Mousepad List	Static Friction Rank	Kinetic Friction Rank	Average Rank	Pure Coating	Hard Pad	Old Static Friction test/rank	Additional notes
	(soft test	(hard slide test				Old test (some prefer this)	
	1	1	1	x	Hybrid	1	Amazing thick but flexible coating
Glass (FCR DISC)	6	2	4			14	
Gamesense Radar	7	4	5.5			11	one swirl pattern identical
Glorious Stealth Red	3	8	5.5			7	
Glass pad (FCR DISC) (old)	2	12	7			3	something is wrong with my copy - I would ignore this data for now
Rapoo Ayris S (Glass)	2	14	8	x		16	coating likely wore off slowly down the pad
Aqua Control+ Wide	12	5	8.5			20	slipped of the back pole
Zupiter	14	3	8.5			24	other users show certain types of mouse feel can speed up the pad
Steelseries QCK+	14	7	10.5			13	
Retail	12	10	11			18	
Saturn	14	9	11.5			28	
Polaris	9	15	12			12	
Razer RGB Flat	2	22	12			10	unable to wash pad test due to rgb aligen
Artisan Hien FX Soft	7	14	12.5			7	
Steelseries Control	9	16	12.5			10	
Glass	10	6	12.5	x		19	not washed before testing per company request
Saturn	5	17	13			5	
Exotic Focus 2	14	20	17			22	
Tower D SR-98	25	11	18	x		25	seem to an excellent end speed pad after wash
Glass (FCR DISC)	23	13	18	x		26	
Logitech G40	14	24	19	x		8	coating likely wore off in one wash slowing down the pad
Zupiter v2	19	19	19			15	
Aqua Control + Black (new)	25	21	23			24	supposed to be same speed as white version - but tested faster
Steelpad Co.	19	27	23			9	
Razer Strider	25	23	24			29	incredibly water resistant
Mousy	23	25	24			21	
Cooler Master MPG10	19	29	24			13	speed heavily influenced by pressure put through mouse
Roc Mouse Pad	25	26	25.5			23	
Aqua Control 2	29	26	27.5			30	
Gamesense Rush	29	22	25.5			15	
Aqua Control+ Strata	31	30	30.5			28	not a coating but heat treated
Artisan Hien FX Soft	31	31	31			30	
Fratic Glide	31	34	32.5			30	more than four or 2/3 friction tests (faded cloth pad)
Thur	34	31	32.5	x		30	after 1x each speed was completely unaffected
Skypad Glass (first release)	36*		* see note		x	30	socket pad i've tested

SCROLL RIGHT TO SEE ALL 3 TESTS + DETAILS!

all pads washed before testing unless otherwise indicated

Kinetic friction (6 to 7 trials taken on each pad, highest and lowest were removed) seconds at 12.8 angle distance of 29cm								
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	Trial 6	Trial 7	Average time (seconds)	Rank (1 = highest kinetic friction)
1.59	1.53	1.60	1.53	1.63	1.59	1.58	1.58	1
1.52	1.65	1.61	1.62	1.55	1.71		1.63	6
1.54	1.47	1.49	1.64	1.43	1.72		1.52	3
1.40	1.32	1.31	1.32	1.39	1.33	1.35	1.35	12
1.28	1.34	1.35	1.32	1.34	1.28	1.33	1.28	16
1.56	1.65	1.51	1.6	1.65	1.65	1.52	1.59	2
1.79	1.61	1.49	1.54	1.66	1.71	1.64	1.70	5
1.41	1.44	1.41	1.34	1.38	1.3	1.47	1.42	7
1.49	1.4	1.38	1.28	1.35	1.42		1.39	15
1.32	1.4	1.32	1.37	1.27	1.4	1.38	1.40	9
1.18	1.25	1.32	1.27	1.23	1.24	1.20	1.25	19
1.26	1.28	1.18	1.25	1.18	1.25	1.25	1.24	22
1.25	1.25	1.22	1.23	1.23	1.22	1.23	1.23	18
1.2	1.28	1.27	1.25	1.25	1.27		1.26	14
1.53	1.53	1.51	1.51	1.43	1.44	1.46	1.51	4
1.27	1.12	1.22	1.31	1.35	1.21	1.25	1.27	17
1.25	1.26	1.26	1.25	1.27	1.23	1.25	1.27	20
1.41	1.35	1.34	1.43	1.41	1.4		1.39	13
1.19	1.25	1.28	1.25	1.27	1.31	1.28	1.28	12
1.16	1.15	1.16	1.15	1.22	1.14	1.19	1.18	24
1.25	1.27	1.25	1.32	1.28	1.24	1.27	1.27	19
1.21	1.21	1.25	1.28	1.28	1.28		1.25	21
1.05	1.12	1.15	1.15	1.21	1.15	1.15	1.15	27
1.28	1.22	1.23	1.17	1.15	1.18	1.16	1.19	23
1.22	1.19	1.23	1.15	1.17	1.15	1.16	1.17	25
1.05	1.06	1.06	1.14	1.09	1.09	1.05	1.09	29
1.27	1.23	1.19	1.23	1.06	1.16	1.03	1.09	28
1.14	1.16	1.22	1.15	1.18	1.18	1.09	1.17	26
1.05	1.05	1.06	1.05	1.03	1.05	1.03	1.05	27
1.07	1.07	1.1	1.07	1.13	1.09	1.09	1.09	30
1.06	1.06	1.12	1.06	1.07	1.09	1.11	1.08	31
0.9	0.94	0.97	0.97	0.93	0.94	0.94	0.94	33
1.01	1.06	0.97	0.97	0.93	1		1.00	32
							FR/S	

