

**Electronic Articles of Incorporation
For**

P17000031651
FILED
April 06, 2017
Sec. Of State
sprather

LUX OF PARIS, 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:

LUX OF PARIS, CORP

Article II

The principal place of business address:

1851 RENAISSANCE COMMONS BLVD
SUITE 1209
BOYNTON BEACH, FL. 33426

The mailing address of the corporation is:

1851 RENAISSANCE COMMONS BLVD
SUITE 1209
BOYNTON BEACH, FL. 33426

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:

1

Article V

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

MARIE LINDOR
1851 RENAISSANCE COMMONS BLVD
SUITE 1209
BOYNTON BEACH, FL. 33426

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

Registered Agent Signature: MARIE LINDOR

Article VI

The name and address of the incorporator is:

MARIE LINDOR
1851 RENAISSANCE COMMONS BLVD
SUITE 1209
BOYNTON BEACH, FL 33426

Electronic Signature of Incorporator: MARIE LINDOR

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
JEAN JUNIOR LABAT
1851 RENAISSANCE COMMONS BLVD SUITE 1209
BOYNTON BEACH, FL. 33426 US

Title: VP
MARIE LINDOR
1851 RENAISSANCE COMMONS BLVD SUITE 1209
BOYNTON BEACH, FL. 33426 US

Article VIII

The effective date for this corporation shall be:

04/01/2017