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October 19, 2011

VIA FEDERAL EXPRESS AND EMAIL

Karina Bawa, General Counsel
 Research in Motion
 295 Phillip Street
 Waterloo, Ontario
 CANADA N2L 3W8
 (519) 888-7465
 legal@rim.com

Re: Infringement of Trademark of BASIS International Ltd.

Dear Ms. Bawa:

We represent BASIS International Ltd. ("BASIS") in trademark and related intellectual property matters. BASIS owns U.S. Trademark Registration Nos. 1,894,851 and 3,111,681 for BBX (Stylized) and BBX, respectively, as well as the related common law rights under state and federal law. Furthermore, BASIS owns OHIM Trademark Registration No. 4585063 for BBX, and has customers of its interpreter computer software essentially worldwide. You can learn more about the company and its respected computer software at <http://www.basis.com>.

Due to the recent press concerning your company's planned adoption of BBX as a brand name for your company's operating system software, a large number of customers of BASIS have been confused concerning the relationship between our respective clients, if any, and the effect of use of BASIS software on Research in Motion (RIM) products employing RIM's software. There has even been concern that BASIS software will be transitioned to only work on RIM mobile devices. Accordingly, the attached press release has been issued by BASIS to address some of these concerns.

EXHIBIT A

¹ Registered U.S. Patent & Trademark Office

² Admitted New Mexico Bar

³ Admitted Colorado Bar

⁴ Admitted Washington D.C. Bar

⁵ Admitted Indiana and Ohio Bars

⁶ Registered U.S. Patent & Trademark Office (non-attorney)

Main Office

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 Telephone (505) 998-1500 • Fax (505) 243-2542
 Info@PeacockLaw.com • www.PeacockLaw.com

New York Office

488 Madison Avenue
 17th Floor • Suite 1700
 New York, NY 10022
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The planned use of BBX by RIM will create and has created confusion as to the source of RIM's software without license from BASIS, and therefore constitutes trademark infringement under U.S. state and federal laws as well as unfair competition under state and federal laws. Similar causes of action will exist worldwide, and particularly in Canada and Europe.

Under the U.S. Trademark Act, BASIS is entitled to numerous remedies for such infringement. BASIS may be entitled to court orders enjoining use of the infringing mark as well as seizure of existing stock bearing the mark. 15 U.S.C. § 1116. BASIS is entitled to recover damages calculated on the basis of our client's lost profit and your client's profits attributable to the use of the mark. 15 U.S.C. § 1117(a). Unless mitigating circumstances are shown, BASIS is entitled to have those damages trebled and to recover its attorney fees in a lawsuit against your client. 15 U.S.C. § 1117(b).

Your client may also be liable for trademark infringement and for unfair competition under Section 43 of the Lanham Act, 15 U.S.C. § 1125. Under this statute, a successful plaintiff is also likely entitled to treble damages and attorneys' fees. 15 U.S.C. § 1117(b). Additional causes of action exist under state laws and the laws of other jurisdictions.

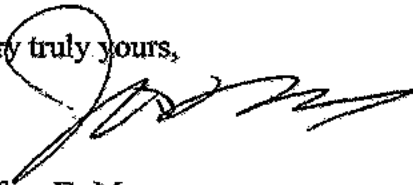
BASIS has been and will be diligent in registering and enforcing its intellectual properties. Accordingly, unless or until other arrangements are made, we demand that your company immediately take the following steps:

1. Stop all manufacture and sale of computer software and any related products bearing our client's trademarks;
2. Stop taking actions implying that your company is licensed by or otherwise associated with BASIS;
3. Cease all advertising of these products;
4. Pay our attorneys' fees and costs regarding this infringement.

Karima Bawa
October 19, 2011
Page 3

We ask that you respond to this letter by **October 31, 2011**.

Very truly yours,



Jeffrey D. Myers
Direct Line: (505) 998-1502

JDM/jdm
enc
cc: BASIS International Ltd.

