



Dear Valued Customer,

On June 1, 2007, the European Union (EU) established a new chemicals regulation -- REACH (Registration, Evaluation, Authorization and Restriction of Chemicals). SurModics, Inc. understands that manufacturers outside the EU must also come to terms with REACH if they want to market their products to EU countries.

SurModics is committed to meeting our legal obligations under REACH as an exporter to the EU, and supporting our customers through the process. We support the objectives of REACH, which include protecting human health and the environment. SurModics has developed a REACH program to assess the impact of REACH on our products.

With respect to our Stabilization and BioFX products, SurModics manufactures "preparations" and is not a manufacturer of substances under the REACH definition. We have been reviewing our substance inventory to track volumes and define a basis for supplier communications. At this time, the aggregate volume of each non-exempt substance in our products does not exceed the 1 metric ton per year threshold; therefore, registration is not required. SurModics will continue to supply all of its products to customers who either reside in the EU or export their products to the EU.

SurModics is committed to making our customer transition into REACH as simple and straightforward as possible for the products purchased from us. Our established Regulatory Affairs Team will continue to monitor our compliance with REACH. Before we reach the regulatory threshold for a substance, we will be communicating further with our suppliers and customers to gather the information that we will need to ensure continued compliance with the requirements of the REACH legislation.

If you have specific questions on our REACH implementation process, please contact Megan Gustafson, REACH Coordinator, at 952-278-2635.

Sincerely,
SurModics, Inc.

A handwritten signature in blue ink, appearing to read "Shawn K. Fuller".

Shawn K. Fuller
Director, Regulatory, Clinical, & Quality Compliance