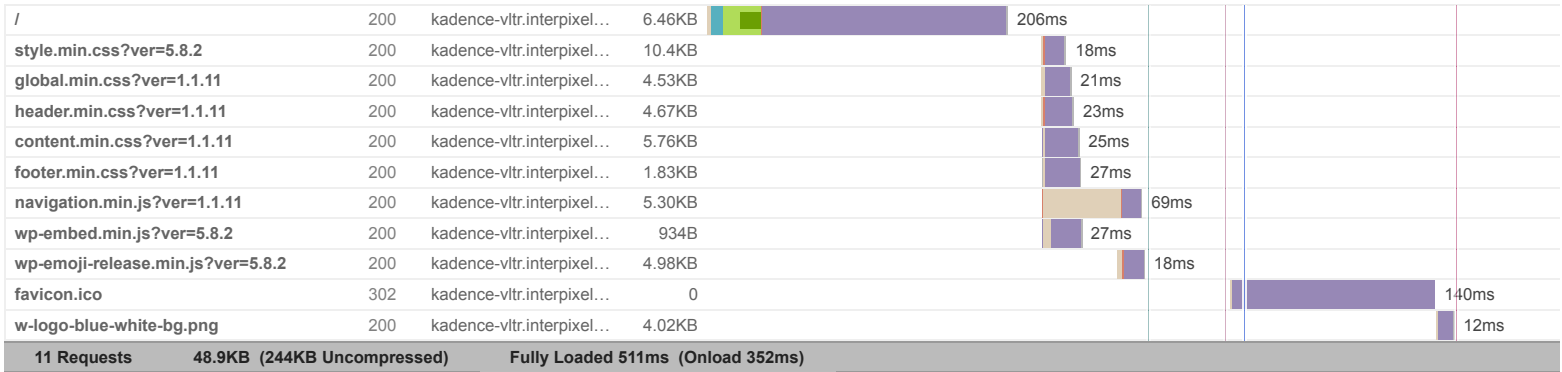


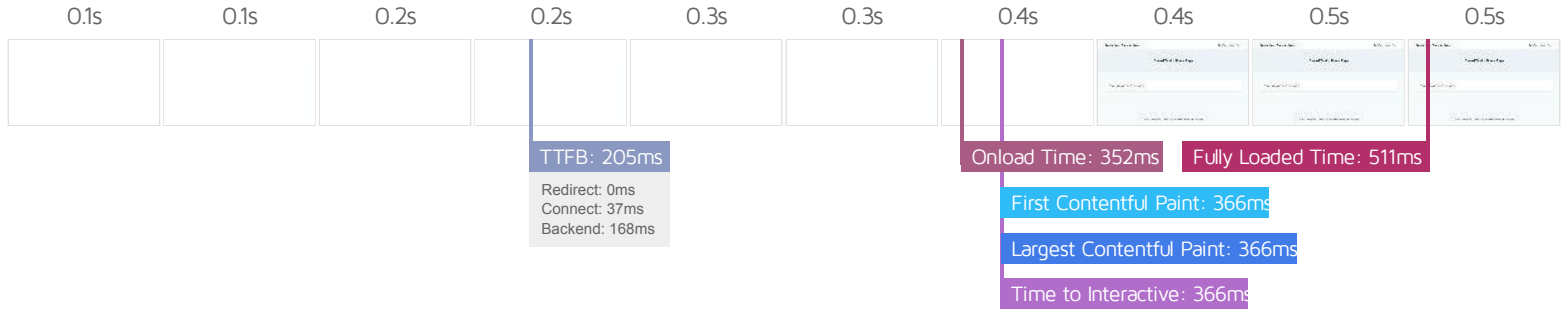
Page sizes and request counts



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.

Speed Test: Kadence Free – Just another WordPress site





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>Good - Nothing to do here</p> <p>365ms</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>365ms</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>Good - Nothing to do here</p> <p>362ms</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> |
| <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>Good - Nothing to do here</p> <p>365ms</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 | 37ms | Backend | 168ms |
| TTFB | 205ms | DOM Int. | 299ms | DOM Loaded | 300ms |
| Onload | 352ms | First Paint | 366ms | Fully Loaded | 511ms |

| IMPACT | AUDIT | |
|--------|---|---------------------------------|
| Low | Use a Content Delivery Network (CDN) | 8 resources found |
| Low | Avoid an excessive DOM size | 97 elements |
| Low | Avoid enormous network payloads | Total size was 49.6KB |
| Low | Serve static assets with an efficient cache policy | Potential savings of 3.60KB |
| Low | Eliminate render-blocking resources | Potential savings of 0 ms |
| Low | Avoid long main-thread tasks | 1 long task found |
| Low | Reduce JavaScript execution time | 47ms spent executing JavaScript |
| Low | Reduce unused CSS | Potential savings of 10.4KB |
| Low | Reduce initial server response time | Root document took 167ms |
| Low | Avoid chaining critical requests | 6 chains found |
| N/A | Largest Contentful Paint element | 1 element found |
| N/A | Minimize main-thread work | Main-thread busy for 163ms |
| N/A | User Timing marks and measures | |
| N/A | Reduce the impact of third-party code | |