

**Electronic Articles of Incorporation  
For**

P13000041102  
FILED  
May 07, 2013  
Sec. Of State  
jshivers

LG PAINTING OF JAX CORP

The undersigned incorporator, for the purpose of forming a Florida profit corporation, hereby adopts the following Articles of Incorporation:

**Article I**

The name of the corporation is:

LG PAINTING OF JAX CORP

**Article II**

The principal place of business address:

9536 PRINCENTON SQ BLVD S  
STE 1708  
JACKSONVILLE, FL. US 32256

The mailing address of the corporation is:

9536 PRINCENTON SQ BLVD S  
STE 1708  
JACKSONVILLE, FL. US 32256

**Article III**

The purpose for which this corporation is organized is:

COMMERCIAL AND RESIDENTIAL PAINTING AND ANY AND ALL LAWFUL BUSINESS

**Article IV**

The number of shares the corporation is authorized to issue is:

1000

**Article V**

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

LUIS A GUILCAPI  
9536 PRINCENTON SQ BLVD S  
STE 1708  
JACKSONVILLE, FL. 32256

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

Registered Agent Signature: LUIS A GUILCAPI

## **Article VI**

The name and address of the incorporator is:

REYNALDO GRINSTEIN  
2631 A JAMMES RD

JACKSONVILLE, FL 32210

Electronic Signature of Incorporator: REYNALDO GRINSTEIN

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  
LUIS A GUILCAPI  
9536 PRINCENTON SQ BLVD S STE 1708  
JACKSONVILLE, FL. 32256 US

## **Article VIII**

The effective date for this corporation shall be:

05/06/2013