

Primary Endpoint Development for a Phase 3 Inherited Retinal Dystrophy Gene Therapy Trial:

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Disclosures:

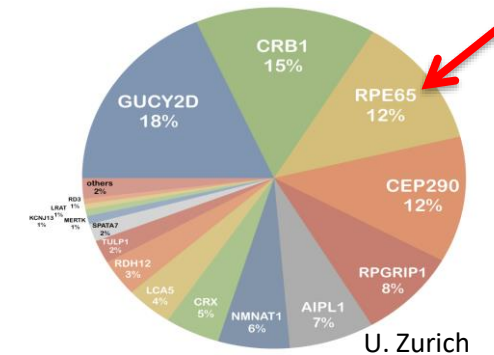
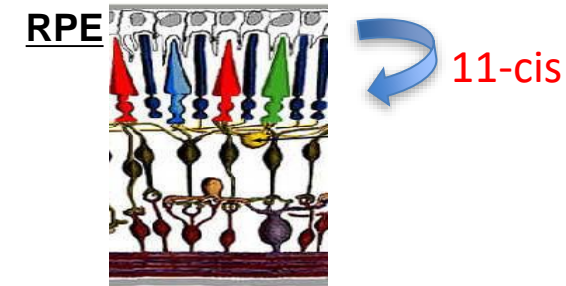
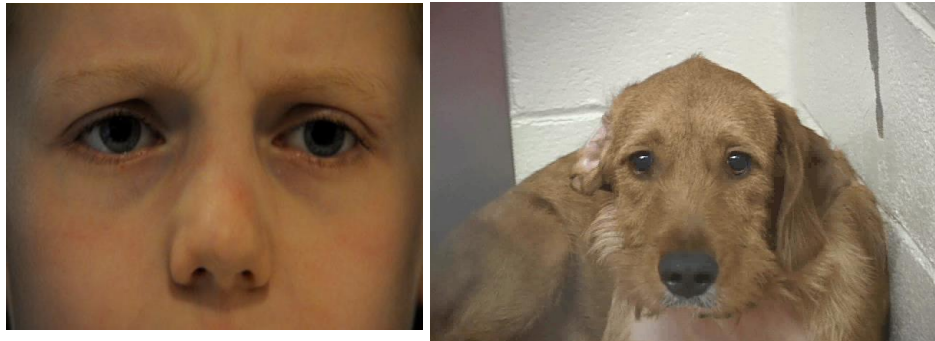
Spark Therapeutics: Grantee and Consultant
Patent application-Penn docket 14-6790 (MLMT)

