

## **4-H LEATHERCRAFT GUIDELINES**

The following are guidelines for learning experiences in leathercraft.

### **GENERAL GUIDELINES FOR ALL MEMBERS**

- Learn leathercraft skills for leisure and vocational pursuits.
- Learn names of tools and material.
- Learn how to safely use hand tools and power tools.
- Learn how to select materials and tools.
- Learn how to make useful and decorative articles, as well as repair worn or damaged articles.
- Learn to select appropriate finishes for the project.

The fair classes are categorized as basic skills, intermediate and advanced levels. These are determined by the number of years of experience a member has had in the leathercraft project and are flexible depending on the member's ability. Any member enrolled in leathercraft for the first time must take the basic skill project, unless he/she has had previous experience. The skill level should be determined by the leader. For example, the 4-H'er who has no leathercraft experience should start at the basic skill level, and if they are older and more coordinated they can move into the more advanced levels quicker. On the other hand, a new leathercraft project member who has done leathercraft could go right into the intermediate or advanced level. The level should best meet the needs and experience of the member. Be sure to know the guidelines for each experience level.

### **The suggested experience guidelines are:**

Basic Skill:	1-2 years in the project
Intermediate:	3-4 years in the project
Advanced:	5 years and over in the project

All leathercraft projects must be constructed under 4-H program leadership during the current project year.

An article that does not meet the established criteria for a class will be dropped one grade.

All leathercraft projects are to have the appropriate finish.

### **EXPERIENCE GUIDELINES FOR LEATHERCRAFT**

#### **Basic Skill:**

- A. Learn kinds of leather, characteristics and uses.
- B. Learn simple techniques including lacing, assembling, modeling, tooling, and finishing.
- C. Some project ideas include key case, comb case, change purse, coasters, wrist band, check book cover, luggage tags, etc.
- D. Learn carving and stamping techniques if member is capable.
- E. May learn to use dye, but it is not required
- F. For the fair, display two small articles - one with modeling, tooling, assembling

and finishing techniques; and one with modeling (or carving or stamping which is optional), tooling, lacing, finishing and assembling techniques. Use of dye permitted but not required.

- G. An increase of skills should be shown each year.

### **Intermediate**

- A. Learn to select and cut out leather.
- B. Learn elementary sketching and designing.
- C. Some project ideas include belts, litter bags, stool, trifold, billfold, purse, etc.
- D. May learn to use dye, but it is not required.
- E. Learn carving and stamping techniques.
- F. For fair, display two articles with carving, tooling, lacing, finishing and assembly techniques. This could include stamping or use of nature-tanned designs or nature-tanned leather.
- G. An increase of skills should be shown each year.

### **Advanced:**

- A. Learn principles of composition.
- B. Develop original designs.
- C. Learn to work on more complicated articles such as pictures, notebook, bowling bag, clock, holsters, gun scabbard, rifle case, purse, etc.
- D. Learn dyeing and painting techniques.
- E. For the fair, display one article with advanced skills - it must have a combination of at least two of the following: carving, tooling, lacing, stamping, finishing and assembling techniques.