



Performance Report for:

<http://resenderibeiro.com.br/>

Report generated: Mon, Mar 22, 2021 1:39 PM -0700

Test Server Location: São Paulo, Brazil

Using: Chrome (Desktop) 86.0.4240.193,
Lighthouse 6.3.0

	Performance	Structure
	44%	81%

L. Contentful Paint	T. Blocking Time	C. Layout Shift
4.5s	21ms	0.4

Top Issues

IMPACT	AUDIT	
High	Reduce initial server response time	Root document took 686ms
Med	Eliminate render-blocking resources	Potential savings of 501ms
Med	Avoid large layout shifts	2 elements found
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 258KB
Med-Low	Avoid multiple page redirects	Potential savings of 597ms

Page Details



Total Page Size - 912KB

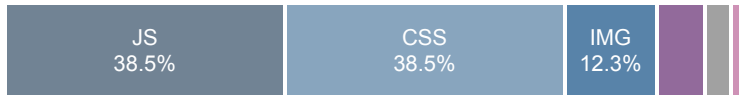


How does this affect me?

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 - 65



About GTmetrix

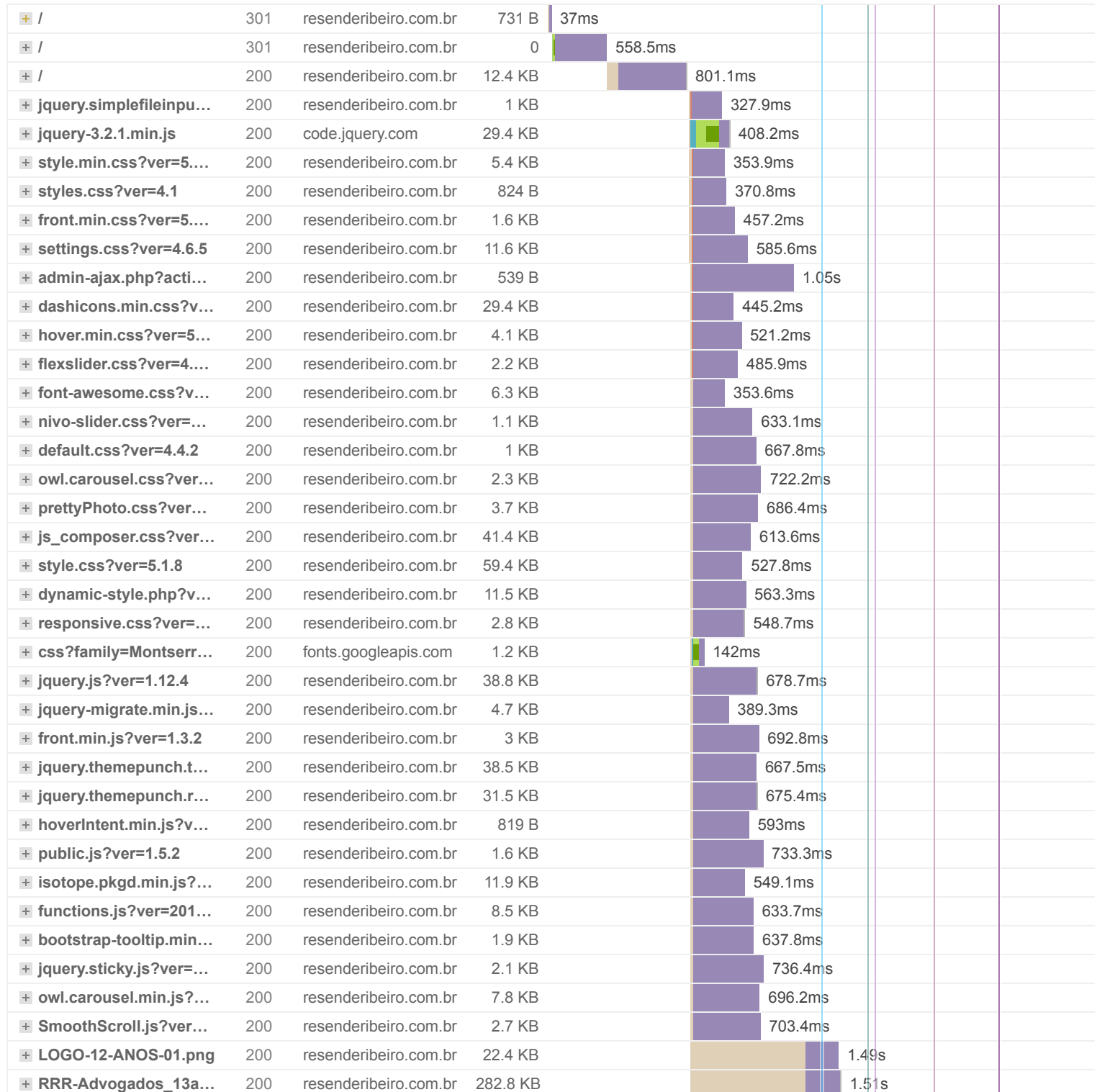


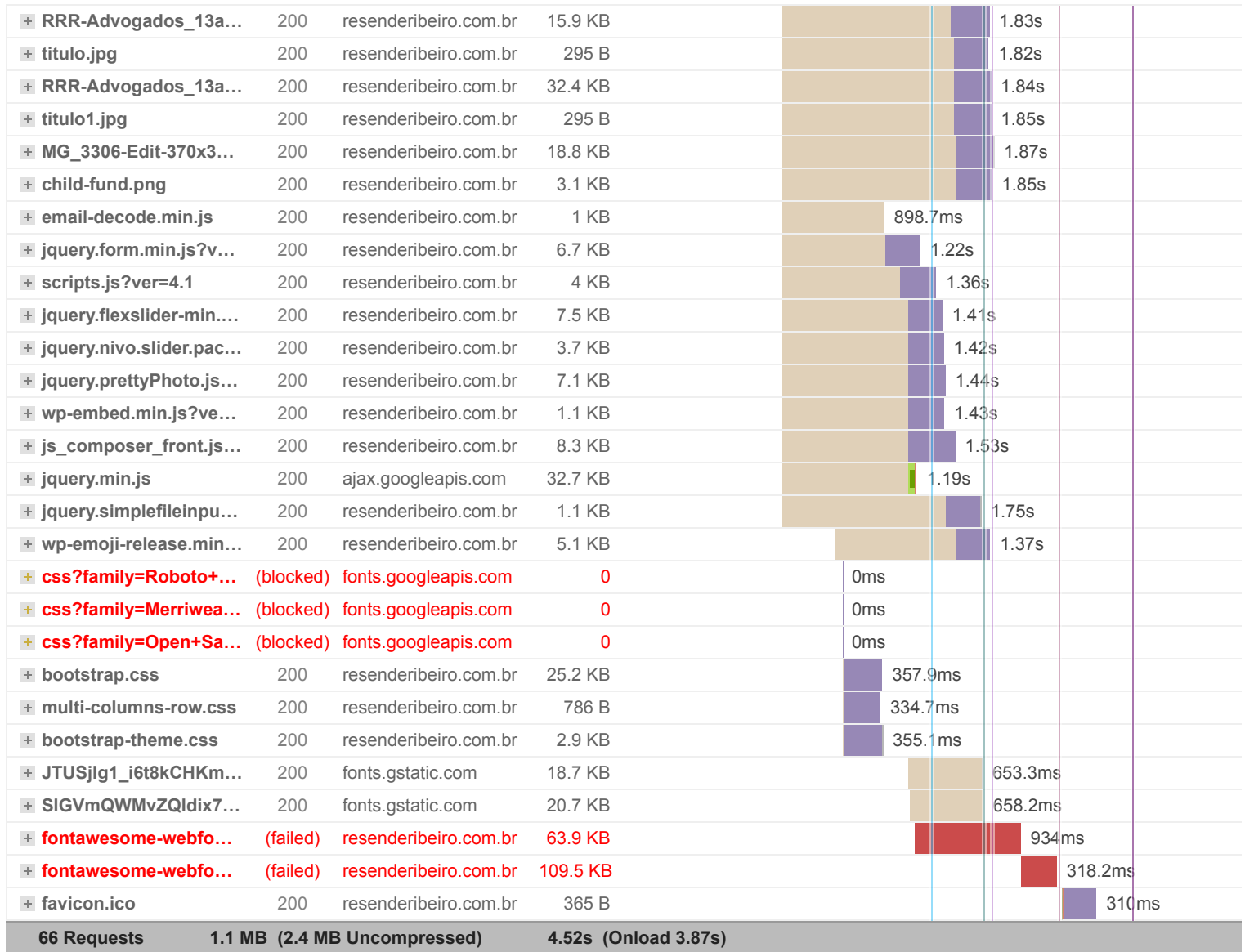
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