Hereditary Blindness: Disorders for which there was no Treatment

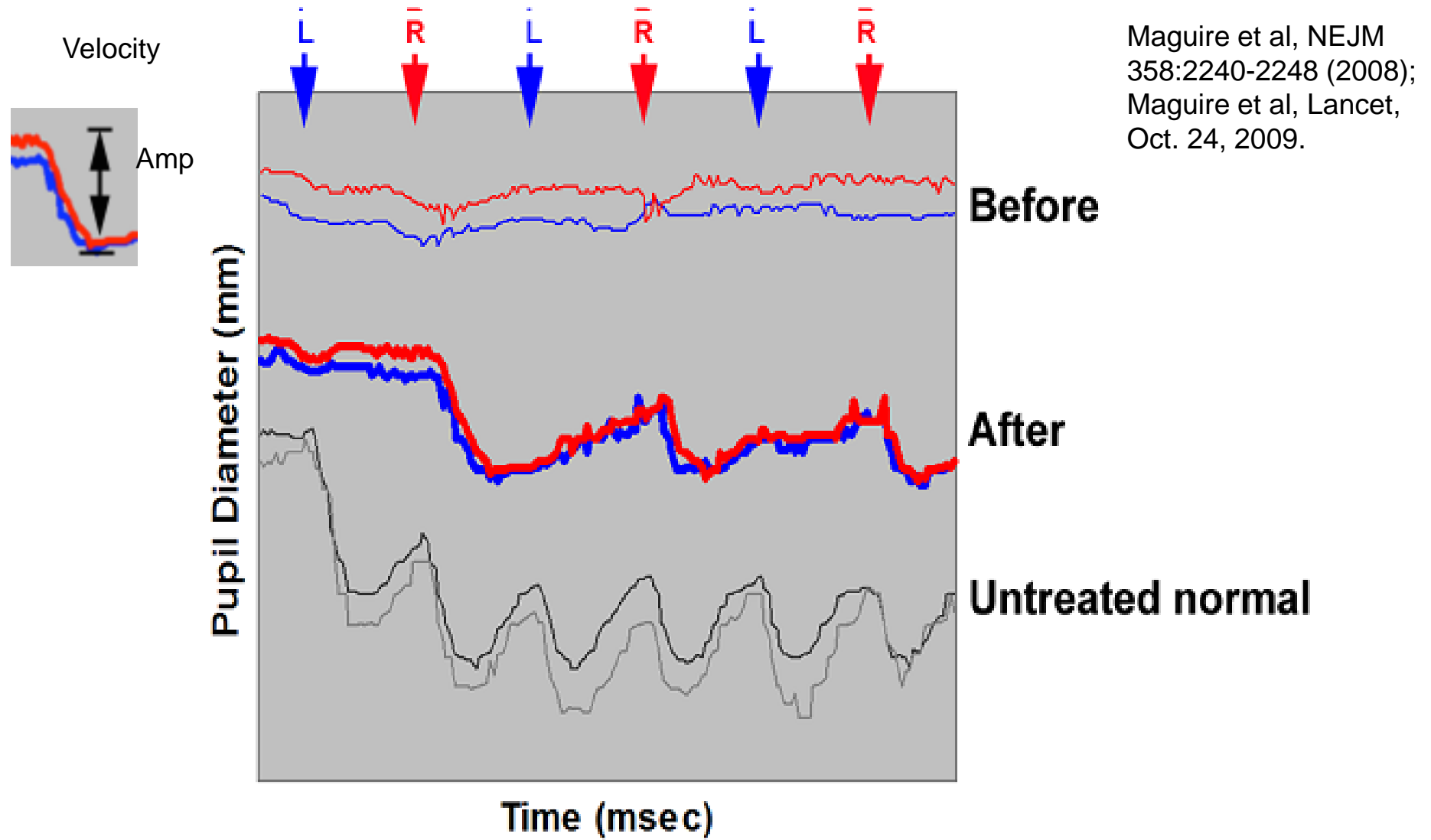
Bi-allelic *RPE65** Mutations

- Rare autosomal recessive disease:
 - Leber congenital amaurosis
 - Retinitis pigmentosa
- Early onset retinal degeneration; night blindness an early symptom
- Progressive: significant impairment by second decade
- No treatment
- Naturally occurring dog models of disease

*RPE65: Retinal Pigmented Epithelium 65kDa Protein



Objective Data: Pupillary Light Reflex (PLR)



**PLR is restored in the (right) retina exposed to AAV2.hRPE65v2
and not in the uninjected (contralateral) retina**

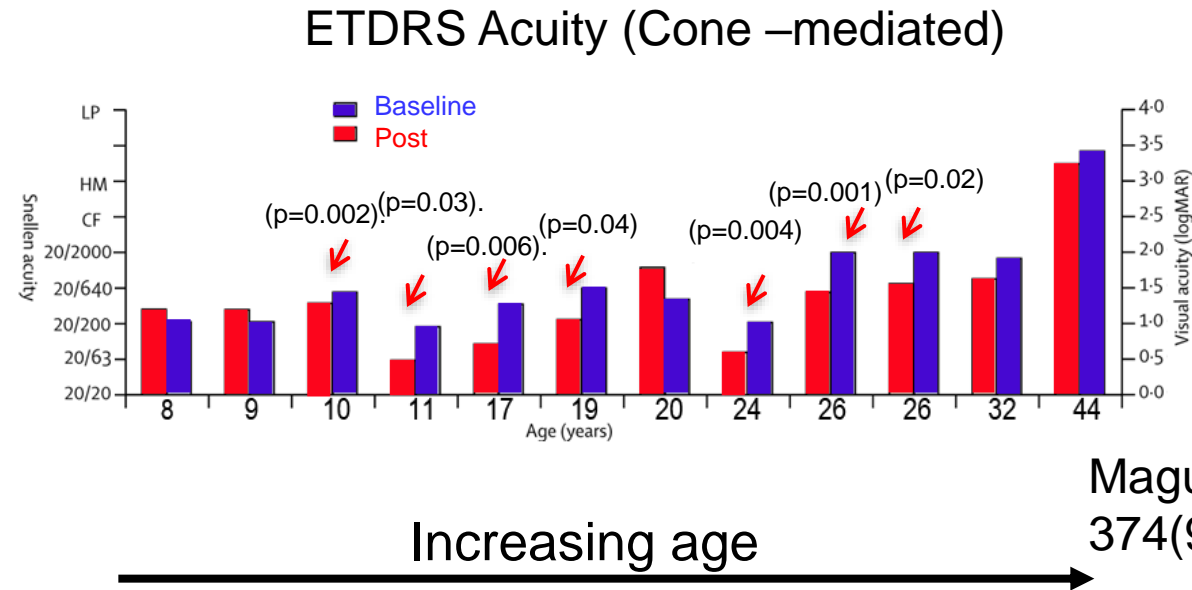
■ ■ ■ The Law Says...