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Int. Cl.: 9

Prior U.S. Cl.: 38

United States Patent and Trademark Office

Reg. No. 1,894,851

Registered May 23, 1995

TRADEMARK
PRINCIPAL REGISTER

BB^X

BASIS INTERNATIONAL LTD. (NEW MEXICO
CORPORATION)
5901 JEFFERSON ST. NE
ALBUQUERQUE, NM 87109

FOR: COMPUTER SOFTWARE (WRITTEN IN
A DIALECT OF BASIC PROGRAMMING LAN-
GUAGE), AND INSTRUCTION MANUALS
PROVIDED THEREWITH, FOR USE IN THE

CREATION AND EXECUTION OF BUSINESS
AND FINANCIAL APPLICATION SOFTWARE,
IN CLASS 9 (U.S. CL. 38).

FIRST USE 6-19-1985; IN COMMERCE
6-19-1985.

SER. NO. 74-413,027, FILED 7-16-1993.

GARY THAYER, EXAMINING ATTORNEY

EXHIBIT B

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BBX



Watch a replay of the BlackBerry DevCon Americas 2011 General Session.



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Press Release

October 18, 2011

RIM Unveils BlackBerry BBX - Combines the Best of BlackBerry and QNX to Provide a Next Generation Platform for BlackBerry Smartphones and Tablets

Additional announcements and highlights from BlackBerry DevCon Americas 2011 include:
• BlackBerry WebWorks and HTML5 apps compatible with current BlackBerry smartphones and tablets will run on future BBX-based devices
• Native SDK for BlackBerry PlayBook goes gold; released for general availability
• SDK for Adobe AIR Now Supports Adobe AIR 3.0
• BlackBerry PlayBook OS 2.0 Developer Beta now available, includes BlackBerry Runtime for Android Apps

San Francisco, CA – BlackBerry DevCon Americas 2011 - At BlackBerry DevCon Americas 2011, Research In Motion (RIM) (NASDAQ: RIMM, TSX: RIM) today unveiled BlackBerry BBX, its next generation mobile platform that takes the best of the BlackBerry® platform and the best of the QNX® platform to connect people, devices, content and services.

In addition, RIM announced a series of developer tool updates, including WebWorks for BlackBerry smartphones and tablets, the Native SDK for the BlackBerry PlayBook and a developer beta of BlackBerry PlayBook OS 2.0 with support for running Android applications. RIM also provided direction for developers on how to best develop and monetize their BlackBerry applications for today and for the future.

"With nearly 5 million BlackBerry apps downloaded daily, our customers have made BlackBerry one of the most profitable platforms for developers," said Mike Lazaridis, President and Co-CEO at RIM. "At DevCon today, we're giving developers the tools they need to build richer applications and we're providing direction on how to best develop their smartphone and tablet apps as the BlackBerry and QNX platforms converge into our next generation BBX platform."

BlackBerry BBX

BBX is the next generation platform for BlackBerry smartphones and tablets. It combines the best of BlackBerry and the best of QNX and is designed from the ground up to enable the powerful real-time mobile experiences that distinguish BlackBerry products and services.

The BBX platform will include BBX-OS, and will support BlackBerry cloud services and development environments for both HTML5 and native developers. BBX will also support applications developed using any of the tools available today for the BlackBerry PlayBook – including Native SDK, Adobe AIR/Flash and WebWorks/HTML5, as well as the BlackBerry Runtime for Android Apps – on future BBX-based tablets and smartphones.

BBX will also include the new BlackBerry Cascades UI Framework for advanced graphics (shown for the first time today), and bring "Super App" capabilities to enable many advanced capabilities including deep integration between apps, always-on Push services, the BBM™ Social Platform, and much more.

BlackBerry WebWorks

Developers who want to support both existing smartphones (running BlackBerry 6 and BlackBerry 7 OS) and BlackBerry PlayBook tablets can monetize apps on both platforms today with BlackBerry WebWorks, which supports apps built on HTML5, CSS and JavaScript. The latest release, BlackBerry WebWorks SDK 2.2 (supporting both smartphones and tablets), is now available and

includes updates for the new PlayBook OS SDK, PlayBook Simulator and more.

