



COLORADO STATE UNIVERSITY
EXTENSION

4-H



LEATHERCRAFT TIP SHEET

Literature Needed:

Leader Literature

Leader's Guide ---LG2001 Leathercraft Leader's Guide

Member Literature

MG2001C Leathercraft Manual Units 1-2 Jr./Int./Sr.

MG2003C Leathercraft Manual Units 3-7 Jr./Int./Sr.

MG2008C Leathercraft Manual Units 8-10 Jr./Int./Sr.

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 in.

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 Make and Rebuilding Saddles

Unit 8 Creative Stamping

Unit 9 Constructing, Braiding and Sculpting Untooled Leather

Unit 10 Sewing with Leather

Exhibit Requirements can be found at:

<http://co4h.colostate.edu/statefair/packet/StateFairExhibitReq.pdf>

Score Sheets can be found at:

<http://co4h.colostate.edu/program-areas/state-fair-information/score-sheets>

e-Record can be found at:

<http://co4h.colostate.edu/program-areas/projects/erecords/e-recordleathercraft.doc>

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 but 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.



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Project Tips:

- Leather clocks--there is always a questions 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 in 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.
- Definitions:
 - Carving --is where you cut into the leather (usually swivel knife) as part of the design you are tooling.
 - Stamping/Tooling --is where you use impressions made from tools to form a design.
 - Cord--is round and waxed thread.
 - Lace--is flat with a shiny side and rough side
 - Background Dyeing--dyeing a solid color to the are tooled with the backgrounder.
 - Solid color dyeing--is where you dye the whole project the same color. For example, you tool a belt and then dye it all black, or you make a book cover and dye it all one color.
 - Color Shading--is where you use shades of color to make the design look more realistic. For example, you can use darker and lighter shades of a color on a flower you have tooled to make it look realistic, or an animal or figure of any kind.
 - Staining/Antiquing--using an antique finish like saddle tan--apply & remove/rub on and wipe off.
 - Clear Finish--is a finish that has no color in it. For example, oil (no color added), leather finish spray or wipe on that has no color mixed in it.

Judging Criteria:

- Completeness of e-record.
- E-record includes demonstrations, talks, story, and pictures, with at least one action shot of the member doing something with their project.
- Neatness and legibility
- Quality of exhibit