- A marketing application will be rejected if there is “a lack of substantial evidence that the drug will have the effect it purports or is represented to have ... in the proposed labeling..”
- So why doesn't the FDA approve any drug, as long as the labeling truthfully states what effect has been demonstrated?

Answer: The effect must be clinically meaningful.



Visual Function vs. Age



Summary

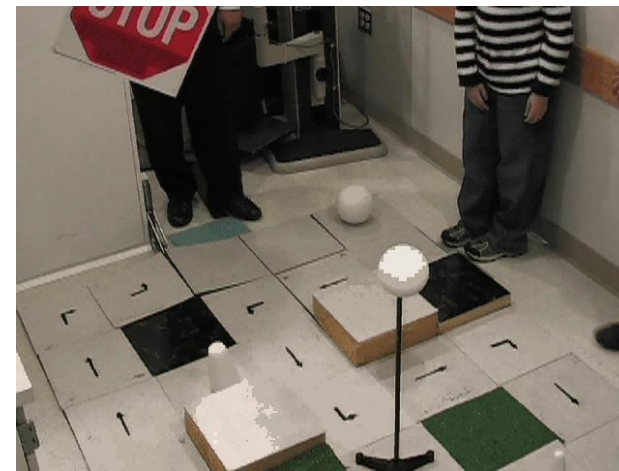
- For marketing approval, there must be *substantial evidence* (consisting of adequate and well-controlled investigations) of something that matters

RESULTS- Exploratory Endpoint

Pre Injection





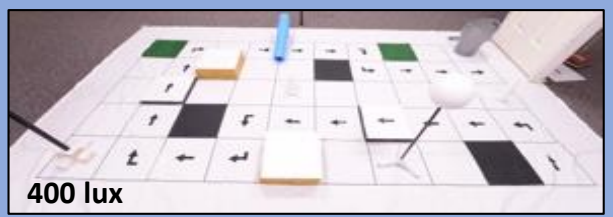
3 Months Post Injection



Need for novel primary endpoint

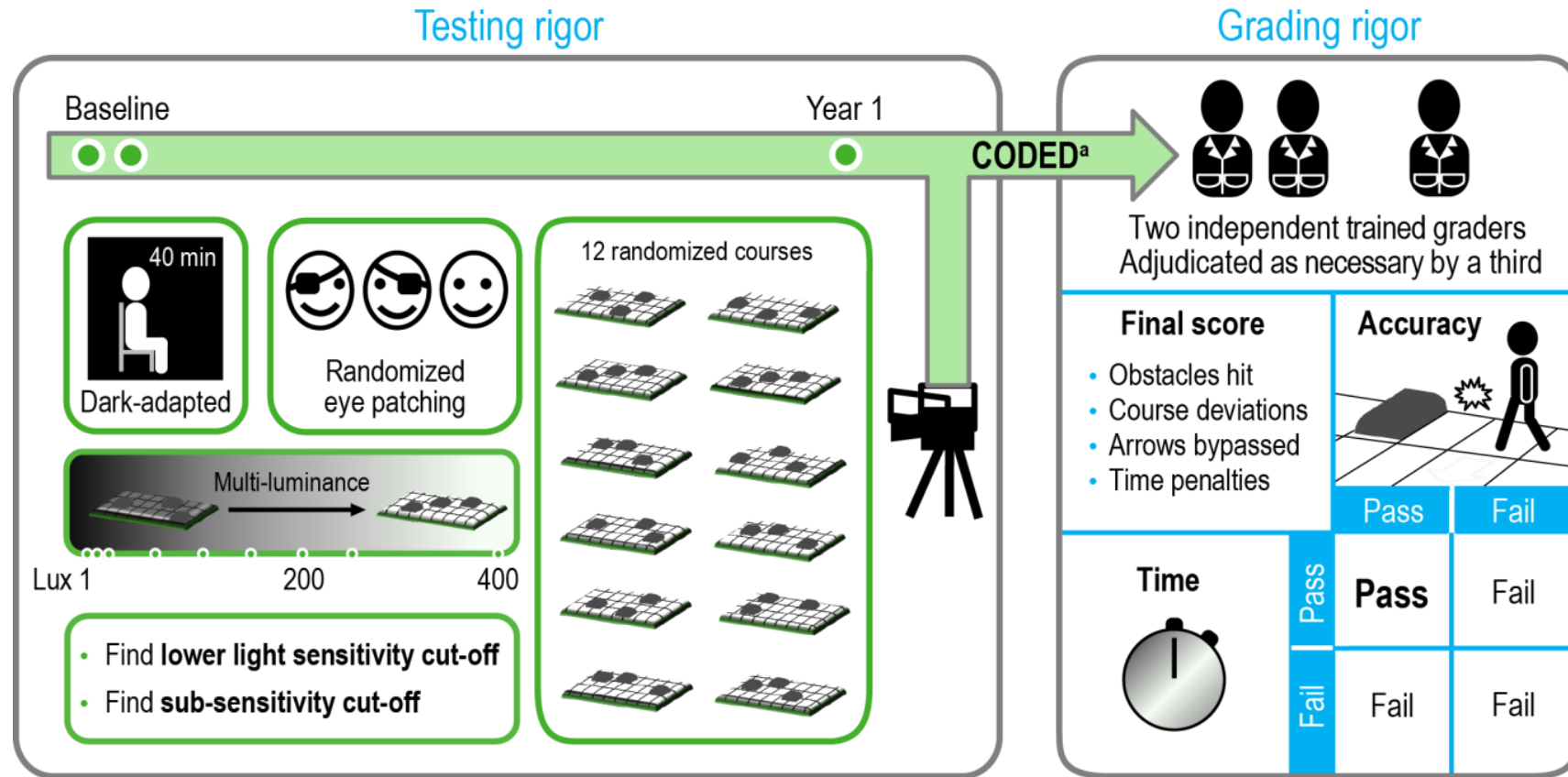
- Endpoint developed in discussion with FDA
 - Goal was to develop a clinically relevant measure of functional vision
 - Task is to navigate a course independently and accurately within a time limit
 - Integrates input from VA, VF and light sensitivity
 - Traditional mobility metrics do not incorporate effects of level of environmental illumination on speed and accuracy
 - Allows for use in a pediatric population
- Conducted at 7 different light levels ranging from 1 lux to 400 lux

