

FEBRUARY 14, 2026

STARLINK MISSION

WATCH →

On Saturday, February 14 at 5:59 p.m. PT, Falcon 9 launched 24 [Starlink](#) satellites to low-Earth orbit from Space Launch Complex 4 East (SLC-4E) from Vandenberg Space Force Base in California.

This was the 22nd flight for the first stage booster supporting this mission, which previously launched Crew-7, CRS-29, PACE, Transporter-10, EarthCARE, NROL-186, Transporter-13, TRACERS, NROL-48, COSMO-SkyMed Second Generation FM3, and now 12 Starlink missions. Following stage separation, the first stage landed on the Of Course I Still Love You droneship, which was stationed in the Pacific Ocean.

There was a possibility that residents of Santa Barbara, San Luis Obispo, and Ventura counties may have heard [one or more sonic booms](#) during the launch, but what residents experienced depended on weather and other conditions.

COUNTDOWN

HR/MIN/SEC	EVENT
00:38:00	SPACEX LAUNCH DIRECTOR VERIFIES GO FOR PROPELLANT LOAD
00:35:00	RP-1 (ROCKET GRADE KEROSENE) LOADING BEGINS
00:35:00	1ST STAGE LOX (LIQUID OXYGEN) LOADING BEGINS
00:16:00	2ND STAGE LOX LOADING BEGINS
00:07:00	FALCON 9 BEGINS ENGINE CHILL PRIOR TO LAUNCH
00:01:00	COMMAND FLIGHT COMPUTER TO BEGIN FINAL PRELAUNCH CHECKS
00:01:00	PROPELLANT TANK PRESSURIZATION TO FLIGHT PRESSURE BEGINS
00:00:45	SPACEX LAUNCH DIRECTOR VERIFIES GO FOR LAUNCH
00:00:03	ENGINE CONTROLLER COMMANDS ENGINE IGNITION SEQUENCE TO START
00:00:00	FALCON 9 LIFTOFF

LAUNCH, LANDING, AND DEPLOYMENT

All Times Approximate

HR/MIN/SEC	EVENT
00:01:12	MAX Q (MOMENT OF PEAK MECHANICAL STRESS ON THE ROCKET)
00:02:26	1ST STAGE MAIN ENGINE CUTOFF (MECO)
00:02:29	1ST AND 2ND STAGES SEPARATE
00:02:36	2ND STAGE ENGINE STARTS (SES-1)
00:02:58	FAIRING SEPARATION
00:05:59	1ST STAGE ENTRY BURN BEGINS
00:06:21	1ST STAGE ENTRY BURN ENDS
00:07:57	1ST STAGE LANDING BURN BEGINS
00:08:19	1ST STAGE LANDING
00:08:40	2ND STAGE ENGINE CUTOFF (SECO-1)
00:52:55	2ND STAGE ENGINE STARTS (SES-2)
00:52:56	2ND STAGE ENGINE CUTOFF (SECO-2)
01:01:46	STARLINK SATELLITES DEPLOY