



# Performance Report for:

<https://lookaheadbusinessconsulting.com/>

Report generated: Sat, Mar 6, 2021 5:09 PM -0800  
 Test Server Location: Vancouver, Canada  
 Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0  
 Analysis options: iPad 3/4/Air/Air 2/2017

<b>A</b>	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	<b>97%</b>	<b>100%</b>	<b>1.1s</b>	<b>0ms</b>	<b>0</b>

## Top Issues

IMPACT	AUDIT	
Low	Avoid an excessive DOM size	240 elements
Low	Avoid enormous network payloads	Total size was 644 KiB
Low	Properly size images	Potential savings of 21 KiB
Low	Serve static assets with an efficient cache policy	9 resources found
Low	Ensure text remains visible during webfont load	

## Page Details

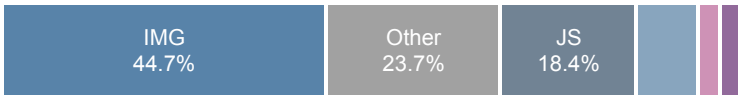


Total Page Size - 644KB

### 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.

## Total Page Requests - 38



Legend: HTML JS CSS IMG Video Font Other

As if you didn't need more incentive, **Google has announced that they are using page speed in their ranking algorithm.**

## About GTmetrix

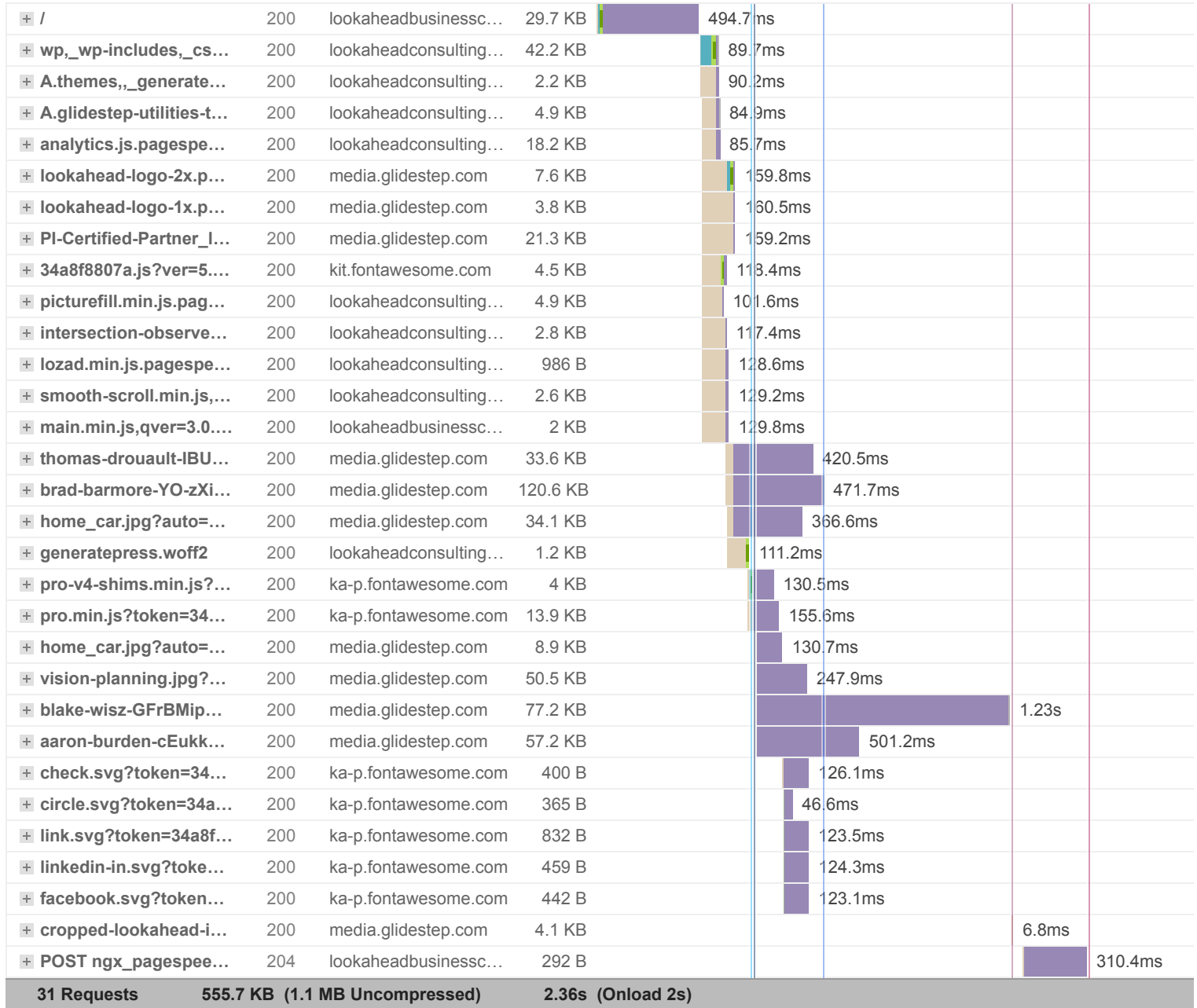


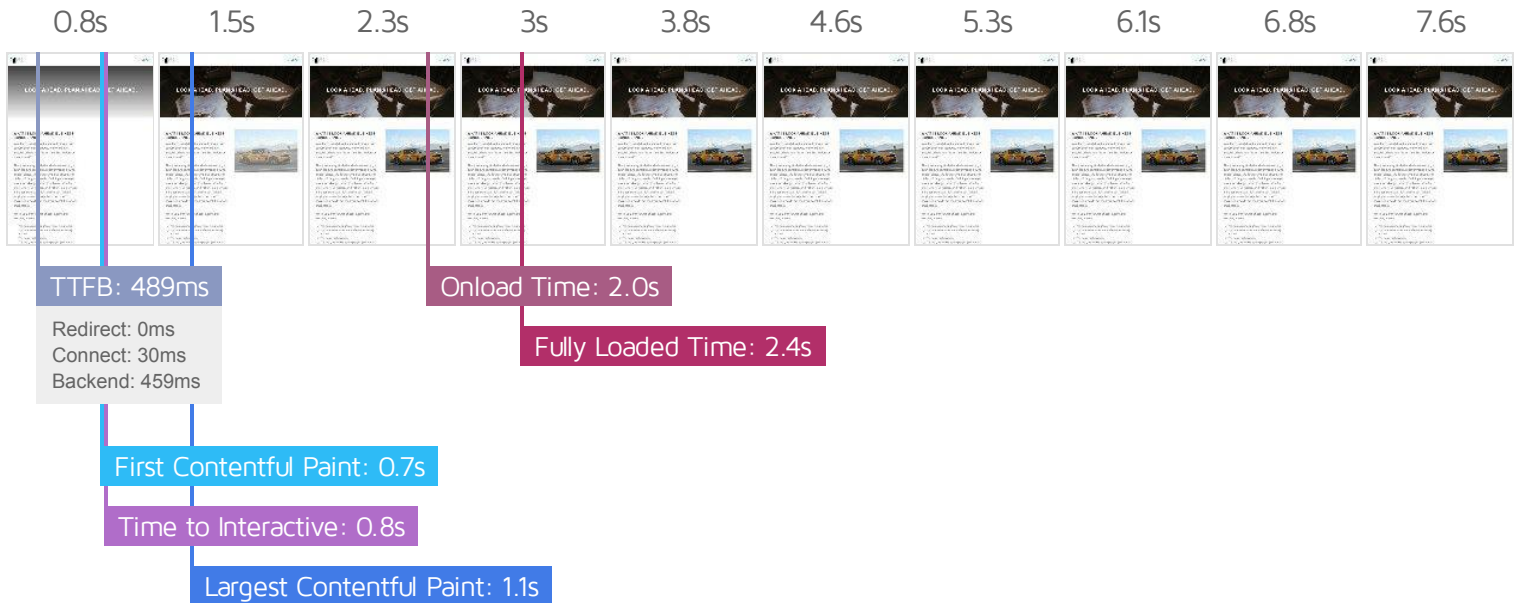
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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.

## Look Ahead Business Consulting | Serving Athens, GA & Beyond





## 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>Good - Nothing to do here</p> <p><b>0.7s</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>0.8s</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>1.1s</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>0ms</b></p>

## 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.

Good - Nothing to do here