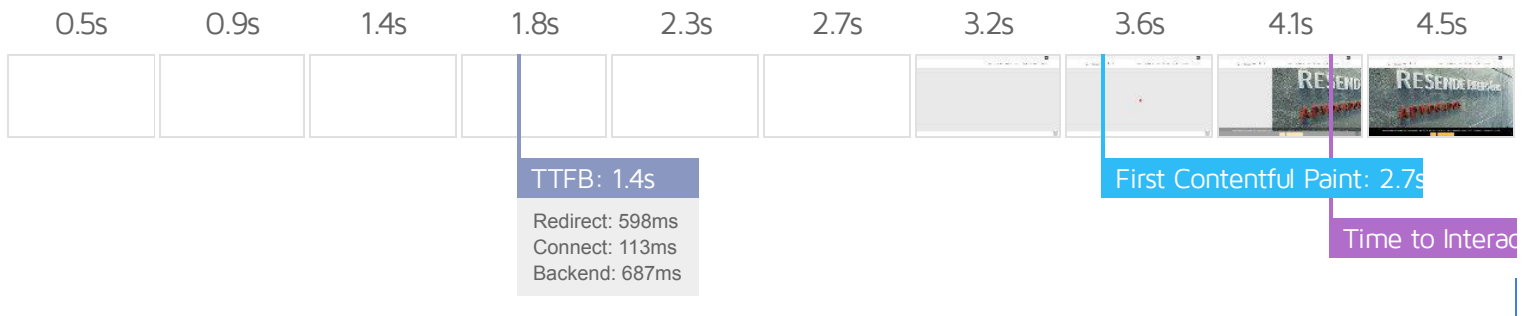
<https://carbon60.com/>

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.

Resende, Ribeiro e Reis | Escritório de Advocacia







Performance Metrics

First Contentful Paint

How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.

Much longer than recommended

2.7s

Time to Interactive

How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.

OK, but consider improvement

3.3s

Speed Index

How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.

Much longer than recommended

4.0s

Total Blocking Time

How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.

Good - Nothing to do here

21ms

Largest Contentful Paint

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.

Much longer than recommended

4.5s

Cumulative Layout Shift

How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.

Much more than recommended

0.4

Browser Timings

Redirect	598ms	Connect	113ms	Backend	687ms
TTFB	1.4s	First Paint	2.7s	DOM Int.	3.2s
DOM Loaded	3.2s	Onload	3.9s	Fully Loaded	4.5s

IMPACT	AUDIT	
High	Reduce initial server response time	Root document took 686ms
Med	Eliminate render-blocking resources	Potential savings of 501ms
Med	Avoid large layout shifts	2 elements found
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 258KB
Med-Low	Avoid multiple page redirects	Potential savings of 597ms
Med-Low	Avoid CSS @import	1 resource found
Low	Avoid chaining critical requests	48 chains found
Low	Ensure text remains visible during webfont load	4 fonts found
Low	Remove unused JavaScript	Potential savings of 43.9KB
Low	Avoid long main-thread tasks	5 long tasks found
Low	Serve images in next-gen formats	Potential savings of 67.6KB
Low	Avoid an excessive DOM size	340 elements
Low	Avoid enormous network payloads	Total size was 912KB
Low	Properly size images	Potential savings of 21.8KB
Low	Reduce JavaScript execution time	330ms spent executing JavaScript
Low	Remove unused CSS	Potential savings of 163KB

Low	Minify CSS	Potential savings of 23.5KB
Low	Minify JavaScript	Potential savings of 7.66KB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 1.0s
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 0 ms
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	