

Weight	Time (S:Frames)	Time (S)	Refined Calc (S)	Durability DPS	Notes
					Due to the difficulty in getting precise timings for the moment the bridge starts collapsing (can't use the first frame you see durability lost in cheat engine), combined with getting multiple players to step on the bridge at the exact same moment, I've estimated the Refined Calc column does a better job of comparing two specific changes seen in cheat engine, assuming a consistent update every 30 frames (half second), and is likely the most accurate answer. All times are estimated (explanation above), I just stopped bothering including the "~" in the "Time (S)" and "Refined Calc (s)" columns.
0	50	50	50	0.02	
11	50	50	50	0.02	
11.01	-16	16	15.63	0.064	Not truly 11.01 lbs, but something closer to 11.0000001. This is a breakpoint; Anything over 11 pounds causes a much faster collapse. Objects that display a weight of 11 in-game are properly, exactly 11.0 lbs and won't trigger this breakpoint.
16	-15:10	15:17	15.15	0.066	
20	-15:15	15:25	14.83	0.06744	
30	-14:25	14:42	14.04	0.07124	
40	-13:17	13:28	13.33	0.07504	
50	-13	13	12.68	0.07886	
60	-12:10	12:17	12.1	0.08266	
70	-11:44	11:73	11.56	0.08648	
80	-11:18	11:3	11.07	0.0903	
90	-10:48	10:8	10.99	0.09096	
100	-10:33	10:55	10.22	0.0979	
110	-10:12	10:2	9.83	0.10172	
120	-9:29	9:48	9.48	0.10552	
150	-8:52	8:87	8.55	0.11694	
200	-7:36	7:6	7.35	0.136	
250	-6:44	6:73	6.45	0.15506	
300	-5:48	5:8	5.74	0.17408	
400	-4:53	4:88	4.88	0.20512	
500	-4:12	4:2	4	0.25028	
600	-3:45	3:77	3.47	0.2884	
800	-2:48	2:8	2.74	0.36458	
1000	-2:39	2:65	2.27	0.44074	
1050	-2:15	2:25	2.17	0.45984	
Hypo 2000	-2:20	2:33	2.17	0.46006	Set a hypothetical weight of 2000, but displays as 1050 in-game regardless and clearly caps there. Only reason for slightly different DPS is only counting up to 5 decimal places and numbers not being -exact-
2 Players	Time (S:Frames)	Time (S)	Refined Calc (S)	Durability DPS	Notes
					Unless an "x+*" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
0	-13	13	12.5	0.08	
11	-12:52	12:87	12.5	0.08	
11.01	-8:33	8:55	8.06	0.124	
10+10	-12:55	12:92	12.1	0.08266	Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse
20	-8:11	8:18	7.85	0.12742	
30	-8:08	8:13	7.62	0.13124	
40	-7:43	7:72	7.41	0.13504	
50	-7:30	7:5	7.2	0.13886	
25+25	-6:06	6:1	5.6	0.17868	Combined totals are worse when above the 11.01 breakpoint.
100	-6:46	6:77	6.13	0.16316	
50+50	-5:35	5:58	5.06	0.19774	Combined totals are worse when above the 11.01 breakpoint.
3 Players	Time (S:Frames)	Time (S)	Refined Calc (S)	Durability DPS	Notes
					Unless an "x+*" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
0	-6:00	6	5.55	0.18	
11	-6:10	6:17	5.55	0.18	
11.01	-3:17	3:28	4.46	0.22402	
4 Players	Time (S:Frames)	Time (S)	Refined Calc (S)	Durability DPS	Notes
					Max Real = Everyone holding 314 lbs (cash register + 3 gold bars), combined total of 1256. Max Hacked = Everyone holding 1050 lbs, combined total of 4200.
0	-3:55	3:92	3.13	0.32	
11	-3:47	3:78	3.13	0.32	
11.01	-3:16	3:27	2.75	0.364	
Max - Real	-2:10	2:17	2.6	0.77006	Maybe didn't sync stepping onto bridge correctly enough? Seems like it should collapse even faster, probably.
Max - 1050	-0:31	0:52	n/a	n/a	Collapses in under half a second from first visible frame of durability loss, unable to obtain refined calc this way
					After doing all the max weight tests I thought of a better method to try and sync everything up, smh. I could've locked the bridge durability to 1, had everyone step on it, then unlock. Maybe I'll try again later...

