

Research project: Runway Micro Texture (RWYMT) | Final dissemination event

Online event

Organised by: EASA

Event

Type: Webinar

Date:

08 May 2025

08/05/2025, 14:00 - 17:00 CET (UTC +2)

Description

About this event

The [Runway Micro Texture \(RWYMT\) project](#) has now completed all activities and deliverables and will be presented during this event. Furthermore, other regulators, aerodrome operators, and manufacturers will also share their perspectives during this event.

Background

According to the EASA Annual Safety Review 2024, runway excursions are one of the key safety risk areas for commercial air transport (CAT), business aviation, and non-commercial operations with complex motor-powered aircraft (NCC).

Wet runways are a contributing factor to runway excursions. Good aeroplane tyre braking friction on wet runways is of essential importance for the safe stop of an aircraft. The braking action generated by an aeroplane tyre depends on several factors, amongst which the macro- and micro-texture characteristics of the runway surface are particularly important.

Macro-texture refers to the visible roughness of the pavement surface.

Micro-texture refers to the fine-scale roughness contributed by small individual aggregate particles on pavement surfaces, e.g., the roughness of the individual stones that form the macro-texture.

However, there are currently no minimum requirements or established methods for determining and monitoring micro-texture characteristics. To address this gap, the RWYMT project was launched.

Submit your questions before the event

Go to [Sli.do](#) and enter the following passcode: moffgi (event code: 3314881)

Agenda

[RWYMT final dissemination event — Agenda](#)

Registration

Visit the [WebEx registration link](#)

Contact

Please address your queries before the event to [willy.sigl \[at\] easa.europa.eu](mailto:willy.sigl@easa.europa.eu)
([willy\[dot\]sigl\[at\]easa\[dot\]europa\[dot\]eu](mailto:willy.sigl@easa.europa.eu))

Related Content

Research Project

[Runway Micro Texture \(RWYMT\)](#)
