

**Electronic Articles of Incorporation  
For**

N17000012714  
FILED  
December 27, 2017  
Sec. Of State  
dlokeefe

EAGLE EYEZ BASEBALL INC

The undersigned incorporator, for the purpose of forming a Florida not-for-profit corporation, hereby adopts the following Articles of Incorporation:

**Article I**

The name of the corporation is:

EAGLE EYEZ BASEBALL INC

**Article II**

The principal place of business address:

715 33RD STREET W  
BRADENTON, FL. US 34205

The mailing address of the corporation is:

715 33RD STREET W  
BRADENTON, FL. US 34205

**Article III**

The specific purpose for which this corporation is organized is:

YOUTH BASEBALL ORGANIZATION

**Article IV**

The manner in which directors are elected or appointed is:

AS PROVIDED FOR IN THE BYLAWS.

**Article V**

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

KARL HANDLEY WHITE  
835 66TH ST NW  
BRADENTON, FL. 34209

I certify that I am familiar with and accept the responsibilities of registered agent.

Registered Agent Signature: KARL HANDLEY WHITE

## **Article VI**

The name and address of the incorporator is:

KARL HANDLEY WHITE  
835 66TH STREET NW

BRADENTON, FLORIDA 34209

Electronic Signature of Incorporator: KARL HANDLEY WHITE

I am the incorporator submitting these Articles of Incorporation and affirm that the facts stated herein are true. I am aware that false information submitted in a document to the Department of State constitutes a third degree felony as provided for in s.817.155, F.S. I understand the requirement to file an annual report between January 1st and May 1st in the calendar year following formation of this corporation and every year thereafter to maintain "active" status.

## **Article VII**

The initial officer(s) and/or director(s) of the corporation is/are:

Title: P  
MARK GOODWIN  
715 33RD STREET W  
BRADENTON, FL. 34205 US

Title: VP  
KARL HANDLEY WHITE  
835 66TH STREET NW  
BRADENTON, FL. 34209 US

## **Article VIII**

The effective date for this corporation shall be:

12/27/2017