1	Details of the person discharging managerial responsibilities/person closely associated			
a)	Name	Todd Strickler		
2	Reason for the notification			
a)	Position/status	SVP & General Counsel		
b)	Initial notification/Amendment	Initial notification		
3	Details of issuer			
a)	Name	Seadrill Limited		
b)	LEI	213800LZ4WWG15NAC829		
4	• •	etails of the transaction(s): section to be repeated for (i) each type of instrument; (ii) each type transaction; (iii) each date; and (iv) each place where transactions have been conducted		
a)	Description of the financial instrument, type of instrument, Identification code	Derivative, Performance Restricted Stock Units linked to the shares of Seadrill Limited (BMG7997W1029)		
b)	Nature of the transaction	Granting/acceptance of Performance Restricted Stock Units.		
c)	Price(s) and volume(s)	Price(s)	Volume(s)	
		USD 0	7,480	
d)	Aggregated information	7,480 Performance Restricted Stock Units for a total of USD 0		
e)	Date of the transaction	2023-04-21		
f)	Place of the transaction	Outside a trading venue		

1	Details of the person discharging managerial responsibilities/person closely associated			
a)	Name	Todd Strickler		
2	Reason for the notification			
a)	Position/status	SVP & General Counsel		
b)	Initial notification/Amendment	Initial notification		
3	Details of issuer			
a)	Name	Seadrill Limited		
b)	LEI	213800LZ4WWG15NAC829		
4	` '	e; section to be repeated for (i) each type of instrument; (ii) each type e; and (iv) each place where transactions have been conducted		
a)	Description of the financial instrument, type of instrument, Identification code	Derivative, Time-vested Restricted Stock Units linked to the shares of Seadrill Limited (BMG7997W1029)		
b)	Nature of the transaction	Granting/acceptance of Time-vested Restricted Stock Units.		
c)	Price(s) and volume(s)	Price(s)	Volume(s)	
		USD 0	3,206	
d)	Aggregated information	3,206 Time-vested Restricted Stock Units for a total of USD 0		
e)	Date of the transaction	2023-04-21		
f)	Place of the transaction	Outside a trading venue		