Communication and Expressive Arts

LEATHERCRAFT
(cont'd)

Rev. 09-13

Projects & Materials	Requirements	Exhibit Requirements
Leathercraft: **Intermediate** **Youth Materials:** • *Leathercraft Supplement/Skills Checklist (#23102)* • *ABC's of Leathercraft (#23103)* • *Leathercrafting (#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"). • Choose three new skills to demonstrate in your project. • Improve your skills from Unit 1 by learning to use 3 additional tools and stamps: beveler, veiner, pear shader, camouflage, backgrounder, seeder, and modeling tools. • Learn to carve by using a swivel knife. • Learn lacing skills such as whipstitch, running stitch, handstitch, decorative stitches and splicing. • Give an oral presentation (speech, demonstration, or illustrated talk) related to this project. Optional: • Learn to use rivets, eyelets, snaps, grommets, and clasps. • Learn to apply leather dyes. • Learn assembly skills: lining, skiving, folding, and creasing. 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 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.