You got bigger problems though: 2.32% of the users during this rush experienced timeouts or errors!

**TIMEOUTS**
The first timeout happened at 32.67 seconds into the test when the number of concurrent users was at 137. Looks like you've been rushing with a timeout of 1 second. Timeouts tend to increase with concurrency if you have lock contention of sorts. You might want to think about in-memory caching using redis, memcached or varnish to return stale data for a period of time and asynchronously refresh this data.
RESPONSE TIMES

The max response time was: 37 MS @ 241 Users

HIT RATE

The max hit rate was: 218 hits per second