1.1s

## 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.

Good - Nothing to do here

0

## Browser Timings

Redirect	0ms	Connect	30ms	Backend	459ms
TTFB	489ms	First Paint	0.7s	DOM Int.	0.7s
DOM Loaded	0.7s	Onload	2.0s	Fully Loaded	2.4s

IMPACT	AUDIT	
Low	<b>Avoid an excessive DOM size</b>	240 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 644 KiB
Low	<b>Properly size images</b>	Potential savings of 21 KiB
Low	<b>Serve static assets with an efficient cache policy</b>	9 resources found
Low	<b>Ensure text remains visible during webfont load</b>	
Low	<b>Avoid long main-thread tasks</b>	2 long tasks found
Low	<b>Reduce JavaScript execution time</b>	0.1 s
Low	<b>Remove unused CSS</b>	Potential savings of 42 KiB
Low	<b>Reduce initial server response time</b>	Root document took 460 ms
Low	<b>Avoid serving legacy JavaScript to modern browsers</b>	Potential savings of 0 KiB
Low	<b>Defer offscreen images</b>	Potential savings of 29 KiB
Low	<b>Avoid non-composited animations</b>	3 animated elements found
Low	<b>Avoid chaining critical requests</b>	8 chains found
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	0.5 s
N/A	<b>Reduce the impact of third-party code</b>	Third-party code blocked the main thread for 0 ms

N/A	<b>Replace large JavaScript libraries with smaller alternatives</b>	0 large libraries found
N/A	<b>User Timing marks and measures</b>	