The BlackBerry WebWorks APIs are supported by the Ripple Emulator, a standalone, high-fidelity browser-like emulation tool that allows developers to test and debug their applications on multiple platforms and devices without having to compile or launch simulators. Starting today the Ripple Emulator is available in beta and can also be downloaded from RIM's WebWorks Developer site at: <http://developer.blackberry.com/html5>

Native SDK - Content Rich, Fast and Smooth Running Applications

RIM also announced today the immediate availability of the Native SDK for the BlackBerry PlayBook (1.0 gold release). The Native SDK allows developers to build high-performance, multi-threaded, native C/C++ applications and enables developers to create advanced 2D and 3D games and other apps with access to OpenGL ES 2.0 and Open AL, as well as device specific APIs. Applications developed with the Native SDK will run today on the BlackBerry PlayBook and will be forwardly compatible on BBX-based tablets and smartphones.

The Native SDK includes support for C/C++ POSIX library and compliance, device events like gesture swipes and touch screen inputs, access to code management systems using industry standard Eclipse CDT (C/C++ Development Tools) and advanced debug and analysis tools. QNX Momentics Tool Suite, an Eclipse-based integrated development environment, is included. It provides memory profiling, application debugging, and memory usage statistics to help developers debug sophisticated programs, including hardware accelerated OpenGL applications.

The Native SDK makes the development and porting of game applications to the BlackBerry PlayBook an extremely attractive proposition for developers. Well known game publishers, developers and major game engine companies have already started to bring their game titles and applications to the platform.

Scoreloop, the largest and fastest growing cross-platform social gaming ecosystem on mobile, is now available in beta for the Native SDK through BlackBerry® Beta Zone. The Scoreloop SDK provides everything a developer needs to easily integrate social capabilities into their native PlayBook applications and includes support for Leaderboards, Game Challenges, Awards & Achievements, and Player Profiles. Scoreloop's fully customizable and cross-platform technology empowers developers to add as many or as few features as they want, from a simple leader-board to more extensive player achievements. It makes mobile games more social and profitable.

BlackBerry Cascades - Create Visually Stunning Interfaces

RIM today showcased BlackBerry Cascades, a rich user interface framework coming to a future release of the Native SDK. Cascades unleashes a new breed of design-centric mobile applications and provides developers with an exceptional feature set for creating visually stunning interfaces with custom layouts, animations, effects and 3D graphics. These features, combined with a strong set of built-in core user interface components, will make it easy to build beautiful native applications with innovative user interfaces for the current BlackBerry PlayBook and future BBX-based tablets and smartphones. Cascades is scheduled to be made available in beta later this fall.

Adobe AIR 3.0 Support

Adobe Flash enables developers to produce visually stunning, highly functional applications for the BlackBerry PlayBook that can integrate with the underlying OS and will be supported on future BBX-based tablets and smartphones.

The BlackBerry PlayBook now supports the recently announced Adobe AIR 3.0 runtime. Among the supported features are Encrypted Local Store that gives developers the ability to use the Advanced Encryption Standard (AES) to encrypt and securely store sensitive information on the device, as well as store passwords, keys or credit card information safely within the app; StageText that allows developers to take advantage of native text controls and the native interaction behaviors of those controls; Multitouch and Gestures built into applications to provide great usability; and more.

PlayBook OS 2.0 - Developer Beta

RIM introduced today the Developer Beta version of the BlackBerry PlayBook OS 2.0. The

Developer Beta includes the BlackBerry Runtime for Android Apps and the BlackBerry Plug-In for Android Development Tools (ADT), allowing developers to quickly and easily bring Android applications to BlackBerry PlayBook tablets.

The BlackBerry Plug-In for ADT (an Eclipse plug-in) extends a developer's existing Eclipse Android development environment to support the PlayBook, and includes the BlackBerry PlayBook Simulator for developers to test and debug their apps before submitting them to BlackBerry App World™. Developers can also test and debug their apps on a PlayBook running the BlackBerry PlayBook OS 2.0 - Developer Beta.

Android developers can also repackage Android apps for the BlackBerry PlayBook online by using the BlackBerry Packager for Android Apps. The web tool guides developers through a step-by-step process, allowing them to test their apps for compatibility with the PlayBook, and repackage and sign their apps for submission to BlackBerry App World, all without downloading any tools.

