



November 2019

Dear Robatech Customer

We appreciate your inquiry regarding Robatech's policy and practices concerning the use of "conflict minerals" originating from the Democratic Republic of Congo or an adjoining country.

Pursuant to section 1502 of the Dodd Frank Wall Street Reform and Consumer Protection Act and the corresponding Securities and Exchange Commission (SEC) rule, some of our US customers have to report to the SEC whether "their products" contain conflict minerals or not.

We are not subject to this US Act and the SEC rule. All our products are clearly labeled "Robatech" and are recognized as stand-alone equipment, even if they are integrated into a customer's host machine. With this regard our products do not meet the criteria to be seen as a product of our customers, but as independent machines not affected by the US Act. As a result, you do not have to report to the SEC with regard to equipment purchased from Robatech.

Nevertheless, we commit ourselves to responsible and sustainable sourcing and do not accept human rights violations, related to the illegal trade of conflict minerals. Furthermore, we would like to support your efforts and commitment to conflict mineral free sourcing.

Due to the complexities of our supply chain, we are currently unable to verify the origin of all metals procured and used by our metals supply chain manufacturers in the production of sub-assemblies or components that are integrated eventually into a Robatech end product. We do not source any of these materials directly. In most cases, we are several layers away from the procurement of these types of material.

We are currently undertaking a process to determine the origin of such materials. However, this process requires the cooperation of many of the numerous entities in our supply chain and is expected to take over a year to complete. We appreciate your patience as we undertake this process and anticipate providing you with the response to your request as soon as possible.

Sincerely,

Robatech AG