

Performance Report for: https://pwd3.pinwheelweb.work/

Report generated: Tue, Aug 25, 2026 1:39 PM -0700
 Test Server Location: Seattle, WA, USA
 Using: Chrome 142.0.0.0, Lighthouse 12.6.1

A	Performance 97%	Structure 100%	L. Contentful Paint 390ms	T. Blocking Time 110ms	C. Layout Shift 0.08
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Top Issues

Low	Avoid large layout shifts CLS	1 layout shift found
Low	Avoid chaining critical requests FCP LCP	5 chains found
Low	Avoid an excessive DOM size TBT	599 elements
Low	Avoid long main-thread tasks TBT	2 long tasks found
Low	Serve images in next-gen formats	Potential savings of 62.4KB

Focus on these audits first

These audits likely have the largest impact on your page performance.

Structure audits do not directly affect your Performance Score, but improving the audits seen here can help as a starting point for overall performance gains.

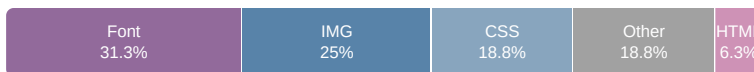
Page Details



Total Page Size - 879KB



Total Page Requests - 16



How does this affect me?

Modern web users have a short attention span and expect a fast and seamless website experience. Delivering that fast experience can result in more traffic, more conversions, and more happiness.

As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

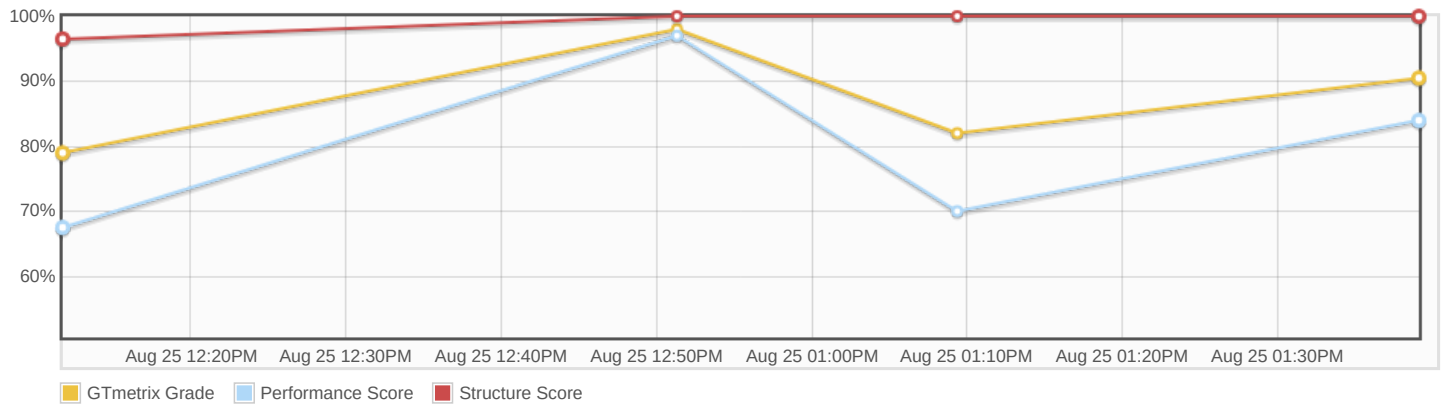
About GTmetrix

GTmetrix

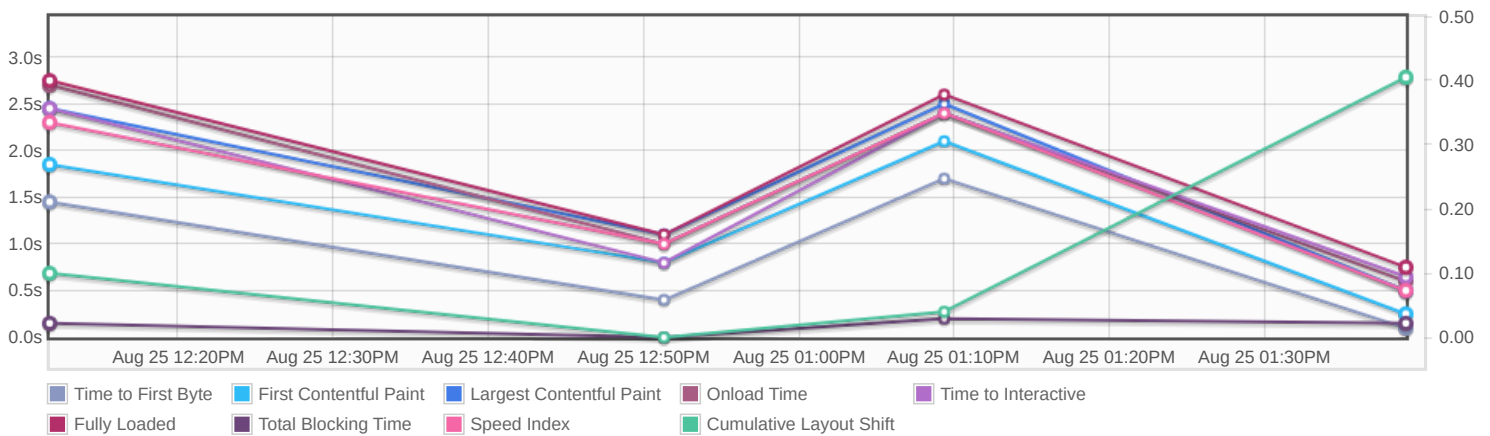
GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