MLMT: Designed to detect changes in functional vision across a range of light levels

Light Levels Examples		
1 lux	Moonless summer night; Indoor nightlight	
4 lux	Cloudless night with half moon; Parking lot at night	
10 lux	1 hour after sunset in city; Bus stop at night	
50 lux	Outdoor train station at night; Inside of lighted stairwell	
125 lux	30 minutes before sunrise; Interior of train / bus at night	
250 lux	Interior of elevator or office hallway	
400 lux	Office environment or food court	

Light meter: National Institute of Standards and Technology-calibrated,
Extech model #EA33 light meters used to provide examples and to set / verify specified light levels used for mobility testing

Introducing rigor into MLMT



MLMT scoring

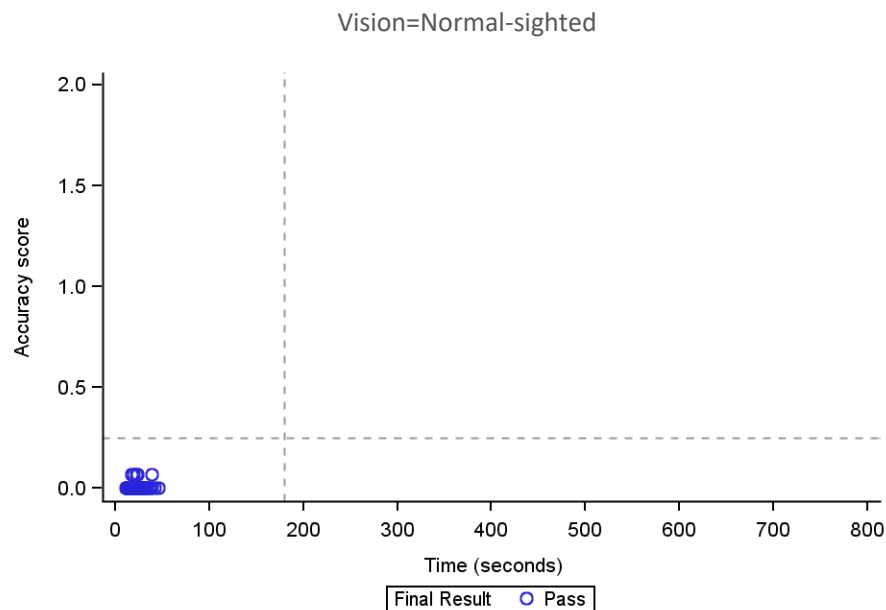
- At baseline, determine lowest light level at which subject can achieve a passing score, and the highest level at which they failed
 - Penalty points for colliding with obstacles; wandering off course; bypassing arrows
 - Both time and penalty points assessed in final score

