



Oregon 4-H

Leathercraft



Leader Guide

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4-H 750L
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To the 4-H Leathercraft Leader

As a 4-H leader and educator, you are in a position of great power—that is, the positive power to encourage young people to succeed. As a volunteer leader, you can channel their curiosity, inspire new interests, and continually offer new opportunities for them to grow and develop into happy and productive adults.

This guide is intended to help you provide a fun and educational experience for youth interested in working with leather. Pertinent information has been included from experienced 4-H leaders and professionals in the leathercraft field.

The 4-H Leathercraft project is designed to involve youth and adults in an expressive art experience. It is not designed to make expert leathercraft workers of young people. Instead, the primary purposes are to help young people develop life skills, to enrich their lives through knowledge and activity, and to foster creative use of leisure time.

In addition to the general 4-H objectives, the Leathercraft project objectives are:

- **Goal setting**—Each 4-H'er will have the opportunity to set individual goals and strive toward achievement.
- **Pride in workmanship**—The 4-H'er will have the opportunity to set individual goals and strive toward achievement.
- **Skills**—The 4-H'er will learn specific skills of leathercraft.
- **Knowledge**—The 4-H'er will learn the history of leather and how to select and care for leather and leather articles.

4-H Publications

Leader materials

4-H Leathercraft Leader Guide, 4-H 750L

Member materials

Leathercraft Manual (PNW 132), 4-H 7501

My 4-H Project Record, 4-H 038R

Project Planning and Organization

Leaders may help members...

- ...Be aware of responsibilities, expectations, and costs by discussing these items at a meeting which includes parents.
- ...Pay for extra expenses by soliciting parents' help. Each member should be charged a minimal fee to cover the cost of expendable materials (glue, finish) during the year. A fundraising activity might defray the costs for tools and social activities.
- ...Who are more experienced or older server as Junior Leaders.
- ...Have opportunities for social growth and development through recreation at meetings, tours, family get-togethers, community service activities, and interactions with other 4-H clubs.
- ...Maintain interest and proficiency by holding frequent meetings.
- ...Plan individual goals for the year considering what the member would like to accomplish.
- ...Select which leathercraft skills they want to learn and appropriate articles they will make.
- ...Have results early and often. Leaders can plan activities and projects to ensure this.
- ...Evaluate their goals and leathercraft work by conducting a club leathercraft judging or identification activity.
- ...Select their best article(s) for fair exhibit.

Possible information and tour sources include:

- Saddlemakers
- Professional leathercrafts person
- Leather stores and store clientele
- Craft fairs and bazaars
- Art teachers
- Other leathercraft leaders

Teaching Leatherwork Techniques

The 4-H Leathercraft project offers the opportunity for members to learn many leather working techniques. A member may advance from one technique to another at any time, and any technique may be repeated.

Leathercraft leaders need to assist members in selecting learning projects that suit their skill level and ability. Age or grade may or may not be a factor.

Leaders should encourage the use of the seven basic tools from year to year, to improve members' skills.

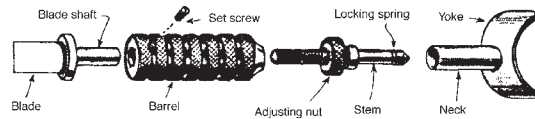
Prepackaged kits are acceptable for all learning phases of leathercraft, as long as required skills are demonstrated in exhibit articles.

Tools and Materials

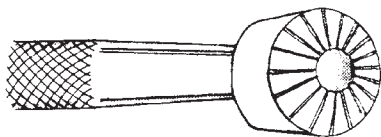
Members should not be required to have a complete set of tools. It may be necessary for the club or leader to own a set of tools that members can share.

A basic set of leather carving tools should be used to teach beginning skills. A purchased basic set includes seven tools (see illustration below) and a mallet and board. Beginning work should show a basic working knowledge of these tools. Additional tools may be applied on other articles as the member advances.

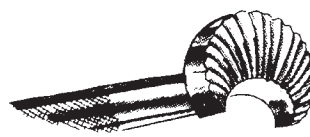
Seven basic tools



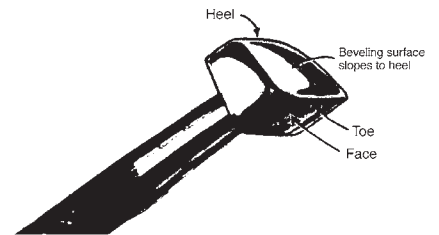
Seeder



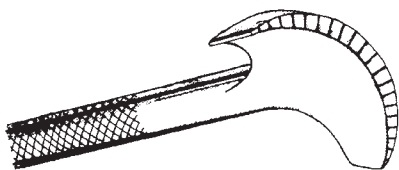
Camouflage



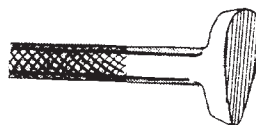
Beveler



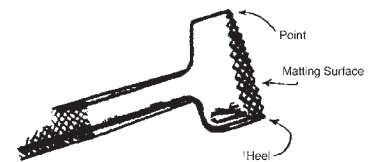
Veiner



Pear Shader



Background Tool



Additional tools and materials needed

Marble, marbelite, formica, or other hard surface for tooling

Stylus

Modeling tool

Drafting square—plastic type that will not dull knives

Several thonging chisels, three- or four-prong, to make lacing holes

Revolving punch, to punch holes for rivets

Snap-attaching set for installing snaps and rivets

Edge creaser for creasing edge of leather articles

Several smooth, softwood boards to place leather on for cutting

Thong awl for lacing

Skiving knife for thinning belts, etc. (razor blade in holder can be used)

