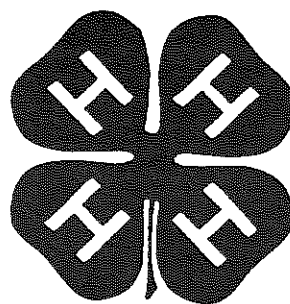


OREGON

4 - H



LEATHERCRAFT



Member Guide



OREGON STATE UNIVERSITY EXTENSION SERVICE

4-H 750

Revised July 1987

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 a 4-H Leathercraft 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 Hougum, 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
 phyrography (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.

- | | |
|---------|--|
| 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 phyrography (burning), freehand stamping, silhouette, inverted carving, etc. |