Multi-luminance mobility test (MLMT) validation study

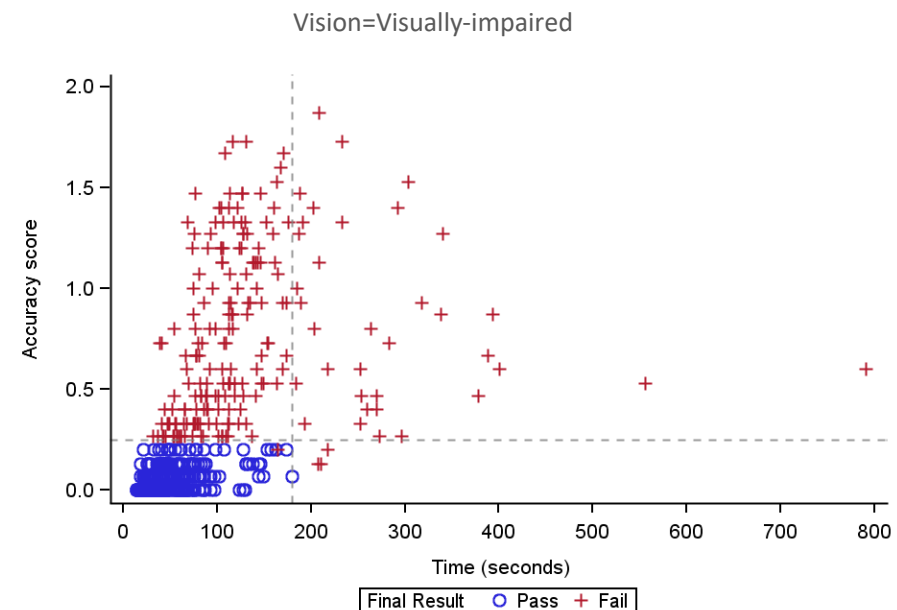
- Evaluated performance of both normal-sighted and inherited retinal disease (IRD) subjects
- Correlated with measures of visual function: VA and VF
- Normal-sighted subjects
 - No change in testing
 - All passed at lowest level (1 Lux)
- IRD subjects
 - None improved from baseline to 1 year
 - 8 (28.5%) subjects declined in performance over 1 year
- High reliability: concordance between baseline visits 1 month apart – correlations for accuracy were 94% and 98% between lowest and highest light levels tested

