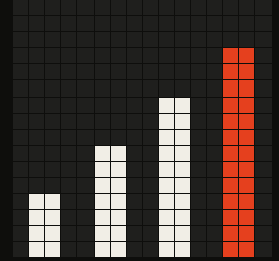


SLOW-NETWORK AUDIT

Most visitors won't see your site the way you do on a fast laptop. Use this to see what they see, find what's slowing it down, and set limits so it stays fast.

variance

[Read the full guide online ↗](#)



01 SEE WHAT YOUR CUSTOMERS SEE

- ☐ Loaded the site on an inexpensive phone, on mobile data, where the signal is weak
- ☐ Tested with Chrome's slower network and processor settings
- ☐ Ran PageSpeed Insights (pagespeed.web.dev) on the main pages, on mobile

02 CORE WEB VITALS, ON MOBILE

MEASURE	WHAT PEOPLE FEEL	YOUR RESULT
Largest Contentful Paint	How long until the main content appears	
Interaction to Next Paint	How quickly it responds to a tap	
Cumulative Layout Shift	How much it jumps while loading	

03 IMAGES

- ☐ Resized to the largest size they're shown at
- ☐ Smaller versions served to smaller screens
- ☐ Modern formats (WebP or AVIF)
- ☐ Images further down the page load only when needed
- ☐ Space reserved, so the page doesn't jump

04 CODE AND THIRD PARTIES

- ☐ Pages rendered on the server where possible
- ☐ Each page only sends the code it uses
- ☐ Every chat widget, tracker and pop-up earns its place
- ☐ Third-party scripts listed, unused ones removed, the rest loaded after the page
- ☐ Heavy embeds (like video players) replaced with light previews

05 FONTS, SERVERS AND PAGES

- ☐ Fewer font files (variable fonts), subset, self-hosted, text shown while they load
- ☐ Pages cached, served from a CDN, compressed
- ☐ Each page has one clear job, without autoplaying extras

06 FORMS, CHECKOUT AND SIGN-IN

- ☐ Short forms: only what's needed now
- ☐ Forms submit even before the page's scripts load
- ☐ The right keyboards for phone numbers, emails and numbers
- ☐ Fields labelled so phones can fill them in
- ☐ A failed submission keeps what people typed
- ☐ A double tap on Pay never charges twice
- ☐ Light sign-in, and people stay signed in on their own device

07 YOUR PERFORMANCE BUDGET

LIMIT	TARGET	CHECKED AUTOMATICALLY?
Page size on a first visit		
JavaScript per page		
Largest Contentful Paint		
Interaction to Next Paint		
Cumulative Layout Shift		