

State of South Dakota

SEVENTY-SEVENTH SESSION
LEGISLATIVE ASSEMBLY, 2002

239H0405

SENATE BILL NO. 59

Introduced by: Senators Koetzle, Dennert, Duxbury, Hagen, Hutmacher, McIntyre, Moore, Reedy, Sutton (Dan), Symens, and Volesky and Representatives Flowers, Bartling, Bradford, Burg, Davis, Elliott, Glenski, Hanson (Gary), Hargens, Hundstad, Lange, Nachtigal, Olson (Mel), and Van Norman

1 FOR AN ACT ENTITLED, An Act to provide for certain increases in the state minimum wage.

2 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF SOUTH DAKOTA:

3 Section 1. That § 60-11-3 be amended to read as follows:

4 60-11-3. Every employer shall pay to each employee wages at a rate of not less than five
5 dollars and ~~fifteen~~ fifty cents an hour. Violation of this section is a Class 2 misdemeanor.

6 The provisions of this section do not apply to certain employees being paid an opportunity
7 wage pursuant to § 60-11-4.1, babysitters, or outside salesmen.

8 Section 2. That § 60-11-3 be amended to read as follows:

9 60-11-3. Every employer shall pay to each employee wages at a rate of not less than five
10 dollars and ~~fifteen~~ eighty-five cents an hour. Violation of this section is a Class 2 misdemeanor.

11 The provisions of this section do not apply to certain employees being paid an opportunity
12 wage pursuant to § 60-11-4.1, babysitters, or outside salesmen.

13 Section 3. That § 60-11-3 be amended to read as follows:

14 60-11-3. Every employer shall pay to each employee wages at a rate of not less than ~~five~~ six



1 dollars and ~~fifteen~~ twenty-five cents an hour. Violation of this section is a Class 2 misdemeanor.

2 The provisions of this section do not apply to certain employees being paid an opportunity
3 wage pursuant to § 60-11-4.1, babysitters, or outside salesmen.

4 Section 4. The provisions of section 1 of this Act are effective October 1, 2002. The
5 provisions of section 2 of this Act are effective January 1, 2003. The provisions of section 3 of
6 this Act are effective April 1, 2003.