Time and accuracy score, by pass/fail status

Test distinguishes between normal-sighted and visually-impaired subjects

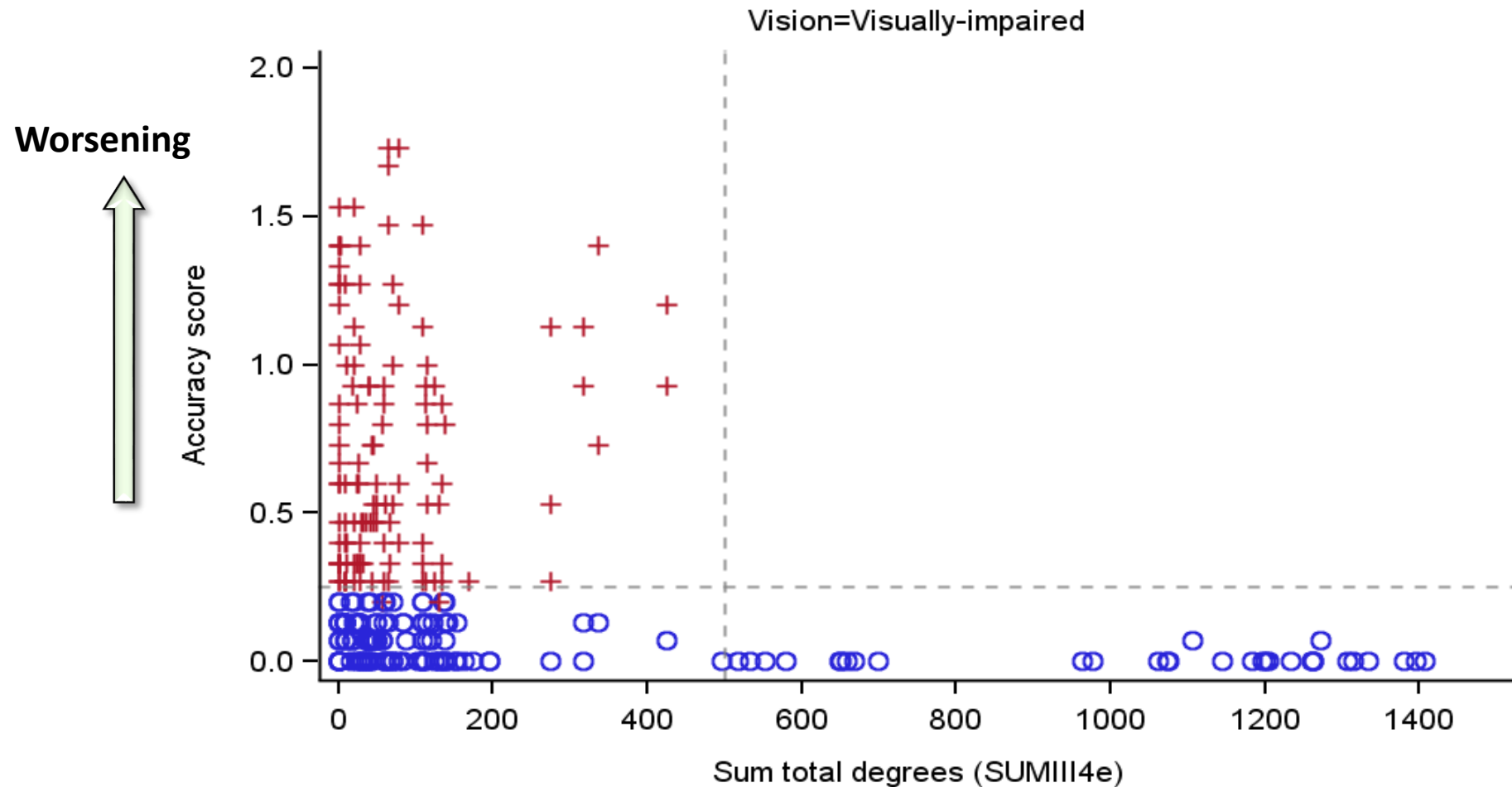


Range of accuracy for a given subject reflects test performance at different specified light levels.

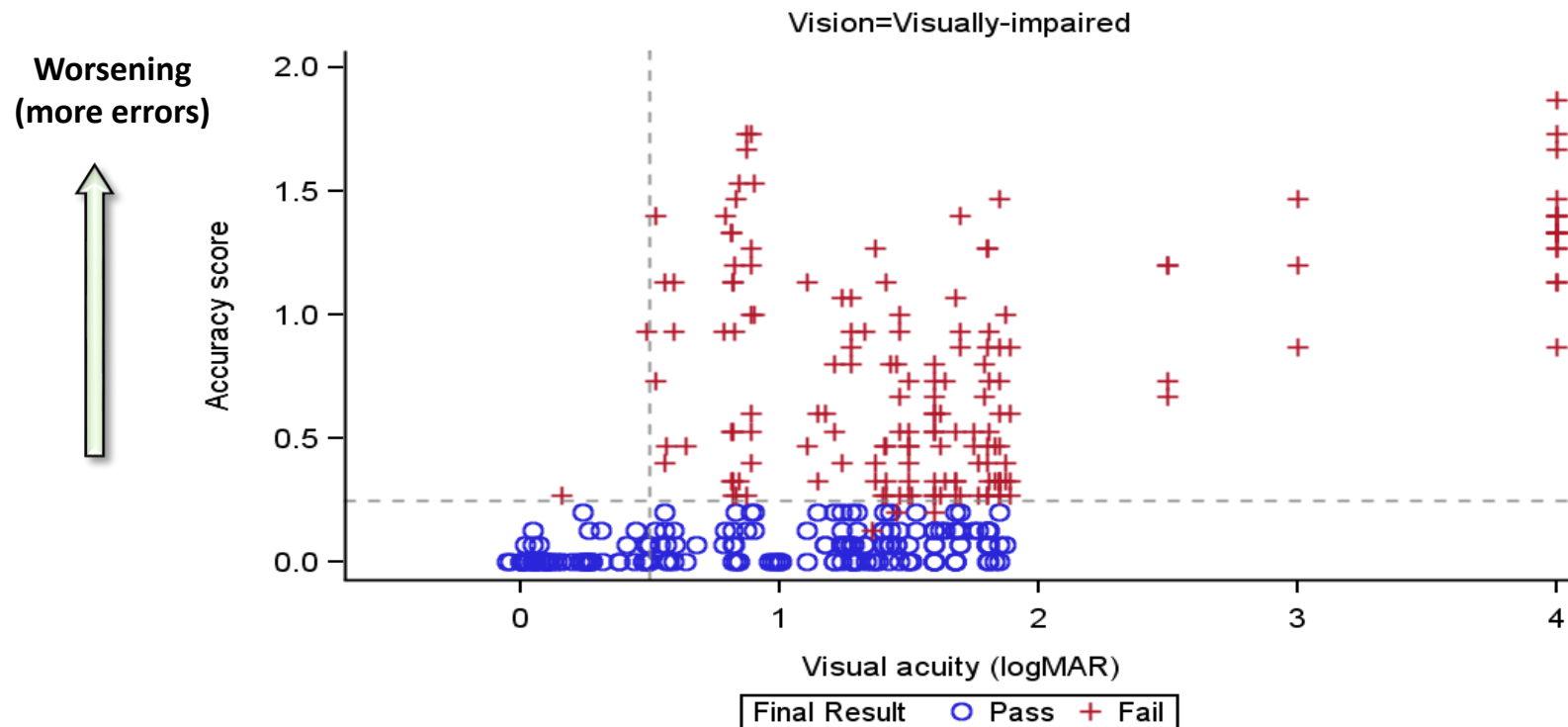


Range of accuracy for a given subject reflects test performance at different specified light levels.

