



Enroll in ZSuite Under this Project Name: ART-LEATHERCRAFT-Level 2

Approved for 2023-24 Project Year

Project Description: In this project, youth will learn to use additional tools and stamps, including the swivel knife, and basic lacing and stitching skills.

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").
	Choose three new skills to learn and demonstrate in your exhibition project.
	Learn to use the three basic tools you did not learn in Beginning level: beveler, veiner, pear shader, camouflage, backgrounder, or seeder.
	Learn to carve leather using a swivel knife.
	Learn lacing skills such as whipstitch, running stitch, handstitch, decorative stitches, and splicing.
	Complete Leathercraft Supplement/Skills Checklist (#23102).
	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
	Complete any supplemental forms or activities required at the County level for your project (see below) and submit to the County Extension Office by the date specified.

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 demonstrates the new skills you learned this year. 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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