

### **413 Joyful Jumper (Ages 11 – 13)**

PROJECT: Make a jumper, select a top to wear with it if needed, and choose accessories to make a complete outfit which includes the jumper. (Note: Pantsuits, jumpsuits, “skorts”, “split skirt jumpers”, etc, require fitting skills that are beyond the beginner level, and should NOT be made in the Joyful Jumper project.) Complete Guidelines listed on page 4 of project book. This project is designed to be taken one time.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects. Limited to one year of participation in the State Fair.

### **415 Active Sportswear (Intermediate Level any age)**

PROJECT: Make at least one garment in an outfit assembled for active sportswear. Compare the garment(s) made with similar ready-to-wear garments. Evaluate buying habits and the sportswear outfit. Complete an accessory plan. Do at least two leadership/citizenship activities. Complete Guidelines listed on inside cover of the project book. This project may be repeated.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects.

### **419 Tops for Tweens (Ages 11 – 13)**

PROJECT: Select a pattern and make a top (shirt, blouse, vest, tank top, poncho, sweater, or t-shirt). Collect and organize needed equipment. Assemble a “total look” outfit. Evaluate ready-to-wear garments. Check and improve posture. Do at least two citizenship/leadership activities. Follow all General Project Guidelines found on page 3 of the project book. This project may be repeated.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects.

### **423 Sportswear for Spectators (Intermediate Level any age)**

PROJECT: Make at least one garment in an outfit assembled for spectator sportswear. Compare the garment(s) with similar ready-to-wear garments. Rate personal buying ability. Identify spectator sportswear needs and preferences. Complete an accessory plan. Follow Project Guidelines listed on page 4 of the project book. Project may be repeated.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects.

### **424 Clothing for Middle School (Ages 11 – 13)**

PROJECT: Designed for members in grades 5 through 8 or 9, depending on when you enter high school.

Make: a) at least one garment with sleeves OR

b) a skirt or pair of pants plus a top such as a vest, collarless jacket, sweater, blouse, shirt, or other top with or without sleeves.

Assemble a total outfit featuring the garments made to wear to school. Check and improve personal grooming habits. Strive for a total look each school day, and do needed repairs. Follow all Project Guidelines found on page 5 of the project book. This project may be repeated.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects.

## **Clothing Projects (Ages 14 & Older)**

### **406 Clothes for High School and College**

PROJECT: Construct an outfit with a minimum of two pieces, or a one-piece garment with sleeves, plus some other style detail not tried before. Do a wardrobe inventory and analyze personal color, texture, and lines. Practice good grooming and repair clothing. Follow the Project Guidelines listed on the inside cover of the project book. Project may be repeated.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects.

### **407 Accessories for Teens (Designed as a beginner level project for teens.)**

PROJECT: Make at least one accessory (bag/purse, belt, cummerbund, footwear/shoe covers, hat, gloves, jewelry, removable collar/dickey/jabot, scarf/tie, muffler/shawl, socks/hosiery, or suspenders) to achieve a more complete appearance in an outfit. Complete activities related to what accessories do for you, use accessories effectively, do a wardrobe inventory, and accessorize for a total look. Complete all the Project Guidelines listed on page 4 of the project book. Project may be repeated.

JUDGING: See General Requirements for All Clothing Projects.

FAIR: See General Requirements for All Clothing Projects.