

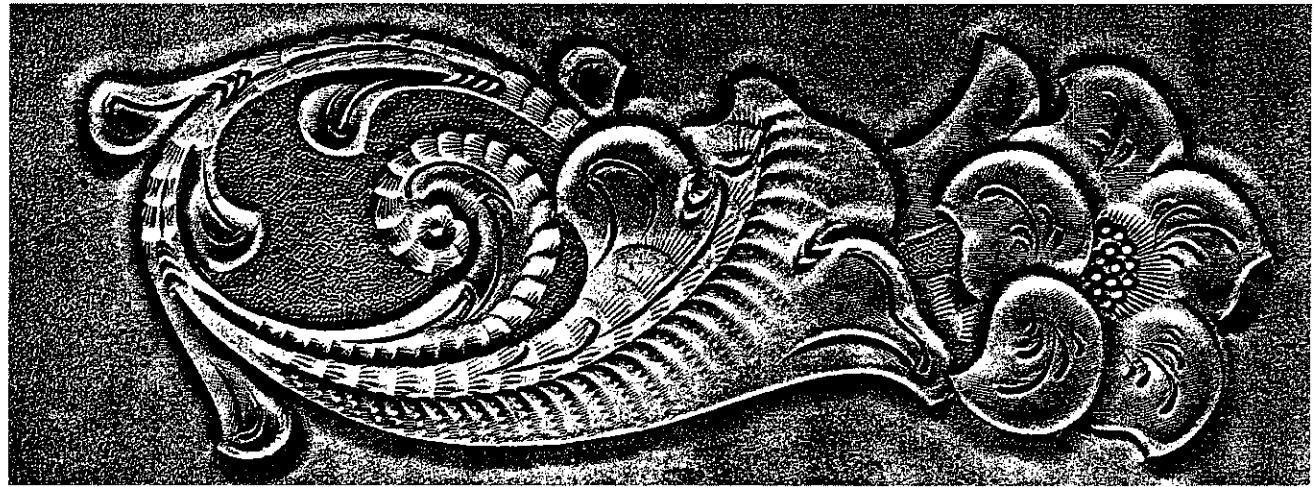
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**Oregon 4-H**

# **Leathercraft**



## **Member Guide**

## **4-H Leathercraft Project**

In the 4-H Leathercraft project you will:

- 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

The Oregon 4-H program offers many opportunities for youth to expand their 4-H experience. 4-H members can share what they are learning through presentations, exhibits, displays, leadership, and camp counseling. You can develop your own skills or add depth to a personal area of interest through judging experiences and field trips. 4-H members can expand their cultural awareness and build their social skills through their involvement in interstate and international 4-H programs. You will learn social responsibility and civic pride through community involvement and community service.

Members enrolled in the 4-H Leathercraft project will learn skills by tooling or engraving a number of leather articles, according to your interest, age, and ability. With the help of 4-H leaders and parents, you will select the projects that fit your skills, abilities, and interests. Skills and techniques learned in progression may be repeated.

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

## **Suggested Articles to Make by Project Skill**

With the approval of leaders, members select articles to make to show learned skills. These are listed in suggested sequence of learning the skills of leatherwork. Leaders will encourage the use of the seven basic tools from year to year, to further improve skills.

### ***Use of basic seven tool set***

Bookmark (or rounder)

Coin purse

Key case

Knife sheath

Piece of practice leather (3 x 4 inch of 4-5 oz. leather)

### ***Lacing***

Billfold

Checkbook cover

Clutch purse (such as Jiffy purse)

### ***Eyeglass case***

Roper wallet

Edging

Barbecue seat

Belt

Bookmark

Desk pen set

Key case

Rifle sling

Watch band

### ***Apply hardware and assemble***

Clock

Gun holster

Medium-size purse

Notebook

### ***Background dyeing or figure carving***

Bowling bag

Clock

Gunbelt and holster

Pictures (not over 12 inches)

Purse

Rifle scabbard

Zipper notebook

Luggage

Large-size purse

### ***Filigreeing and/or embossing***

Belt

Pictures

## **Advanced techniques**

Select project from hardware application, assembly, background dyeing, figure carving, or other advanced technique of choice.

### **A major article**

Picture (over 12 inches)

Table

Large-size purse

Saddle bags

Saddle

Other large, involved project

### **Other creative technique**

Any article using other creative techniques such as pyrography (burning), freehand stamping, silhouette, molding and/or sculpting, and inverted carving.

## **Exhibit Classes**

Following are the guidelines and exhibit classes for 4-H Divisions of Fairs. Check with your county Extension office for any differences that may exist for a specific fair. Guidelines and exhibit classes may change in future years.

Members may enter up to three classes, but only one exhibit per class. Each exhibit will consist of one article (a pair of gloves, slippers, etc. is considered one article).

An explanation of tools, techniques, and media used (dyes, finishes, and conditioners), plus indication of whether a kit was used, must be firmly attached to the exhibit on a 5 x 8 card or piece of paper, and is required to qualify the exhibit for judging.

Each article must be labeled with the member's name, county, and exhibit class number. When a pair of articles makes up an exhibit, the articles must each be labeled (as above) and attached to each other.

**Note:** Fill in blank in class number (\_\_\_) with corresponding number for Junior, Intermediate, or Senior.

1—Junior

2—Intermediate

3—Senior

**7051A\_\_ Use of basic tools set**—exhibit demonstrates basic leather tool usage. Basic tools include: swivel knife, beveler, veiner, pear shader, camouflage, back grounder, seeder, and mallet.

**7051B\_\_ Basic design and lacing**—assembly of small articles or two-part project using appropriate lacing technique.

**7051C\_\_ Basic design and edging**—article with unlaced edges finished by rounding and smoothing. Edge dyes may be applied, but are not required.

**7051D\_\_ Basic design and apply hardware and assemble**—more advanced assembly techniques to include one of the following: folding, skiving, molding, lining.

**7051E\_\_ Basic design and background dyeing or figure carving**—on a more difficult article.

**7051F\_\_ Basic design and filigreeing and/or embossing**—more detail assembly.

**7051G\_\_ Basic design and advanced technique**—show at least one, such as hand sewing, designing own pattern, airbrushing, cutting project from hide or leather.

**7051H\_\_ A major article**—showing basic design, considerable advanced techniques, and ability to handle a large project.

**7051I\_\_ Other creative techniques**—may include pyrography (burning), freehand stamping, silhouette, inverted carving, sculpting, molding, etc.





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