



Performance Report for: <http://nichttgfstore.de/>

Report generated: Mon, Nov 23, 2020 5:56 AM -0800
Test Server Location: Vancouver, Canada
Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

E	Performance 53%	Structure 72%	L. Contentful Paint 2.9s	T. Blocking Time 12ms	C. Layout Shift 0.19
----------	---------------------------	-------------------------	------------------------------------	---------------------------------	--------------------------------

Top Issues

IMPACT	AUDIT	
Med-High	Eliminate render-blocking resources	Potential savings of 700 ms
Med-High	Enable text compression	Potential savings of 187 KiB
Med	Serve static assets with an efficient cache policy	8 resources found
Med-Low	Remove unused CSS	Potential savings of 154 KiB
Med-Low	Avoid chaining critical requests	5 chains found

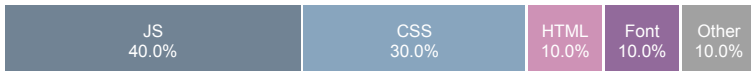
Page Details



Total Page Size - 464KB



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.**

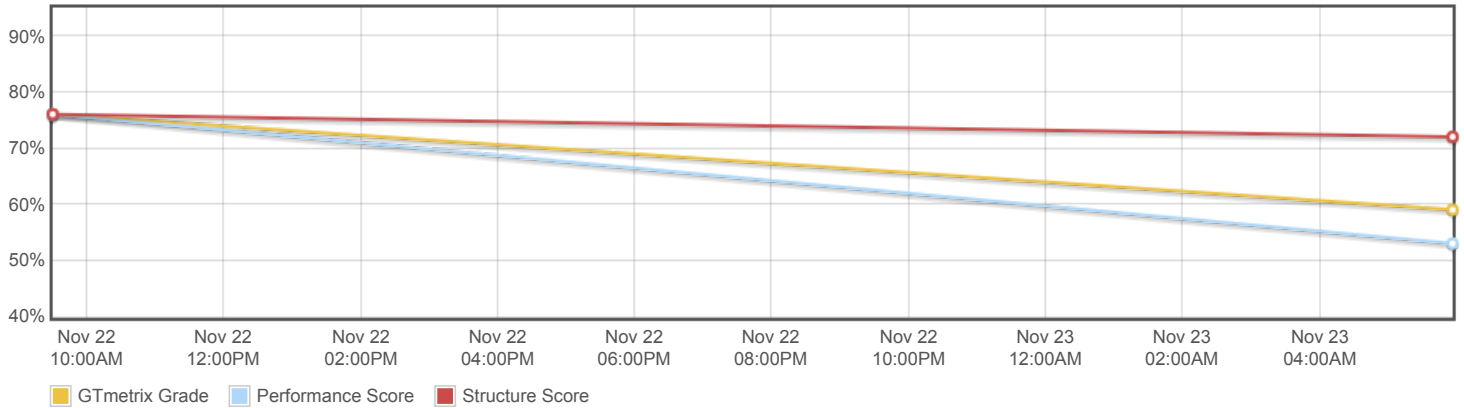
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

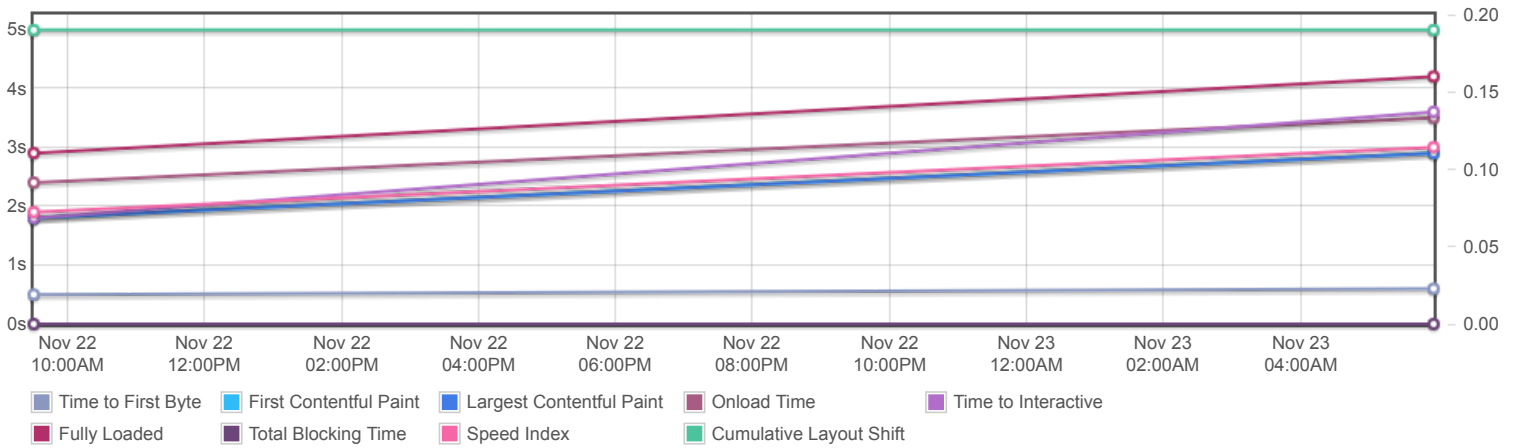
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 24 years experience in web technology.

