## 2003 FOR PROFIT CORPORATION UNIFORM BUSINESS REPORT (UBR)

## M91723 **DOCUMENT #**

1. Entity Name

E.M. BREDEMEYER-CONSULTANT, INC.					\			
rincipal Place o SUNSET #507 ARASOTA FL 34	•	Mailing Address 11 SUNSET #507 SARASOTA FL 34236						
. Principal Plac	ce of Business	3. Mailing Address			1 (80) (80) (1) (1) (1)	() (\$2.2 //		
Suite, Apt. #,	etc.	Suite, Apt. #, etc.			☐ CHEC	K HERE IF MAKING (		
Chu & Ctoto		City & State				ed For applicable		
City & State		Zin	T Cou	intry	5. Certificate of Status		8.75 Additio	
Zip	Country	Zip		<del></del>	7. Name and Address		ee Required gent	
	6. Name and Address of Current	Registered Agent		Name	7. Name and Addition			_
BREDEMEY	er, elizabeth M.			Street Addres	s (P.O. Box Number is Not A	cceptable)		
11 SUNSET								
# 507		City			FL	Zip Code		
SARASOTA	named entity submits this statement (				stored agent, or both, in the		amiliar with, a	nd accept
	ons of registered agent.  Signature, typed or printed name of registered agen	nt and title if applicable.	(NOTE: Regist	tered Agent signature req		DATE		
Affor	LE NOW!!! FEE IS \$150.00 May 1, 2003 Fee will be \$550.00	) of State			Trust Fund	mpaign Financing Contribution.	Added	May Be to Fees
Make Check	c Payable to Florida Department OFFICERS AN	D DIRECTORS	1	11.	ADDITIONS/CHANG	ES TO OFFICERS AND	DIRECTORS  Change	Additio
TITLE NAME STREET ADDRESS	DPS BREDEMEYER, ELIZABETH M. 11 SUNSET DR., #507 SARASOTA FL	□ Dele		TITLE NAME STREET ADDRESS CITY - ST - ZIP				☐ Additio
TITLE NAME STREET ADDRESS	T BREDEMEYER, ELIZABETH M. 11 SUNSET DR., #507	Dele		TITLE NAME STREET ADDRESS CITY-ST-ZIP	<u>.</u>	s, essentia	Change	
CITY-ST-ZIP  TITLE  NAME  STREET ADDRESS	SARASOTA FL	☐ Deli		TITLE NAME STREET ADDRESS CITY-ST-ZIP			☐ Change	Addition
CITY-ST-ZIP		Del	ete	TITLE NAME STREET ADDRESS			☐ Change	☐ Addit
TITLE NAME								
TITLE		De	lete	CITY-ST-ZIP  TITLE  NAME  STREET ADDRESS  CITY-ST-ZIP			☐ Change	Addii

SIGNATURE:

941-365-4417

**FILED** 

Feb 14, 2003 8:00 am Secretary of State

02-14-2003 90231 044 \*\*\*150.00