



## Performance Report for: <https://www.notainlombardia.it/>

Report generated: Sun, Jan 31, 2021 10:59 AM +0100  
 Test Server Location: London, UK  
 Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

<h1>A</h1>	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	98%	100%	0.9s	100ms	0.08

### Top Issues

IMPACT	AUDIT	
Low	Reduce JavaScript execution time	1.0 s
Low	Avoid large layout shifts	5 elements found
Low	Avoid an excessive DOM size	354 elements
Low	Avoid enormous network payloads	Total size was 435 KiB
Low	Serve static assets with an efficient cache policy	1 resource found

### Page Details



Total Page Size - 435KB



Total Page Requests - 44



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.**

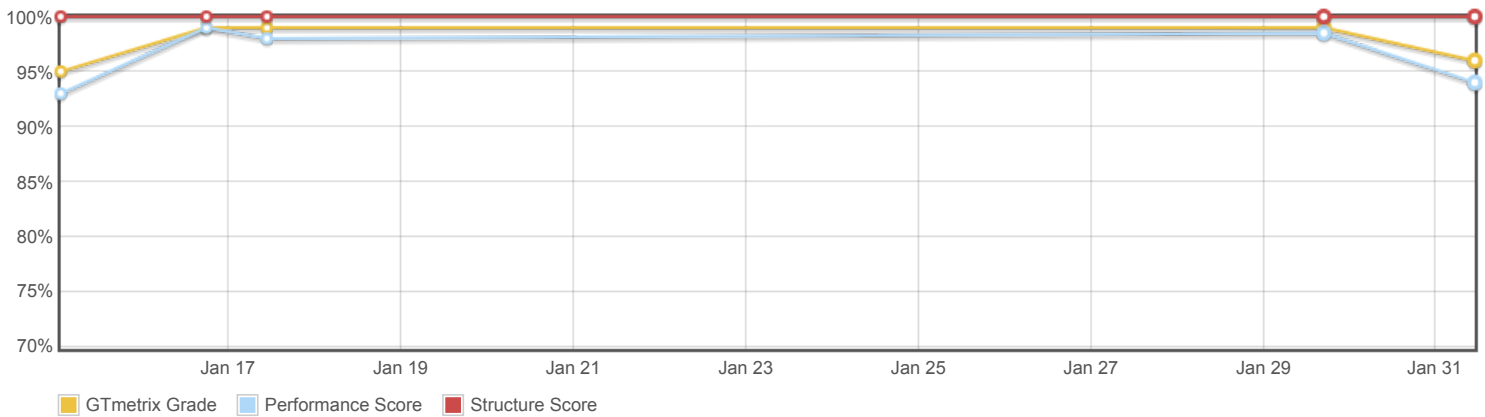
#### About GTmetrix

GTmetrix is developed by the good folks at **CARBON60**, a Canadian hosting company with over 25 years experience in web technology.