Summary of the 3 tests done

Static Friction in gaming- the force required to get an object moving from complete standstill - far am think of low static friction as making a micro-adjustments without the mouse "sticking" to the pad
- Higher Static Friction is worse for micro-adjustments (see stick)

Kinetic (or dynamic) Friction in gaming - the force required to keep an object moving once its already started - for am think of consistently tracking an object using a beam weapon, for example - people range in what they prefer here but I personally likely higher amount of this for stopping power without overshooting the target]
Higher Kinetic Friction is better for control/stopping power

New method for calculating static friction		
Tank (%)	Coeff f (new method)	Rank (1 = highest static friction)
0.24	0.12	1
0.21	0.11	2
0.19	0.11	3
0.19	0.10	4
0.19	0.10	5
0.19	0.10	6
0.19	0.10	7
0.19	0.10	8
0.19	0.10	9
0.19	0.10	10
0.19	0.10	11
0.19	0.10	12
0.19	0.10	13
0.19	0.10	14
0.19	0.10	15
0.19	0.10	16
0.19	0.10	17
0.19	0.10	18
0.19	0.10	19
0.19	0.10	20
0.19	0.10	21
0.19	0.09	22
0.19	0.09	23
0.19	0.09	24
0.19	0.09	25
0.19	0.09	26
0.19	0.09	27
0.19	0.09	28
0.19	0.09	29
0.19	0.09	30
0.19	0.09	31
0.19	0.09	32
0.19	0.09	33

Pratcus method for calculating static friction		
Tilt Angle	Coeff f (old method)	Rank (1 = highest static friction)
8.1	0.16	1
7.9	0.16	2
7.7	0.16	3
7.6	0.16	4
7.4	0.15	5
7.3	0.15	6
7.2	0.15	7
7.1	0.15	8
7.0	0.15	9
6.9	0.15	10
6.9	0.15	11
6.8	0.15	12
6.7	0.15	13
6.6	0.15	14
6.6	0.15	15
6.5	0.15	16
6.4	0.15	17
6.4	0.15	18
6.3	0.15	19
6.3	0.15	20
6.2	0.14	21
6.2	0.14	22
6.1	0.14	23
6.1	0.14	24
6.0	0.14	25
6.0	0.14	26
5.9	0.14	27
5.9	0.14	28
5.8	0.14	29
5.8	0.14	30
5.7	0.14	31
5.7	0.14	32
5.6	0.14	33

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conditions 68-71F, 39-42% Humidity, 183.9 g mouse plus weight

Data organized by user Psymonz19
thanks again!

TLDR how do I read this thing? Columns B C and D compare pad speeds

1. B shows the static friction where higher = faster
2. C shows Kinetic friction where higher = faster
3. D shows average rank on both tests