Electronic Articles of Incorporation For

P15000083163 FILED October 08, 2015 Sec. Of State

A & J TRADE MUSIC ENTERTAINMENT 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:

A & J TRADE MUSIC ENTERTAINMENT CORP

Article II

The principal place of business address:

151 WEST 5 STREET #4 HIALEAH, FL. 33010

The mailing address of the corporation is:

151 WEST 5 STREET #4 HIALEAH, FL. 33010

Article III

The purpose for which this corporation is organized is: ANY AND ALL LAWFUL BUSINESS.

Article IV

The number of shares the corporation is authorized to issue is: 100

Article V

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

ALEX R LEZAMA 151 WEST 5 STREET #4 HIALEAH, FL. 33010

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

Registered Agent Signature: ALEX R LEZAMA

Article VI

The name and address of the incorporator is:

ALEX R LEZAMA 151 WEST 5 STREET #4 HIALEAH FL 33010 P15000083163 FILED October 08, 2015 Sec. Of State tburch

Electronic Signature of Incorporator: ALEX R LEZAMA

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
ALEX R LEZAMA
151 WEST 5 STREET APT #4
HIALEAH, FL. 33010

Title: VP JULIO ESCANDELL 151 WEST 5 STREET APT 4 HIALEAH, FL. 33010

Title: TRS SILVIA E MORALES 151 WEST 5 STREET APT #4 HIALEAH, FL. 33010

Article VIII

The effective date for this corporation shall be:

10/07/2015