Communication and Expressive Arts

LEATHERCRAFT BEGINNER

Projects & MaterialsRequirementsExhibit RequirementsYouth Materials: • Leathercraft Supplement/Skills Checklist (#23102) III 2020Project 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 (#23103) III 1984• ZSuites 4-H I Record Book • Learn how to transfer a design. • Learn to apply different types of protective finishes. • Give an oral presentation (speech, demonstration, or illustrated talk) related to this project.• Zsuites 4-H Record Book • Checklist (#22 • One articles III • Learn to use stamps such as the alphabet, 3-D, etc.• Complete the following: • Complete the following: • Zsuites 4-H Project Record Book• Complete the following: • Zsuites 4-H Project Record Book
 Youth Materials: Leathercraft Supplement/Skills Checklist (#23102) ABC's of Leatherwork (Tandy 61904-00) (#23103) □ 1984 Leathercrafting (Tandy 61891-01) (#23104) □ 2005 Zsuites 4-H Involvement Report Zsuites 4-H Involvement Report Zsuites 4-H Involvement Report Optional: Learn to use stamps such as the alphabet, 3-D, etc. Learn to use stamps such as the alphabet, nunning stitch, or hand stitching. Complete the following: Complete the following: Record Book Zsuites 4-H Involvement Report Complete the following:
 ZSuites 4-H Involvement Report ZSuites 4-H Project Record Book Leathercraft Supplement/Skills Checklist (#23102) Note: Precut kits as long as the exp learning experience level can be perfored

Idaho 4-H Leathercraft page: https://www.uidaho.edu/extension/4h/projects/leathercraft