FIFTH AMENDMENT TO THE TRIBAL/STATE COMPACT FOR CLASS III GAMING BETWEEN SWINOMISH INDIAN TRIBAL COMMUNITY AND THE STATE OF WASHINGTON

WHEREAS, on December 21, 1992, the State of Washington ("State") and the Swinomish Indian Tribal Community ("Tribe") executed a Class III Gaming Compact ("Compact"), pursuant to the Indian Gaming Regulatory Act of 1988, P.L. 100-407, codified at 25 U.S.C. Section 2701 *et. seq.* and 18 U.S.C. Sections 1166-1668; and

WHEREAS, the Compact executed by the State and the Tribe, as well as any amendments thereto, were approved by the Secretary of the Interior and are in full force and effect; and

WHEREAS, the State and Tribe have now agreed to amend the Tribe's Compact to permit persons between the age eighteen and twenty-one years of age to participate in Class III gaming activities offered by the Tribe so long as they do not purchase or consume alcoholic beverages in the gaming facility.

NOW, THEREFORE, the Compact shall be, and hereby is amended to read and state as follows:

Section III. Nature, Size, And Scope Of Class III Gaming

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M. Prohibition on Minors

No person under the age of eighteen (18) shall participate in any gaming operation, or be allowed on the gaming floor authorized by this Compact during actual hours of operation. Persons between the age of eighteen (18) and twenty (20) years of age may patronize and participate in Class III gaming activities offered by the Tribe in its gaming facility, so long as such patrons do not purchase or consume alcoholic beverages on the premises. Should alcoholic beverages be offered on the gaming floor pursuant to applicable law, then no patron under the age of twenty one (21) shall be permitted on the gaming floor during actual hours of operation.

IN WITNESS WHEREOF, the Swinomish Indian Tribal Community and the State of Washington have executed this amendment to the Compact.

SWINOMISH INDIAN TRIBAL COMMUNITY

STATE OF WASHINGTON

BY: Burn Cladesby BRIAN CLADOOSBY Chairman

DATED: 4-(7-14

JAY INSLEE

DATED: 5/1/14