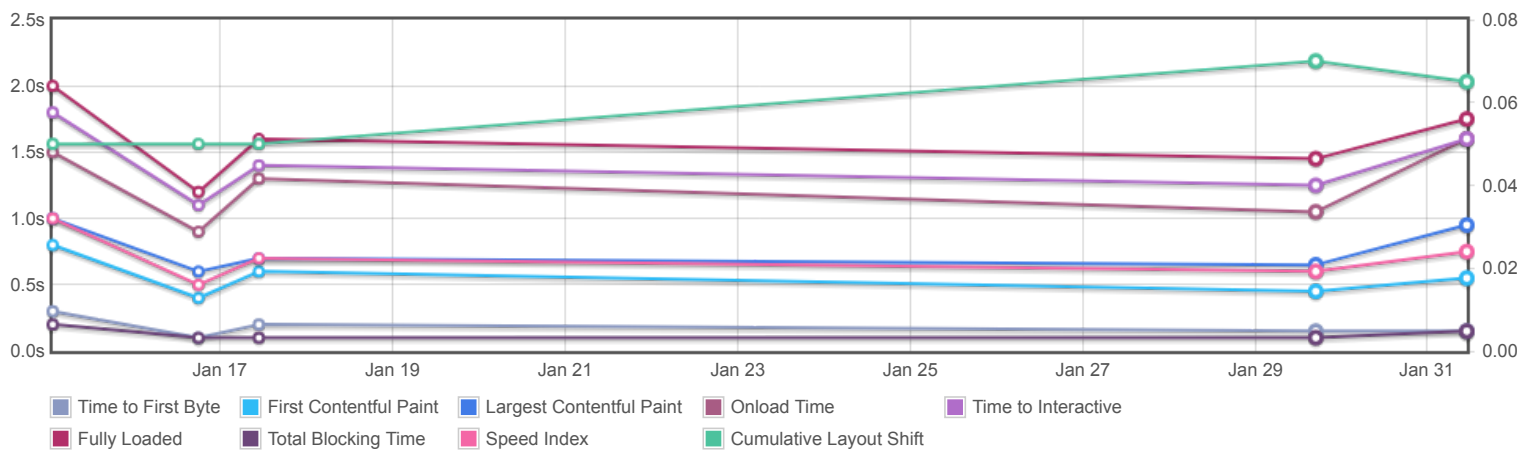


<https://carbon60.com/>

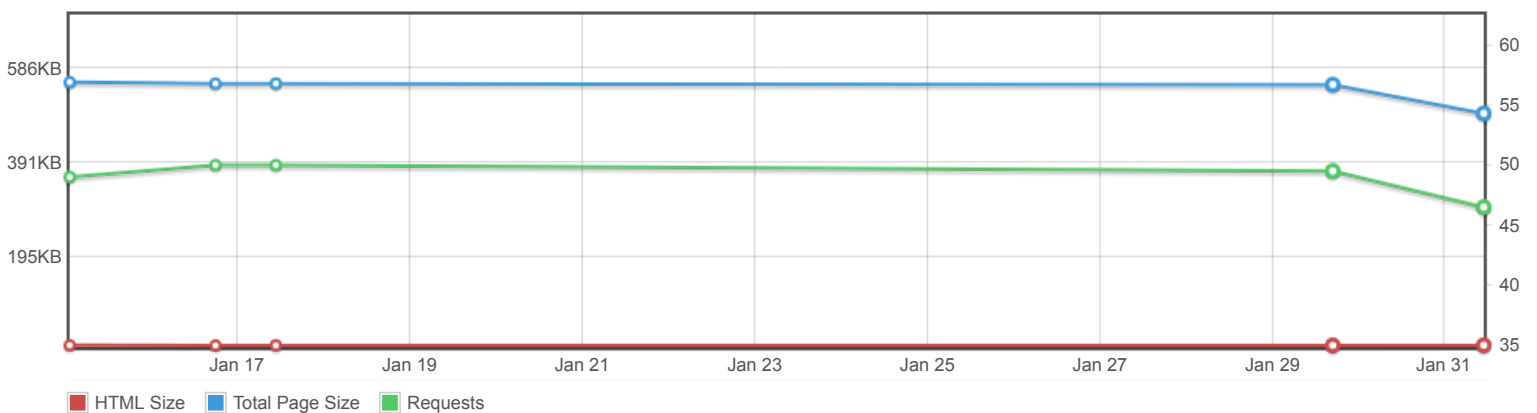
### Page scores



### Page metrics

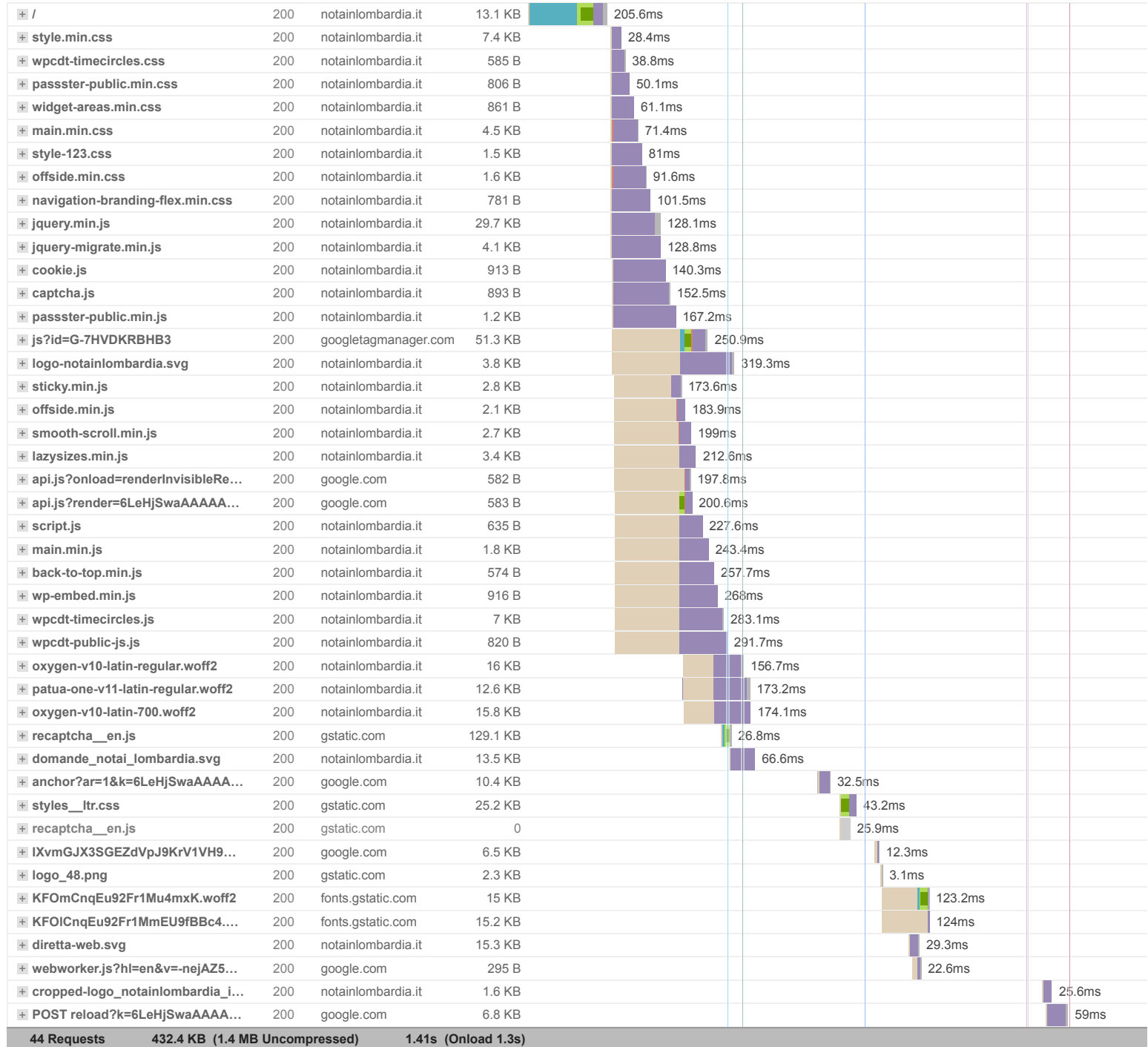


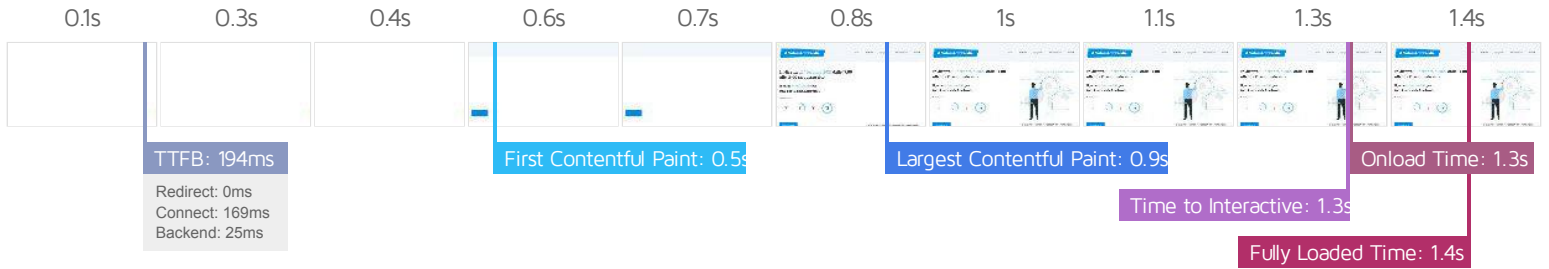
### Page sizes and request counts



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.

## #notainlombardia – Evento dedicato ai notai della Lombardia





### Performance Metrics

<p><b>First Contentful Paint</b></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><b>0.5s</b></p>	<p><b>Time to Interactive</b></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><b>1.3s</b></p>
<p><b>Speed Index</b></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><b>0.7s</b></p>	<p><b>Total Blocking Time</b></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><b>100ms</b></p>
<p><b>Largest Contentful Paint</b></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><b>0.9s</b></p>	<p><b>Cumulative Layout Shift</b></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><b>0.08</b></p>

### Browser Timings

Redirect	0ms	Connect	169ms	Backend	25ms
TTFB	194ms	First Paint	0.5s	DOM Int.	0.6s
DOM Loaded	0.6s	Onload	1.3s	Fully Loaded	1.4s

IMPACT	AUDIT	
Low	<b>Reduce JavaScript execution time</b>	1.0 s
Low	<b>Avoid large layout shifts</b>	5 elements found
Low	<b>Avoid an excessive DOM size</b>	354 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 435 KiB
Low	<b>Serve static assets with an efficient cache policy</b>	1 resource 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 initial server response time</b>	Root document took 20 ms
Low	<b>Avoid serving legacy JavaScript to modern browsers</b>	Potential savings of 5 KiB
Low	<b>Avoid chaining critical requests</b>	27 chains found
Low	<b>Remove unused JavaScript</b>	Potential savings of 109 KiB
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	2.3 s
N/A	<b>Reduce the impact of third-party code</b>	Third-party code blocked the main thread for 80 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>	