

Dear Customer,

REACH Regulation No. 1907/2006

Oadby Plastics Limited is aware of the REACH legislation which came into force in June 2007, and we are working closely with all our suppliers to ensure that all raw materials used are compliant with, or have been registered, with REACH.

Oadby Plastics Ltd range of products comprises semi-finished and machined parts, which are made solely of polymer materials. Therefore, they are not subject to the REACH Regulation. As a plastics providing company, we cannot have our products registered, nor are we obliged to.

Oadby Plastics does not manufacture or import substances into the EU, thus we are classed as a downstream user under REACH and therefore, the onus is on our raw material suppliers to confirm to us that their materials have been pre-registered, registered or are REACH compliant.

We have confirmation from our suppliers that all of our core materials supplied to us are REACH compliant (except as specified below) and do not contain any substances in concentrations of > 0.1% (w/w) which are on the latest candidate list issued by the European Chemicals Agency (ECHA).

Duty to inform according to Article 33 of the REACH Regulation: The following types:

PVC-U, PVC rigid, PVC Foam contain more than 0.1% of Dioctyltin derivatives (DOTE), CAS number: 15571-58-1

There are no special precautions required in handling the material because the substance is firmly encapsulated within the structure of plastic and will not be released under normal conditions of use.

If you need any further information regarding our products and their compliance with the REACH regulations, please contact your usual Oadby Plastics representative.



Jit Chouhan

Finance Director

05/10/2018

Above information is based on our current level of knowledge from our suppliers. Some products are proprietary and manufacturers may not reveal all ingredients. Oadby Plastics Ltd makes no warranties, expressed or implied and assumes no liability in connection with this information.

people and products you can rely on