



COLORADO STATE UNIVERSITY
EXTENSION

4-H Leathercraft

Unit 3 Judging Sheet

American System Placing: (Check One)

Champion _____
 Reserve Champion _____
 Placing 3-10 _____
 Grand Champion _____
 Reserve Grand Champion _____

Danish System Award: (Check One)

(For County Use Only)
 Blue _____
 Red _____
 White _____

Member Name: _____

County: _____

Jr. _____ Int. _____ Sr. _____ Years in Project _____

Exhibit: Completed Leathercraft e-Record and completed article or articles that meet unit requirements.

Unit 3—Intermediate Leather Carving: One completed article, matching set, or picture/wall hanging that includes at least one of these major skills: traditional carving, inverted carving, or silhouette carving techniques. Clear finish, staining/antiquing, two tone finishes, and background dyeing are allowed in Unit 3. Any lacing and/or hand stitching may be used in this unit, though they are not required. **Not Permitted:** Pictorial carving or figure carving (realistic animal and human figures), solid color dyeing, color shading (only background dyeing is permitted), or machine stitching.

Judges may use the back of the form for more comments.

Judging Element 1: 4-H e-Record: Complete means everything has been filled out. Not complete means there is something missing and needs a comment as to what is missing or why it is not complete. Project will be evaluated on the quality of information completed in e-record (25 %) and quality of exhibit (75 %).

Criteria	Complete	Not Complete	Comments
E-Record			
Record Cover			
Project Goals			
What 4-H projects are you taking this year?			
What activities helped you learn the skills for the project? (workshops, project meetings, classes, contests, etc.)			
What leadership development experiences did you participate in?			
Citizenship/Community Service in 4-H			
Demonstrations/Presentations/Speeches			
Project Expense and Return on Investment			
Goal Evaluation – How Did You Do?			
Project Photos			
Story			

Criteria	Yes	No	Comments
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Judging Element 2: 4-H Leathercraft Page			
Kit or Self-Cut			
New Leathercraft techniques learned			

Criteria	E	G	F	N/I	Comments
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Judging Element 3: 4-H Leathercraft Unit 3 N/I = Needs Improvement-must have comments

Use of leathercraft tools					
New skills used on article					
Design appropriate for article					
Shows good quality workmanship					
Completeness of article					

E = Excellent G = Good F = Fair N/I = Needs Improvement

Revised 2024