Cutting knife

Scissors

Masking tape

Tracing paper

Rubber cement

Clear (permanent) cement

Finishing materials: waxes, edge finishes, dyes, and cleaner

Assorted templates, patterns for tooling, instruction book, catalogs of materials



Resources

References

Each club is encouraged to build a library of reference books providing instructions for the leader and members on specialized projects. The Oregon 4-H Expressive Arts Development Committee recommends *Lucky Seven Book* (“A Textbook for the Self-Taught Student and for Use in the Classroom”).

There are many books and pamphlets available about leather work. Listed below are a few books available through leather companies or by searching the titles online:

Lucky Seven Book—One of the best beginner’s books available. Fully illustrated; shows seven steps necessary for perfect carving. Includes 25 designs, 32 pages on craft aids, tool uses, basic carving techniques, etc.

How to Carve Leather—Shows how to carve leather quickly and easily. 48 pages. How to assemble 11 projects, 30 illustrated dye charts, 40 patterns, 6 complete alphabets.

Projects and Designs—80+ pages of imaginative and creative items to make from scraps.

Leatherwork Manual (Teachers)—Fully illustrated, 160 pages.

Leatherwork Student’s Manual—Condensed version of the teacher’s manual written for junior and senior high school students.

How to Make Holsters (to fit any hand gun made)—15-chapter, 32-page book containing photos and step-by-step illustrations.

Hand Sewing Leather—70-page book.

Inverted Leather Carving—48-page book containing patterns, design suggestions, tips, and hints. Fully explained and illustrated.

Pictorial Carving—How to carve animals, birds, flowers, and scenery; includes patterns and detailed drawings.

How to Color Leather—90 step-by-step illustrations, 8 full color pictures, full color wheel, and 5 color and dye mixing charts. Explains cross-dyeing, figure coloring, highlighting, shading, etc.

Top 20 Pattern Book—Advanced billfold design book; filigreeing and dyework patterns included.

How to Lace—12 types of lacing, saddle stitching, buck and hand stitching.

Lucky Eight Belt Book—32 pages of belts and instructions.

How to Sew Leather, Suede, Fur—Teaches techniques as they differ from ordinary fabric sewing.

Teaching aids

These kits are available from the state Extension 4-H office. If you'd like to borrow one, ask your local Extension staff to contact the state 4-H office.

H-11 *Leathercraft Kit*—examples of edges, lacing and the proper usage of the seven basic tools.

H-14 *Leathercraft Judging Kit*—includes classes for member evaluation.

Visual aids

Videotapes (donated by Tandy Leather to Oregon 4-H):

Adventures in Leathercraft, 20 min. Relates to history, beginning projects, stamping, carving, and more. (Especially good for new leathercraft leaders.)

Airbrushing Leather, 46 min. Basic airbrush techniques, including operating the airbrush, coloring tooled leather, using templates, and caring for and cleaning your airbrush. An advanced technique for older members.

Basic Leathercraft, 42 min. Shows stamping, Western carving and how to do the double loop stitch.

Leather Carving and Figure Carving, 40 min. Two complete lessons: traditional floral carving and figure carving.

Leather Stamping for Fun and Profit, 45 min. Shows stamping techniques, elaborate designs, and project ideas.

Leather, The New Frontier in Art, 32 min. How to create free-standing leather sculptures, masks, collages, jewelry, and more. Loaded with techniques and history!

Supply sources

Following are some of the places of supply; however, leathercraft materials and tools for 4-H may be obtained anywhere. By inclusion of these sources Oregon 4-H does not imply endorsement.

The Leather Factory—Spokane

28 W. Boone
Spokane, WA 99201
(800-822-8437)

The Leather Factory—Portland

13221 NE Whitaker Way
Portland, OR 97230
(503-255-8818 or toll free 888-277-3360)

S-T Leather Company

PO Box 78188
830 S. 17th St.
St. Louis, MO 63178
(800-381-5965)

Tandy Leather Company—Boise

285 N Orchard St.
Boise, ID 83704
(208-375-5589 or toll free 800-930-2850)

You can find additional supply sources on the Internet.



Exhibit Classes

Following are the guidelines and exhibit classes for 4-H Divisions of Fairs. Check with your local 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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