Electronic Articles of Organization For Florida Limited Liability Company

L10000005644 FILED 8:00 AM January 14, 2010 Sec. Of State jbryan

Article I

The name of the Limited Liability Company is: BULLETBALL, LLC

Article II

The street address of the principal office of the Limited Liability Company is:

11086 LONGBOAT DR. COOPER CITY, FL. 33026

The mailing address of the Limited Liability Company is:

11086 LONGBOAT DR. COOPER CITY, FL. 33026

Article III

The purpose for which this Limited Liability Company is organized is:

THE AMERICANIZATION, TRANSFORMATION AND DEVELOPMENT OF THE GAME OF JAI ALAI INTO THE SPORT OF BULLETBALL. IDENTIFYING, CREATING AND DISCLOSING MORE COMPREHENSIVE INFORMATION RESULTING IN A BETTER EVALUATION OF A PLAYER OR TEAMÏ;½S PERFORMA

Article IV

The name and Florida street address of the registered agent is:

BRUCE E WEISSMAN 11086 LONGBOAT DRIVE COOPER CITY, FL. 33026

Having been named as registered agent and to accept service of process for the above stated limited liability company at the place designated in this certificate, I hereby accept the appointment as registered agent and agree to act in this capacity. I further agree to comply with the provisions of all statutes relating to the proper and complete performance of my duties, and I am familiar with and accept the obligations of my position as registered agent.

Registered Agent Signature: BRUCE E. WEISSMAN

Article V

The name and address of managing members/managers are:

Title: MGRM

BRUCE E WEISSMAN 11086 LONGBOAT DR. COOPER CITY, FL. 33026

Title: MGRM THOMAS RATLIEFF 8512 OLD CONRTY MANOR ROAD DAVIE, FL. 33328

Title: MGRM LOREN K HARRIS 1862 TALBOT COURT CHULA VISTA, CA. 91913

Title: MGRM GLENN F RUSSELL JR. 38 ROCK STREET STREET, SUITE #12 FALL RIVER, MA. 02720

Article VI

The effective date for this Limited Liability Company shall be: 01/11/2010

Signature of member or an authorized representative of a member Signature: BRUCE E. WEISSMAN

L10000005644 FILED 8:00 AM January 14, 2010 Sec. Of State jbryan