Item / Test	In-Game Weight	Decimals	Notes
Airhorn	0	1	Any unlabeled "test" values mark the smallest possible decimal to trigger that weight display in-game. For the actual arbitrary weights of regular in-game items, they can range from landing anywhere between the lowest and highest possible weight.
Bee hive	0	1	
Clown horn	0	1	
Dust pan	0	1	
Extension ladder	0	1	
Key	0	1	
Laser pointer	0	1	
Perfume bottle	0	1	
Pill bottle	0	1	
Plastic fish	0	1	
Remote	0	1	
Rubber ducky	0	1	
Shotgun shell	0	1	
Teeth	0	1	
Toothpaste	0	1	
Toy cube	0	1	
TZP-Inhalant	0	1	
Walkie-talkie	0	1	
Whoopie cushion	0	1	
Coffee mug	5	1.049999952	
Homemade Flashbang	5	1.049999952	
Old phone	5	1.049999952	
Pro-flashlight	5	1.049999952	
Stun grenade	5	1.049999952	
Test (7 lightest)	7	1.061904788	
Test (7 heaviest)	7	1.071428537	
Hairdryer	7	1.070000052	
Red soda	7	1.070000052	
Test	8	1.071428657	
Test	10	1.090476274	
Candy	11	1.100000024	
Egg beater	11	1.100000024	
Hair brush	11	1.100000024	
Comedy	11	1.100000024	
Magnifying glass	11	1.100000024	
Tragedy	11	1.100000024	
Zap gun	11	1.100000024	
Boombox	16	1.149999976	
Cookie mold pan	16	1.149999976	
Double-barrel	16	1.149999976	
Golden cup	16	1.149999976	
Jar of pickles	16	1.149999976	
Large axle	16	1.149999976	
Lockpicker	16	1.149999976	
Magic 7 ball	16	1.149999976	
Steering wheel	16	1.149999976	
V-type engine	16	1.149999976	
Wedding ring	16	1.149999976	
Big bolt	19	1.179999948	
Bottles	19	1.179999948	
Flask	19	1.179999948	
Gift box	19	1.179999948	
Radar-booster	19	1.179999948	
Shovel	19	1.179999948	
Test	20	1.165714364	
Fancy lamp	21	1.200000048	
Robot Toy	21	1.200000048	
Stop sign	21	1.200000048	
Tea Kettle	21	1.200000048	
Brass bell	24	1.230000019	
Test	25	1.233333349	
Tattered metal sheet	26	1.25	
Test	30	1.280952454	
Test (31 lightest)	31	1.290476203	
Test (31 heaviest)	31	1.299999952	
Apparatus	31	1.299999952	
Chemical Jug	31	1.299999952	
Painting	31	1.299999952	
Test	40	1.376190543	
Yield Sign	42	1.399999976	
Test	50	1.471428633	
Jetpack	52	1.5	
Test	60	1.566666722	
Test	70	1.661904812	
Gold Bar	77	1.730000019	
Test	80	1.757142901	
Cash register	84	1.799999952	
Test	90	1.852380991	
Test	100	1.9476192	
Test	110	2.04285717	
Test	120	2.138095379	
Test	150	2.423809528	
Test	200	2.900000095	
Test	250	3.376190424	
Test	300	3.852380991	
Test	400	4.804761887	
Test	500	5.757143021	
Test	600	6.709523678	
Test	800	8.614285469	
Test	1000	10.51904869	
Test	1050	10.9952383	
Test	Hypothetical 2000	20.04286003	Lowest possible decimal to achieve the max weight of 1050. Any higher numbers still cap at 1050 lbs displayed in-game. Set a weight that "should" be around 2000 lbs, but it's no different than 1050. Haven't tested movement speed modifier but it collapses the bridge at the same rate, and I would guess movement was the same.

Weight	Movement Speed	Result	Notes
104 lbs		Able to Sprint Across Bridge	works consistently
105 lbs		Able to Sprint Across Bridge	possible but difficult to avoid collapse
106 lbs		Bridge Collapses	possible to barely-cross sometimes but maybe impossible to avoid collapse