



# Leathercraft Record Book Supplement

## General Requirements for All Units

The Leathercraft member will complete the following requirements for each year. Specific accomplishments expected in each unit are listed under unit requirements and suggested articles after each of the three units.

1. Enroll in a 4-H Leathercraft club or take the project as an individual in any 4-H club.
2. Stamp or carve at least two articles in each unit according to your age and leather working ability.\*
3. Demonstrate something learned in your unit this year.
4. Complete the ZSuites 4-H Project Record Book, the Leathercraft Record Book Supplement (#23102), and the ZSuites 4-H Involvement Report.
5. **Required exhibit:** One article\*\* you made, which shows 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 leaders.
6. **Optional exhibits:** 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 of your Leathercraft project work.

### Articles from Kits or Scratch

Pre-cut kits may be used as long as the expected learning experiences for that level can be performed. Young members making articles from scratch may need considerable help from their leader or older members.

\* Your 4-H leader and parents should help you determine which unit you are ready for and how fast you can advance. Units may be repeated until you have mastered the skill.

\*\* Select your exhibit article carefully. Be sure it shows all expected skills for your unit.

## Basic equipment for all Leathercraft projects:

Mallet  
Tooling surface (marble or marblite/masonite)  
Basic tools: beveler, veiner, pear shader, camouflage, backgrounder, and seeder  
Modeling tools: swivel knife, edge slicker, edge bevels, needles, sponges

## Additional equipment:

Hole punch                      Stylist  
Gouge                              Stamps  
Chisels                           Skiving knife  
Daubers, brushes              Utility or craft knife  
Tools to apply rivets, eyelets, snaps, and grommets

## Unit I – Beginning

Complete a rounder or square of tooled practice leather (3" x 4").

### Required:

- 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.

### 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.

### Resources:

ABC's of Leatherwork (#23103)  
Optional: Leather Crafting (#23104)

### Suggested articles:

Key fob                              Pony tail holder  
Coaster set                        Wristbands  
Watch band                        Barrette  
Book mark                         Belt  
Luggage tag                        Jewelry (pendants, bolos)

## Unit II – Intermediate

Complete a rounder or square of tooled practice leather (3" x 4").

Add these skills to your previously learned skills from Unit I.

Choose three new skills to demonstrate in your project.

### Required:

Improve your basic skills by adding additional tools and stamps: beveler, veiner, pear shader, camouflage, backgrounds, 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.

### Optional:

- Learn to use rivets, eyelets, snaps, grommets and clasps.
- Learn to apply leather dyes.
- Learn assembly skills: lining, skiving, folding, and creasing.

### Resources:

Leather Crafting (#23104)

### Suggested articles:

Cellular phone/beeper holder	Coin purse
Comb case	Guitar strap
Knife pouch	Checkbook cover
Rifle sling	Kan cooler
Pencil case	Belt buckle
Key case	Billfold
Small handbags and purses	

## Unit III – Advanced

Complete a rounder or square of tooled practice leather (3" x 4").

Unit III allows you to pick and choose the patterns you would like to use and apply some advanced skills. If you have not practiced all the skills in Units I and II, you may want to include some of those here as well.

**Required** (Learn two new skills or techniques from the following):

- Add new skills not previously mastered from Units I and II.

- Learn figure carving.
- Learn inverted leather carving.
- Learn to apply dyes using techniques such as block, solid color, background dyeing, or antique stains.
- Learn to filigree.
- Assemble a filigreed article with a suitable colored background.
- Learn advanced lacing skills, such as backstitch, buckstitching, or Florentine.
- Design your own project using advanced techniques.

### Suggested advanced project articles:\*\*\*

Leather faced clock	Bowling bag/travel bag
Purse or handbag	Saddle
Tri-pod stool	Letter/memo writer
Rifle scabbard/quiver	Attache' case
Framed figure carving picture	
Zipper notebook/memory book	

Do an indepth study of the hide tanning industry including tanning processes, different types of leather, leather grading, and uses of leather. You may try tanning.

### Projects you could do demonstrating advanced skills:

Belt buckle and belt	Guitar strap
Set of four kan coolers	Book ends

**Additional resources** (Available for purchase from a leathercraft supplier):

*Figure Carving*, by Al Stohlman

*How to Carve Leather*, by Al Stohlman

*Lacing and Stitching for Leathercrafters*

*How to Buckstitch*, by Al Stohlman

Possible Instructor's Manuals: *Leatherwork Manual*, *Adventures in Leather Instructor's Manual*

Leathercraft Videos: *Basic Leathercraft*, *Leather Carving and Figure Carving*, *Leather Stamping for Fun and Profit*, *Coloring and Finishing*.

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\*\*\* Work accomplished at this level should be based upon the previously learned skills in the Leathercraft project.

# Leathercraft Progression Record

(Skills accomplished in project. Record the year you learned or improved a skill.)

Skills	Year	Year	Year	Year	Year	Year
Casing						
Transfer design						
Swivel knife						
Decorative cuts						
Tools: Beveler						
Veiner and shell						
Pear shader						
Camouflage						
Backgrounder						
Seeder						
Other stamps:						
Modeling tools: Finish						
Edges						
Protective						
Dyes or colors						
Assembly: Lacing style						
Hand stitching						
Whip stitch						
Running stitch						
Single loop						
Double loop						
X-whip						
Florentine						
Buckstitch						
Skiving						
Folding						
Creasing						
Lining						
Clasps						