[Learn more about us.](#)

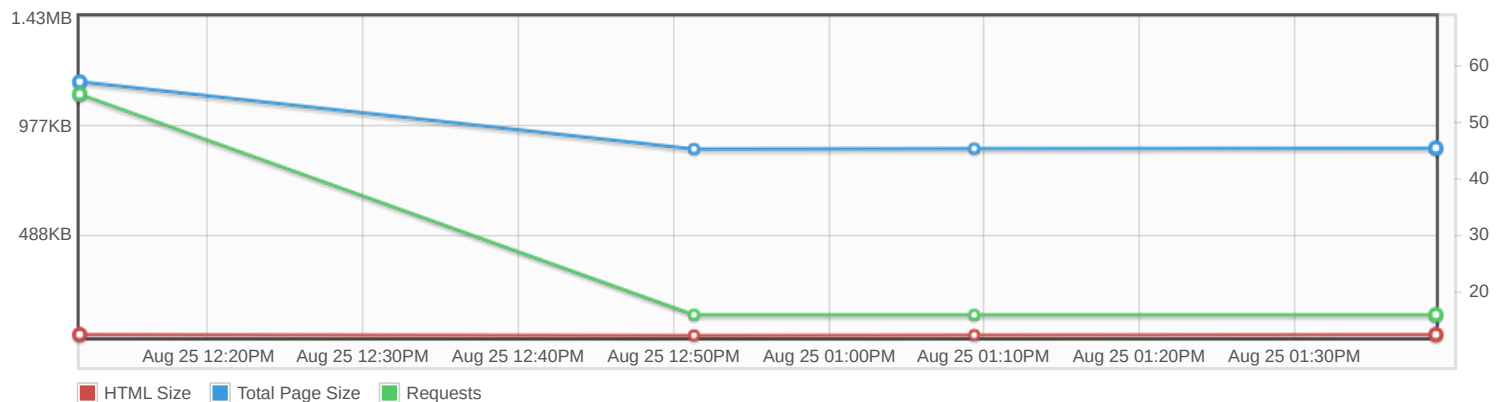
Page scores



Page metrics

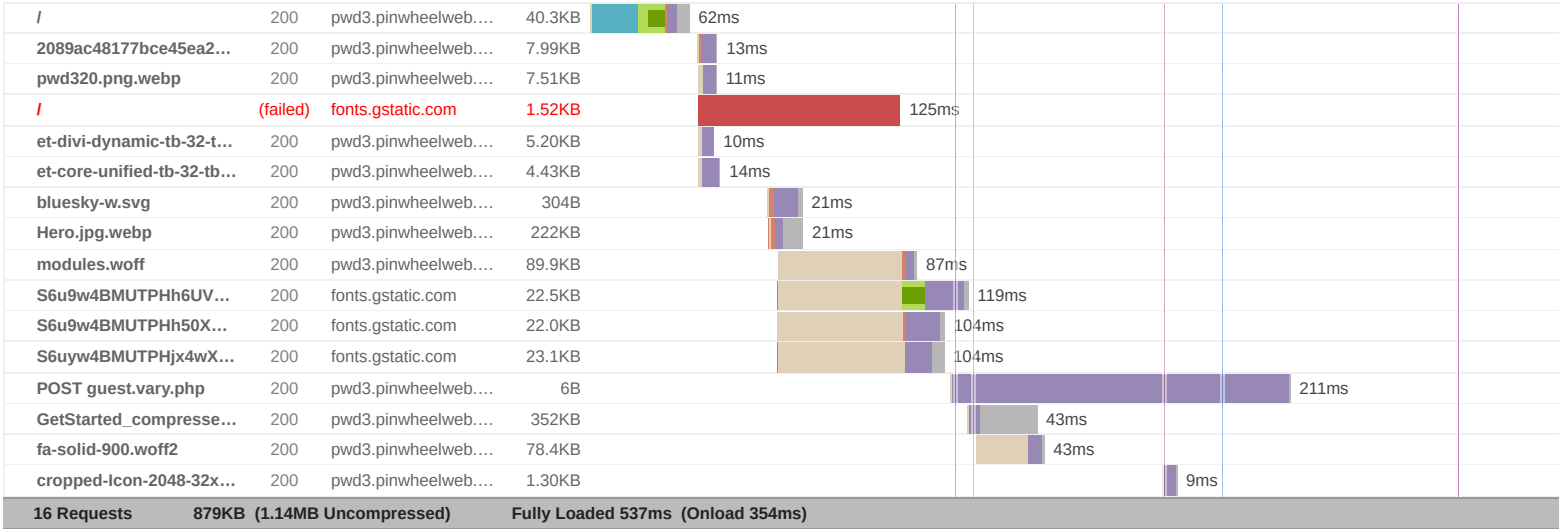


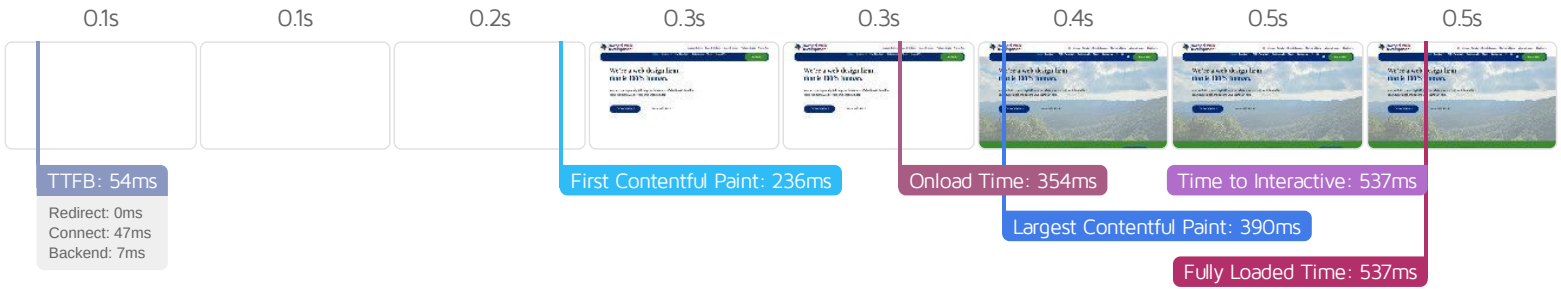
Page sizes and request counts



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.

Web Development In The Atlanta Metro Area - Pinwheel Web Dev





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.	Good - Nothing to do here 236ms	Time to Interactive How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.	Good - Nothing to do here 537ms
Speed Index How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Good - Nothing to do here 375ms	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 110ms
Largest Contentful Paint How long it takes for the largest element of content (i.e., a hero image) to be painted on your page. A good user experience is 1.2s or less.	Good - Nothing to do here 390ms	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 0.08

Browser Timings

Redirect	0ms	Connect	47ms	Backend	7ms
TTFB	54ms	DOM Int.	224ms	DOM Loaded	225ms
First Paint	236ms	Onload	354ms	Fully Loaded	537ms

IMPACT	AUDIT	
Low	Avoid large layout shifts CLS	1 layout shift found
Low	Avoid chaining critical requests FCP LCP	5 chains found
Low	Avoid an excessive DOM size TBT	599 elements
Low	Avoid long main-thread tasks TBT	2 long tasks found
Low	Serve images in next-gen formats	Potential savings of 62.4KB
Low	Avoid non-composited animations CLS	27 animated elements found
Low	Defer offscreen images	Potential savings of 352KB
Low	Avoid enormous network payloads LCP	Total size was 879KB
N/A	Reduce JavaScript execution time TBT	24ms spent executing JavaScript
N/A	Largest Contentful Paint element LCP	390 ms
N/A	Minimize main-thread work TBT	Main-thread busy for 571ms
N/A	Reduce initial server response time FCP LCP	Root document took 7ms
N/A	Reduce the impact of third-party code TBT	Total size was 67.8KB
N/A	Avoid serving legacy JavaScript to modern browsers TBT	
N/A	Eliminate render-blocking resources FCP LCP	Potential savings of 0 ms
N/A	User Timing marks and measures	