<https://carbon60.com/>

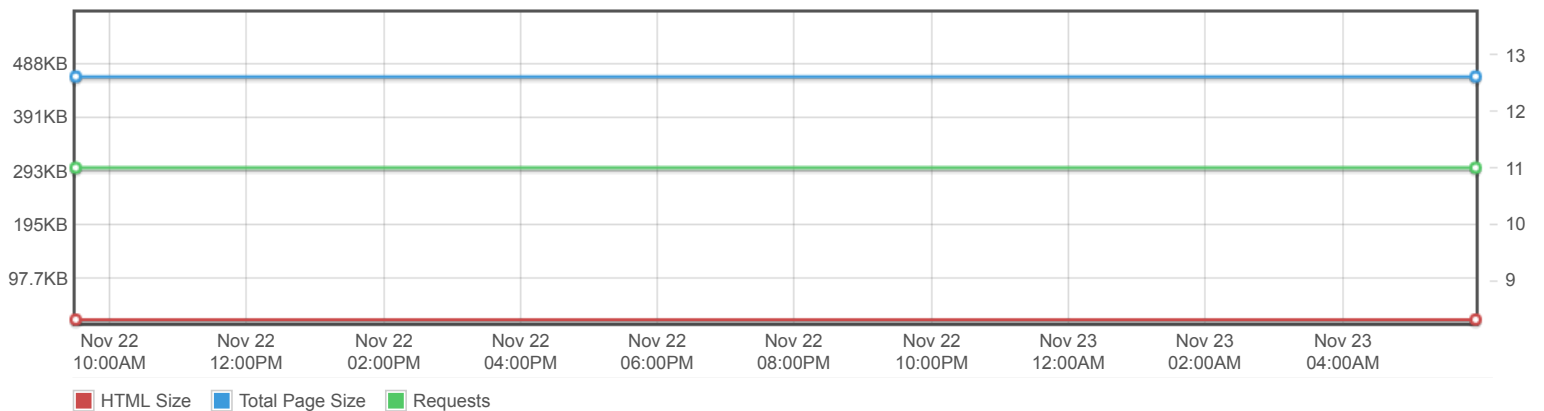
Page scores



Page metrics

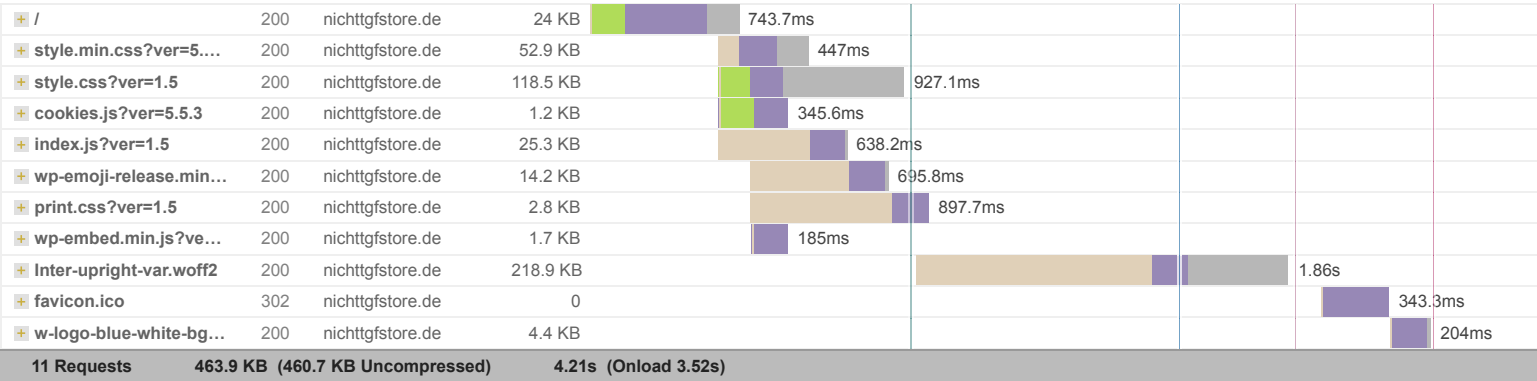


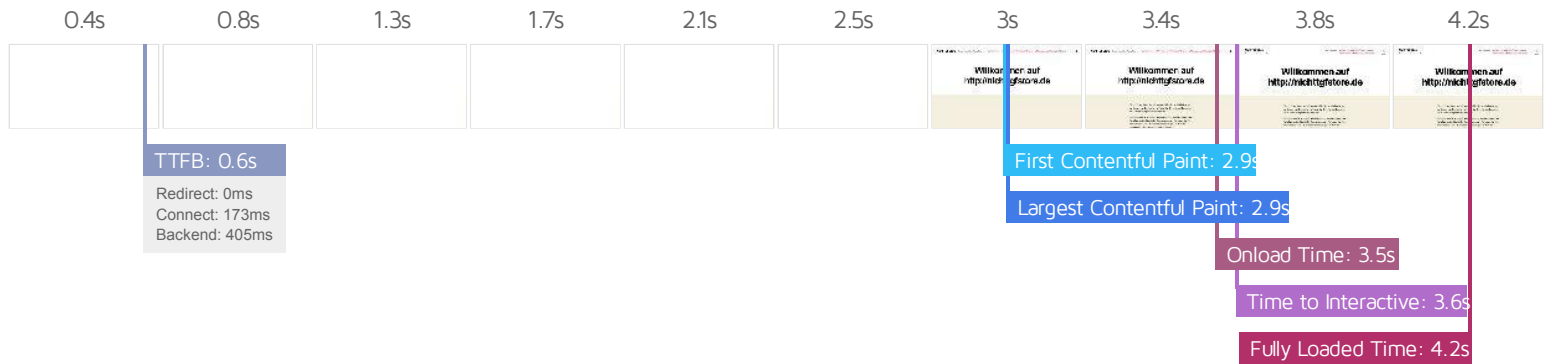
Page sizes and request counts



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.

Nicht TGF Store – Eine andere WordPress-Site.





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

2.9s

Time to Interactive

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

Longer than recommended

3.6s

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

3.0s

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

12ms

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

2.9s

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.

More than recommended

0.19

Browser Timings

Redirect

0ms

Connect

173ms

Backend

405ms

TTFB

0.6s

DOM Int.

1.6s

DOM Loaded

1.6s

First Paint

2.9s

Onload

3.5s

Fully Loaded

4.2s

IMPACT	AUDIT	
Med-High	Eliminate render-blocking resources	Potential savings of 700 ms
Med-High	Enable text compression	Potential savings of 187 KiB
Med	Serve static assets with an efficient cache policy	8 resources found
Med-Low	Remove unused CSS	Potential savings of 154 KiB
Med-Low	Avoid chaining critical requests	5 chains found
Med-Low	Avoid large layout shifts	5 elements found
Low	Use a Content Delivery Network (CDN)	7 resources found
Low	Preload key requests	Potential savings of 310 ms
Low	Minify CSS	Potential savings of 32 KiB
Low	Avoid long main-thread tasks	4 long tasks found
Low	Use HTTP/2 for all resources	11 requests not served via HTTP/2
Low	Avoid an excessive DOM size	152 elements
Low	Avoid enormous network payloads	Total size was 464 KiB
Low	Reduce JavaScript execution time	0.2 s
Low	Reduce initial server response time	Root document took 400 ms
Low	Minify JavaScript	Potential savings of 11 KiB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	1.6 s
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code	