Communication and Expressive Arts

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LEATHERCRAFT

Rev. 09-13

Projects & Materials	Requirements	Exhibit Requirements
Leathercraft: Beginner **Youth Materials:** • *Leathercraft Supplement/Skills Checklist (#23102)* • *ABC's of Leathercraft (#23103)* • *Leather Crafting (#23104)* • *4-H Involvement Report (#91910)* • *4-H Project Record Book (#91950)* **Leader Materials:** *None*	Project Requirements: • Complete a rounder or square of tooled practice leather (3" x 4"). • Learn to use three of six basic tools: beveler, veiner, pear shader, camouflage, backgrounder, and seeder. • Learn how to prepare leather for tooling (casing). • Learn how to transfer a design. • Learn to edge and finish leather articles. • Learn to apply different types of protective finishes. • Give an oral presentation (speech, demonstration, or illustrated talk) related to this project. Optional: • Learn to use stamps such as the alphabet, 3-D, etc. • Learn to use a swivel knife. • Do basic edge lacing such as the whipstitch, running stitch, or hand stitching. Complete the following: • *4-H Involvement Report (#91910)* • *4-H Project Record Book (#91950)* • *Leathercraft Supplement/Skills Checklist (#23102)*	• 4-H Project Record Book (#91950) • Leathercraft Supplement/Skills Checklist (#23102) • One article you made, which shows the skills expected for your unit. Articles may be chosen from the suggested articles list in each unit, or articles may be substituted with the approval of your leader. ***Optional Exhibit***: • Members may enter up to three optional exhibits that are an outgrowth of the project level in which you are enrolled. Each optional exhibit must focus on a different skill than your required exhibit and must be emphasizing a different area in your Leathercraft project work. ***Note***: Precut kits may be used as long as the expected learning experience for that level can be performed.

County Requirements:

Check with your County Extension office for details.