Goldmann Visual Fields and Accuracy Score by Pass / Fail Status



Visual acuity (LogMAR) and accuracy score by pass / fail status



MLMT scoring system is highly reproducible

High inter-grader and intra-grader agreement

		Inter-grader	Grade-regrade			
			Consensus	Grader #1	Grader #2	Grader #3
		n=4158	n=425	n=383	n=100	n=118
Intraclass Correlation	# Obstacles hit	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	0.99 (0.99 - 1.00)	0.99 (0.99 - 0.99)
	# Times off-course	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	0.98 (0.97 - 0.99)	0.99 (0.99 - 0.99)
	# Times re-guided	0.99 (0.99 - 0.99)	1.00 (1.00 - 1.00)	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	1.00 (1.00 - 1.00)
	# Tiles bypassed	0.91 (0.91 - 0.92)	0.93 (0.91 - 0.94)	0.92 (0.91 - 0.94)	0.90 (0.86 - 0.93)	0.95 (0.92 - 0.96)
	Obstacles plus Penalties	0.98 (0.98 - 0.98)	0.98 (0.98 - 0.98)	0.97 (0.97 - 0.98)	0.98 (0.97 - 0.99)	0.98 (0.97 - 0.99)
	Accuracy score	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	0.99 (0.99 - 0.99)	0.99 (0.99 - 1.00)	0.99 (0.99 - 0.99)
	Course time	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)
	Time score	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)
Kappa	Course completed	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)	0.67 (0.05 - 1.00)	1.00 (1.00 - 1.00)	1.00 (1.00 - 1.00)
	Accuracy Pass/Fail	0.95 (0.94 - 0.96)	0.94 (0.90 - 0.97)	0.91 (0.87 - 0.95)	0.96 (0.90 - 1.00)	0.91 (0.84 - 0.99)
	Time Pass/Fail	0.98 (0.98 - 0.99)	0.98 (0.96 - 1.00)	0.99 (0.98 - 1.00)	0.97 (0.91 - 1.00)	0.98 (0.94 - 1.00)
	Final Pass/Fail	0.95 (0.94 - 0.96)	0.94 (0.91 - 0.97)	0.92 (0.88 - 0.96)	0.96 (0.90 - 1.00)	0.93 (0.86 - 1.00)
n (%) Agree	Course completed	4158 (100.0%)	425 (100.0%)	382 (99.7%)	100 (100.0%)	118 (100.0%)
	Accuracy Pass/Fail	4059 (97.6%)	412 (96.9%)	366 (95.6%)	98 (98.0%)	113 (95.8%)
	Time Pass/Fail	4133 (99.4%)	422 (99.3%)	382 (99.7%)	99 (99.0%)	117 (99.2%)
	Final Pass/Fail	4070 (97.9%)	413 (97.2%)	368 (96.1%)	98 (98.0%)	114 (96.6%)

