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# OREGON

# 4-H



# LEATHERCRAFT



## MemberGuide

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OREGON STATE UNIVERSITY EXTENSION SERVICE

## 4-H LEATHERCRAFT PROJECT

The 4-H Leathercraft project will help members:

- Learn about the history, selection, care and value of leather.
- Develop physical coordination and muscular dexterity.
- Develop skill and creative talents.
- Make useful and attractive articles of leather.
- Learn to work cooperatively with others.
- Learn a constructive recreational activity.

## 4-H LEATHERCRAFT PUBLICATIONS

Leader Materials: Expressive Arts Leader Guide, 4-H 710L  
4-H Leathercraft Leader Guide, 4-H 750L  
(includes list of reference books)  
Leather Knowledge, 4-H 7502L

Member Materials: 4-H Leathercraft Member Guide, 4-H 750  
4-H Leathercraft Manual (PNW132), 4-H 7501  
My 4-H \_\_\_\_\_ Project Record, 4-H 038R

## REQUIREMENTS

Members enroll in the 4-H Leathercraft project in a 4-H club or as individuals if no club is available. (Individual members should request a copy of the 4-H Leathercraft Project Leader Guide, 4-H 750L, to help with project work.)

Members tool or engrave a number of leather articles in a phase each year according to interest, age, and ability. Members should counsel with 4-H leaders and parents to select the phase that fits their skills and abilities. Any phase may be repeated. Members may advance from one completed phase to another at any time. Dyeing is not recommended until Phase 4.

Members keep a record of project work and 4-H activities.

Developed by Duane P. Johnson, State 4-H Program Leader; Lyla Houglum, Extension specialist, 4-H and Youth; with the assistance of the 4-H Expressive Arts Development Committee; Pat Hitchcock, 4-H volunteer leader; and Tandy Leather Company.

## SUGGESTED ARTICLES TO MAKE BY PROJECT PHASE

With the approval of leaders, members select articles to make from the appropriate phase. The following is a suggested list of articles to make.

- Phase 1 Bookmarker (or rounder)  
Coin purse  
Keycase  
Piece of practice leather (3x4 inch of 4-5 oz. leather)
  
- Phase 2 Billfold  
Glasses case  
Clutch purse (such as Jiffy purse)  
Checkbook cover  
Litter bag
  
- Phase 3 Pocket secretary, pocket valet, or trucker's wallet  
Book cover  
Small Gusset purse  
Boxes with inset panel (under 8 inches)  
Belt
  
- Phase 4 Barbecue seat  
Quiver  
Medium sized purse  
Notebook (not zipper)  
Camera case (or similar item)  
Boxes with inset panel (over 8 inches)
  
- Phase 5 one article from Phase 3  
one article from Phase 4
  
- Phase 6 Clock  
Gunbelt and holster  
Rifle scabbard  
Bowling bag  
Saddle lamp  
Zipper notebook  
Pictures (not over 12 inches)  
Large sized purse
  
- Phase 7 Pictures (over 12 inches)  
Tables  
Luggage  
Saddle  
Other large involved projects
  
- Phase 8 Any article using other creative techniques such as pyrography (burning), freehand stamping, silhouette, and inverted carving

## EXHIBITS

Articles chosen for exhibition should be examples of the best workmanship and appropriate skills for the phase.

Members may advance to a higher phase during the year, but are required to exhibit in the highest phase completed during the year. In addition, exhibits will be divided into Junior, Intermediate, and Senior divisions according to the age of the member who made the article.

Kits are acceptable for all phases of leathercraft as long as required skills are demonstrated.

At some fairs, members may exhibit more than one article. Read the leathercraft section of the fair book for other requirements.

- Phase 1      Use of Basic Tools set - exhibits which demonstrate basic leather tool
- Phase 2      Edging and/or at least double style lacing - assembly of small articles or two-part projects
- Phase 3      Apply hardware and assemble - more advanced assembly techniques to include one of the following: folding, skiving, molding, lining
- Phase 4      Background dyeing or figure carving - on more difficult article
- Phase 5      Filigreeing and/or embossing - more detail assembly
- Phase 6      Show at least one new advanced technique - such as hand sewing, designing own pattern, cutting project from hide
- Phase 7      A major article - showing considerable advanced techniques and ability to handle a large project
- Phase 8      Other creative techniques - may include pyrography (burning), freehand stamping, silhouette, inverted carving, etc.