BlackBerry Runtime for Android Apps and the associated tools allow Android developers to easily expand their market to include BlackBerry PlayBook users, and hence increase their apps' market potential.

The BlackBerry PlayBook OS 2.0 - Developer Beta also supports Adobe Air 3.0 and Adobe Flash 11, as well as WebGL, a new web technology that brings hardware-accelerated 3D graphics to the browser without installing additional software. Developers will be able to generate rich, interactive 3D graphics within their BlackBerry WebWorks application.

For more information about the BlackBerry PlayBook OS 2.0 - Developer Beta and BlackBerry Runtime for Android Apps and associated tools, visit <https://bds.webapps.blackberry.com/android/bpaa/> for more information about the BlackBerry PlayBook OS 2.0 - Developer Beta and BlackBerry Runtime for

Android Apps and associated tools, visit: <https://bds.webapps.blackberry.com/android/bpaa/>
Increased Developer Productivity with Open Source Libraries on the BlackBerry

PlayBook OS

RIM also announced the BlackBerry Open Source Initiative to port popular Open Source libraries to the BlackBerry PlayBook platform. Libraries already available include physics engines like Bullet Physics and Box2DX, scripting languages like Lua, multimedia libraries like OpenAL and SDL, gaming frameworks like Cocos2DX and general-purpose libraries like Boost and Qt. Also available under an Open Source license are a range of code samples that developers can use to get started quickly, as well as GamePlay, a new 3D native gaming framework.

RIM will continue to expand its involvement in the Open Source community to help increase developer productivity on the BlackBerry platforms. For more details on RIM's Open Source activities, visit <http://blackberry.github.com>.

About Research In Motion

Research In Motion (RIM), a global leader in wireless innovation, revolutionized the mobile industry with the introduction of the BlackBerry® solution in 1999. Today, BlackBerry products and services are used by millions of customers around the world to stay connected to the people and content that matter most throughout their day. Founded in 1984 and based in Waterloo, Ontario, RIM operates offices in North America, Europe, Asia Pacific and Latin America. RIM is listed on the NASDAQ Stock Market (NASDAQ: RIMM) and the Toronto Stock Exchange (TSX: RIM). For more information, visit www.rim.com or www.blackberry.com.

Forward-looking statements in this news release are made pursuant to the "safe harbor" provisions of the U.S. Private Securities Litigation Reform Act of 1995 and applicable Canadian securities laws. When used herein, words such as "expect", "anticipate", "estimate", "may", "will", "should", "intend," "believe", and similar expressions, are intended to identify forward-looking statements. Forward-looking statements are based on estimates and assumptions made by RIM in light of its experience and its perception of historical trends, current conditions and expected future developments, as well as other factors that RIM believes are appropriate in the circumstances.

Many factors could cause RIM's actual results, performance or achievements to differ materially from those expressed or implied by the forward-looking statements, including those described in the "Risk Factors" section of RIM's Annual Information Form, which is included in its Annual Report on Form 40-F (copies of which filings may be obtained at www.sedar.com or www.sec.gov). These factors should be considered carefully, and readers should not place undue reliance on RIM's forward-looking statements. RIM has no intention and undertakes no obligation to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise, except as required by law.

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Int. Cl.: 9

Prior U.S. Cls.: 21, 23, 26, 36 and 38

United States Patent and Trademark Office

Reg. No. 3,111,681

Registered July 4, 2006

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BBx

BASIS INTERNATIONAL LTD. (NEW MEXICO CORPORATION)
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ALBUQUERQUE, NM 871093432

FOR: COMPUTER PROGRAMS AND ASSOCIATED DOCUMENTATION PROVIDING TOOLS AND PROGRAMMING LANGUAGE TO ENABLE SOFTWARE DEVELOPERS TO CREATE AND PREPARE BUSINESS, INTERNET, AND APPLICATIONS SOFTWARE, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FIRST USE 6-19-1985; IN COMMERCE 6-19-1985.

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OWNER OF U.S. REG. NOS. 1,886,955, 1,894,851, AND 1,895,942.

SER. NO. 78-639,049, FILED 5-27-2005.

RICHARD A. STRASER, EXAMINING ATTORNEY

EXHIBIT D