Phase 3: Efficacy endpoints (ITT) and results

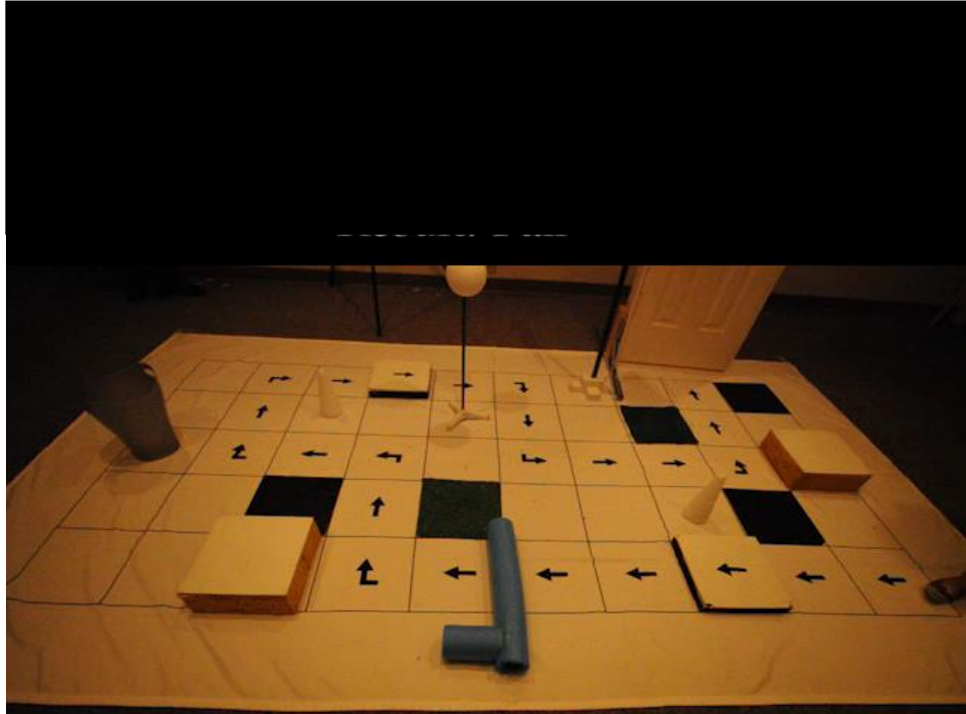
Assessment	Measurement	Difference (95% CI) (Intervention- Control)	p value
Primary Endpoint			
MLMT performance	Bilateral, score change	1.6 (0.72, 2.41)	p = 0.0013
Secondary Endpoints			
FST testing	Averaged over both eyes, log10(cd.s/m ²)	-2.11 (-3.19, -1.04)	p = 0.0004
MLMT performance	Assigned first eye, score change	1.7 (0.89, 2.52)	p = 0.0005
Visual acuity	Averaged over both eyes, LogMAR (Holladay)	-0.16 (-0.41, 0.08)	p = 0.17
Additional Endpoint			
Visual field	Goldmann III4e sum total degrees, averaged over both eyes	378.7 (145.5, 612.0)	Nominal p = 0.0059
	Humphrey macula threshold, dB, averaged over both eyes	7.9 (3.5, 12.2)	Nominal p = 0.0005

Phase 3: MLMT time to completion, averaged over lux levels, (mITT) Intervention vs. Control

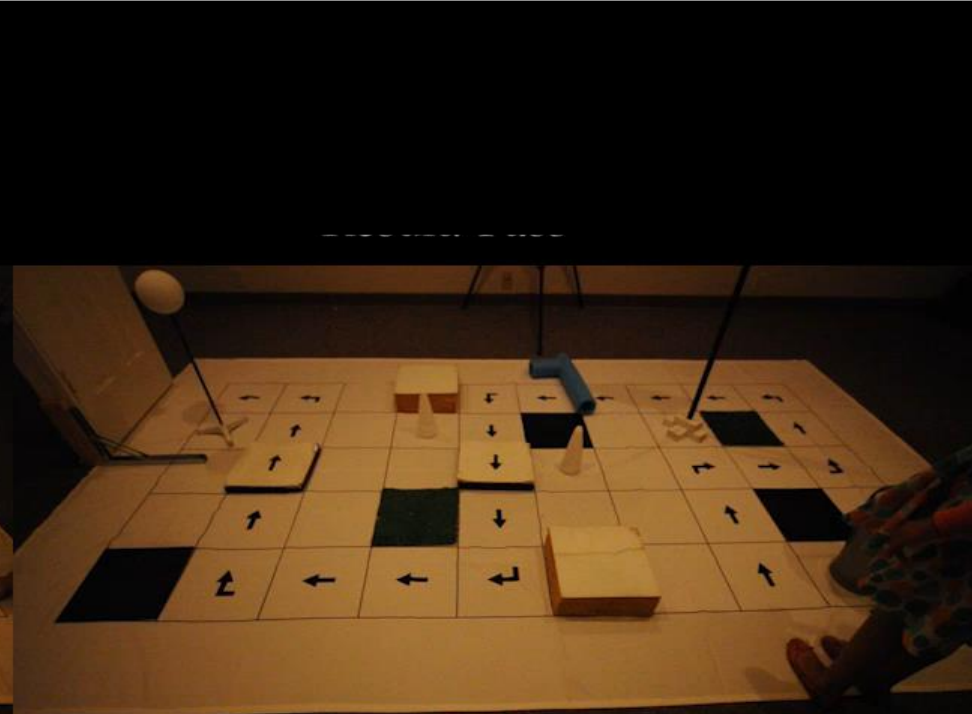
Bilateral Time to Complete (sec)	Intervention (N=20)			Control (N=9)		
	Baseline	Year 1	Change	Baseline	Year 1	Change
Mean (SD)	101.1 (41.7)	49.0 (35.6)	-52.1 (38.1)	81.8 (20.8)	79.3 (20.3)	-2.6 (23.5)

Phase 3 Trial : Mobility Test Videos

FAIL



PASS



Mobility test study results support use of MLMT to measure functional vision in patients with IRDs

- Differentiate low vision from normal controls
- Detect changes in performance over time
- Identify wide range of performance among visually impaired
- High reproducibility
 - > 4000 videos evaluated
- Demonstrated construct and content validity
- Generates a quantifiable measure of functional vision

Acknowledgements

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