General Requirements for All Units

The Leathercraft member will complete the following requirements 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 Generic 4-H Record Book (#91901), which includes the Leathercraft Record Book Supplement (#23102).
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 leader.
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.

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
- Chisels
- Stylist
- Skiving knife
- Gouge
- Daubers, brushes
- Stamps
- 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
- Barrette
- Pony tail holder
- Book mark
- Coaster set
- Belt
- Wristbands
- Jewelry (pendants, bolos)
- Watch band
- Luggage tag

Articles from Kits or Scratch

Precut 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 skills.

** Select your exhibit article carefully. Be sure it shows all expected skills for your unit.
**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
- Small handbags and purses
- Kan kooler
- Pencil case
- Belt buckle
- Key case
- Billfold
- Rifle sling

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**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/querier
- 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
- Set of four kan koolers
- Guitar strap
- 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*

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

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# Tool Inventory Checklist

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Swivel knife  
Mallet  
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Thonging chisel  
Skiver  
Leather punch  
Gouge  
Rivet/snap setter  
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