



Performance Report for: https://odihamparishcouncil.gov.uk/

Report generated: Tue, Jul 20, 2021 11:14 AM +0100
 Test Server Location: London, UK
 Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

C	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	71%	82%	1.7s	295ms	0

Top Issues

IMPACT	AUDIT	
Med	Defer offscreen images	Potential savings of 1.58MB
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 253KB
Med-Low	Avoid enormous network payloads	Total size was 3.16MB
Med-Low	Eliminate render-blocking resources	Potential savings of 177ms
Low	Serve images in next-gen formats	Potential savings of 520KB

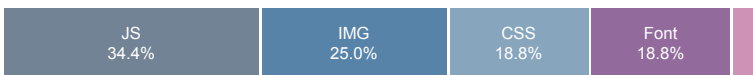
Page Details



Total Page Size - 3.16MB



Total Page Requests - 32



■ 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.**

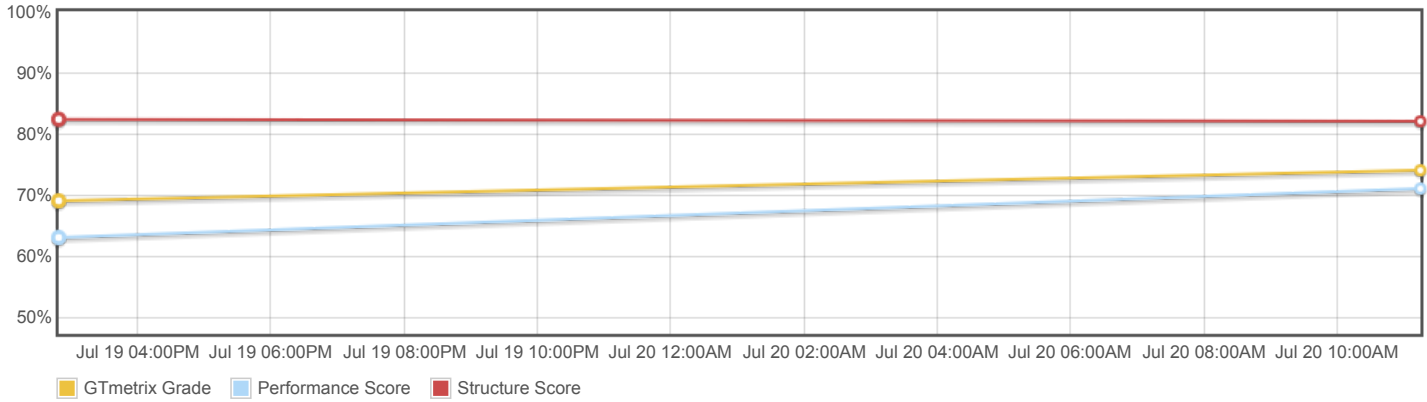
About GTmetrix

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

