

LEATHERCRAFT

Literature Needed:

Leader Literature

Leader's Guide ---LG2000A Leathercraft Leader's Guide

Member Literature

MG2001C Leathercraft Manual Unit 1

MG2002C Leathercraft Manual Unit 2

MG2003C Leathercraft Manual Units 3-7

MG2008C Leathercraft Manual Units 8-10

E-Record www.colorado4h.org/projects_resources/erecords

Note: Advanced leathercraft members may take units 3-10 in any order. They may exhibit in more than one of the following units provided the member is enrolled in and has completed the requirements of the unit to be exhibited.

Advanced leathercraft members may take units 3-10 in any order.

Unit 3 Intermediate Leather Carving

Unit 4 Advanced Leather Carving

Unit 5 Coloring and Shading

Unit 6 Pictorial Carving

Unit 7 Making and Rebuilding Saddles

Unit 8 Advanced Creative Stamping

Unit 9 Constructing, Braiding and Sculpting Untooled Leather

Unit 10 Sewing with Leather

Exhibit Requirements can be found at www.colorado4h.org

Score Sheets can be found at www.colorado4h.org

Display Tips and Hints can be found at www.colorado4h.org

Project Tips:

- You may enroll in Unit 1 and Unit 2 and progress as fast as you wish. Your exhibit must be in either Unit 1 or Unit 2 not both.
- Highly recommended that you complete Unit 2 before taking Unit 3.
- You can re-enroll in the same unit, as long as your exhibit shows new skills learned.
- Pictorial carving are framed pictures and figure carving are realistic animal and human figures—these skills are taught in Units 4, 5, and 6.
- Put name, age and county on back of exhibit board or individual exhibit.
- Indicate in your e-record whether articles are made from a kit or if self-cut and designed by the member.
- A set means---a collection of items considered together and usually having something in common, i.e. six matching coasters, belt and buckle with matching designs, etc.
- Advanced leathercraft members may exhibit in more than one of the classes, provided the member is enrolled in and has completed the requirements of the unit.
- Leather clocks—there is always a question as to what unit they go in. It depends on the design on the face of the clock. For example: A clock with a horse head on it would go in Unit 4 Figure Carving; or a rose design would go in Unit 3 Intermediate Carving; if coloring and shading is included it would go in Unit 5 regardless of what the design is. There is not a unit for just clocks so the design decides the unit.
- Enter your project in the county fair
- Share the information learned in talks and demonstrations.

Judging Criteria For E-Record:

- Completed e-record.
- Extra activities such as demonstrations, talks, and community service recorded in your e-record.
- Would be nice if community service was related to your project
- Neatness and legibility
- Quality of exhibit