



Enroll in ZSuite Under this Project Name: ART-LEATHERCRAFT-Level 1

Approved for 2023-24 Project Year

Project Description: In this project, youth will learn about six basic leatherworking tools, how to prepare leather for tooling, transferring designs, edging and finishing, and protective finishes for leather items.

REQUIRED YOUTH CURRICULUM

[Leathercraft Supplement Skills Checklist \(#23102\) 2020](#)

[ABC's of Leatherwork \(Tandy 61904-00\) 1984](#)

[Leathercrafting \(Tandy 618910-01\) 2005](#)

[ZSuite 4-H Involvement Report](#)

[ZSuite 4-H Project Record Book](#)

REQUIRED VOLUNTEER CLUB LEADER CURRICULUM

none

SUPPLEMENTAL RESOURCES

none

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PROJECT COMPLETION CHECKLIST

STATE REQUIREMENTS	
	Complete a rounder or square of tooled practice leather (3" x 4").
	Learn to use three of six basic tools: beveler, veiner, pear shader, camouflage, backgrounder, or seeder.
	Learn how to prepare leather for tooling (casing).
	Learn how to transfer a design.
	Learn how to edge and finish leather articles.
	Learn to apply different protective finishes.
	Complete the 4-H Project Record Book for this project in your ZSuite Member Account
	Fill out your 4-H Involvement Report in your ZSuite Member Account
	Give an oral presentation (speech, demonstration, or illustrated talk) to your 4-H peers on a topic related to this project. Recommended guidelines for length of oral presentations are: <ul style="list-style-type: none"> • Junior: 5-8 minutes • Intermediate: 8-10 minutes • Senior: 10-12 minutes

ADDITIONAL LOCAL REQUIREMENTS

FAIR EXHIBIT CHECKLIST	
	Completed Idaho 4-H Involvement Report (ZSuite)
	Completed Idaho 4-H Project Record Book for this project (ZSuite)
	Leathercraft Supplement/Skills Checklist
	One article you made, which shows the skills expected for your unit. Precut kits may be used as long as the expected learning experiences for the level can be performed and demonstrated through completing the kit.
	OPTIONAL: Youth may enter up to three optional exhibits that are an outgrowth of the project level. Each optional exhibit must focus on a different leathercrafting skill learned within the project.

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