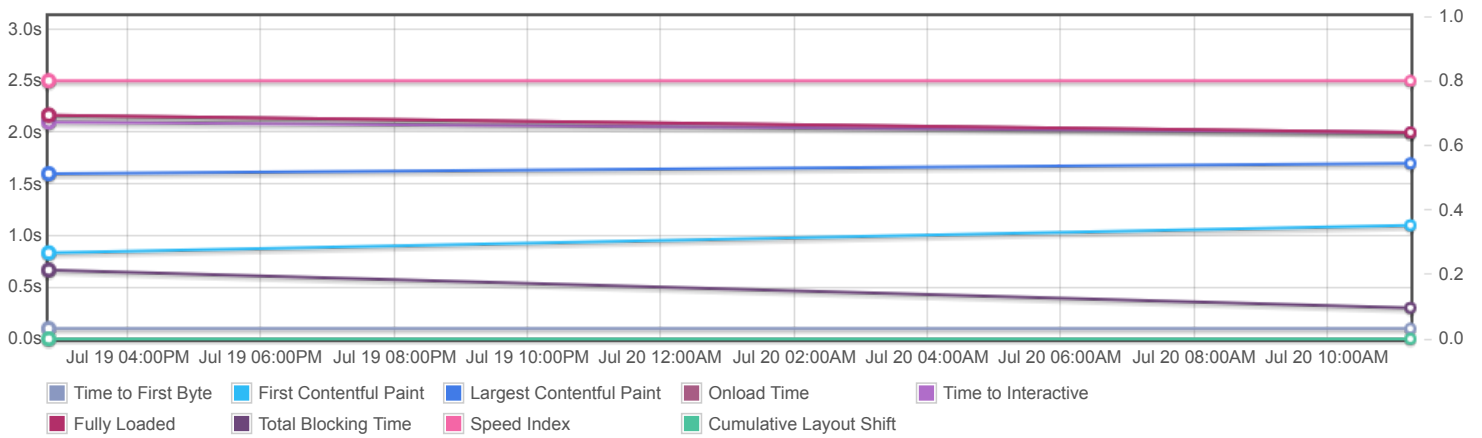


<https://carbon60.com/>

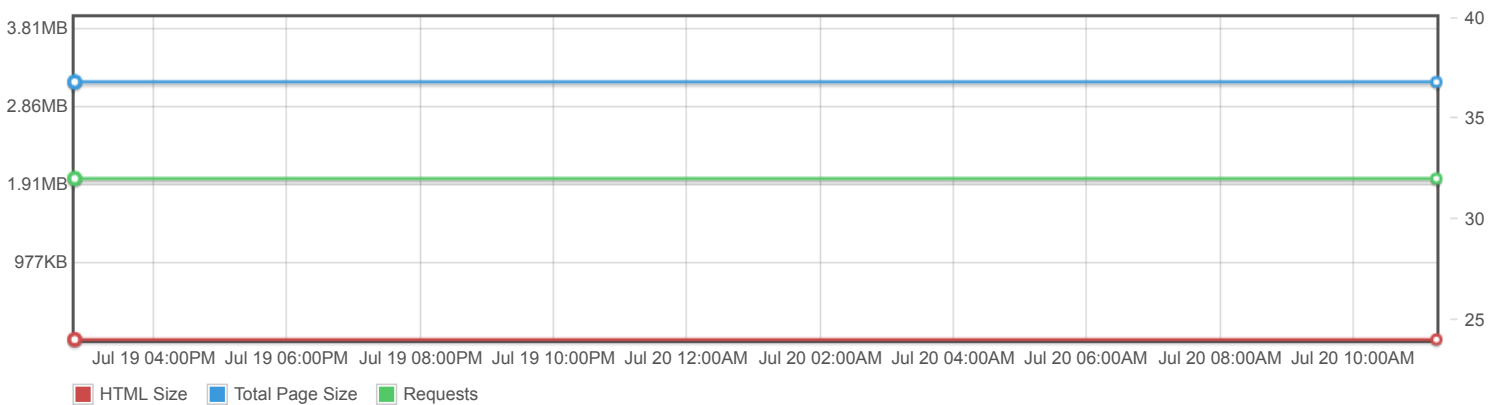
Page scores



Page metrics

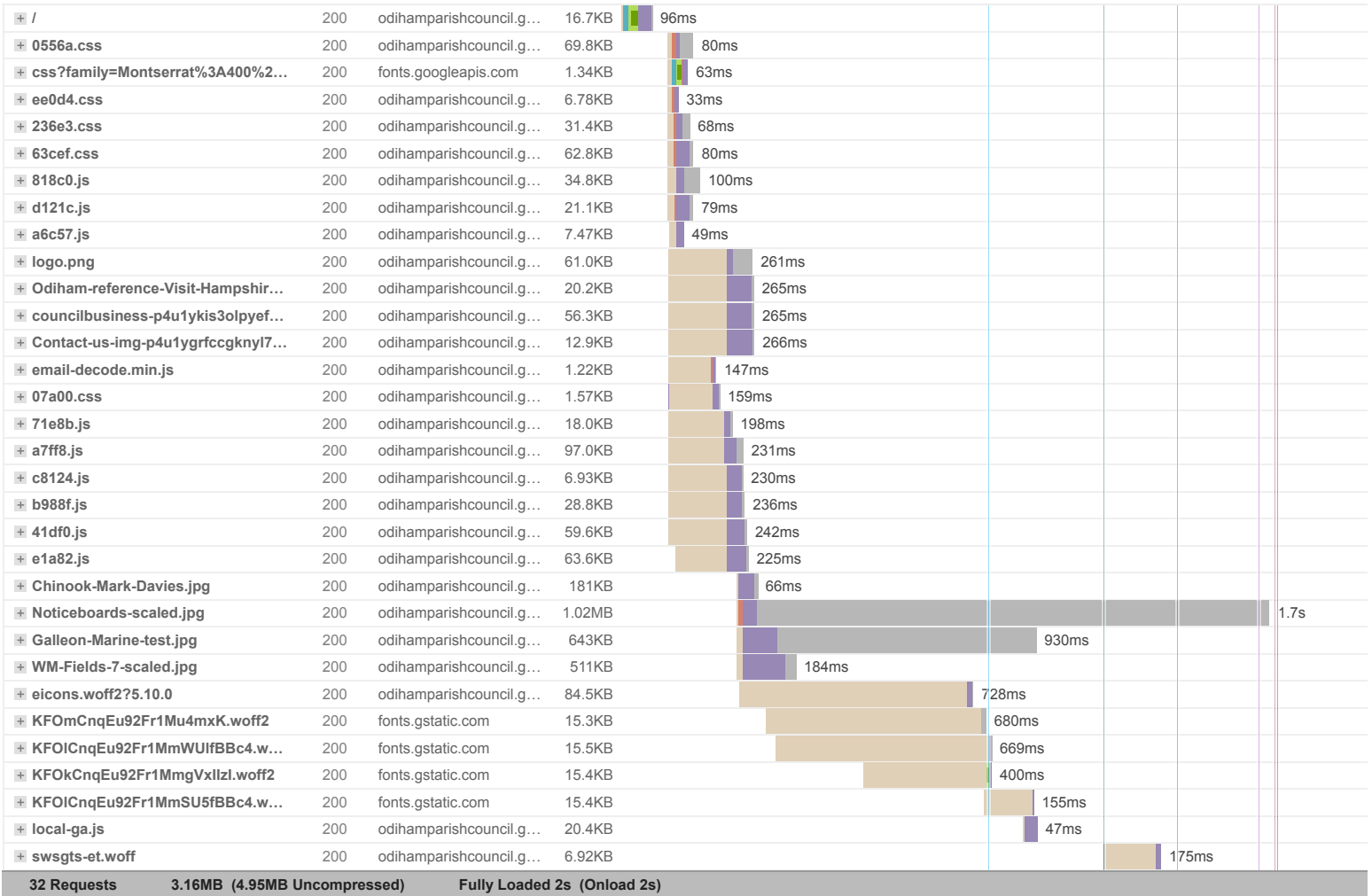


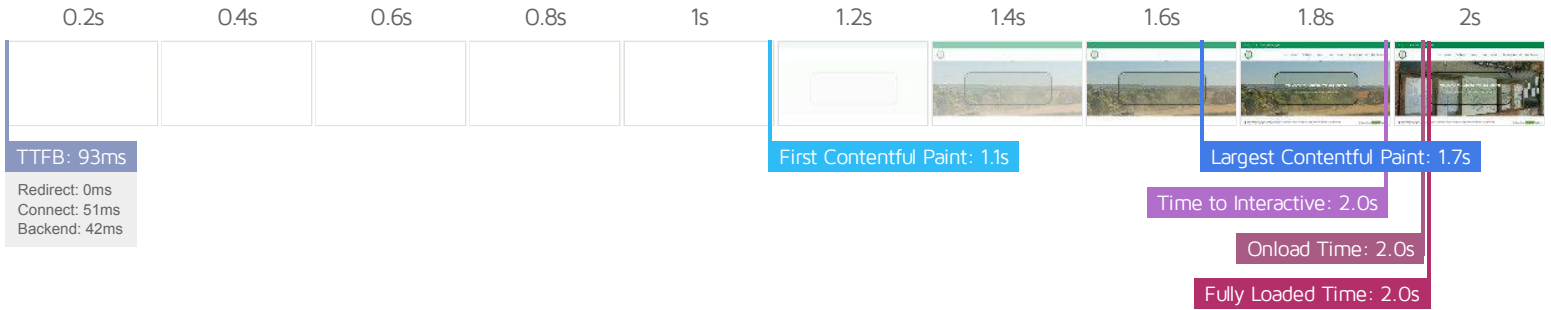
Page sizes and request counts



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.

Home - Odiham Parish Council





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>OK, but consider improvement</p> <p>1.1s</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>2.0s</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>Much longer than recommended</p> <p>2.5s</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>Longer than recommended</p> <p>295ms</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>1.7s</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	51ms	Backend	42ms
TTFB	93ms	First Paint	1.1s	DOM Int.	1.5s
DOM Loaded	1.5s	Onload	2.0s	Fully Loaded	2.0s

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Low	Serve images in next-gen formats	Potential savings of 520KB
Low	Properly size images	Potential savings of 57.1KB
Low	Avoid long main-thread tasks	7 long tasks found
Low	Reduce unused CSS	Potential savings of 158KB
Low	Reduce unused JavaScript	Potential savings of 141KB
Low	Avoid an excessive DOM size	649 elements
Low	Minify JavaScript	Potential savings of 15.5KB
Low	Avoid chaining critical requests	20 chains found
Low	Ensure text remains visible during webfont load	6 fonts found
Low	Reduce JavaScript execution time	348ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 42ms
Low	Avoid serving legacy JavaScript to modern browsers	Potential savings of 99B
Low	Avoid non-composited animations	1 animated element found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 1.9s
N/A	Reduce the impact of third-party code	Total size was 63.4KB
N/A	User Timing marks and measures	