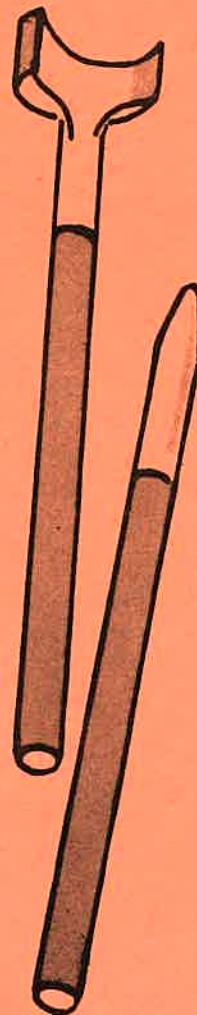
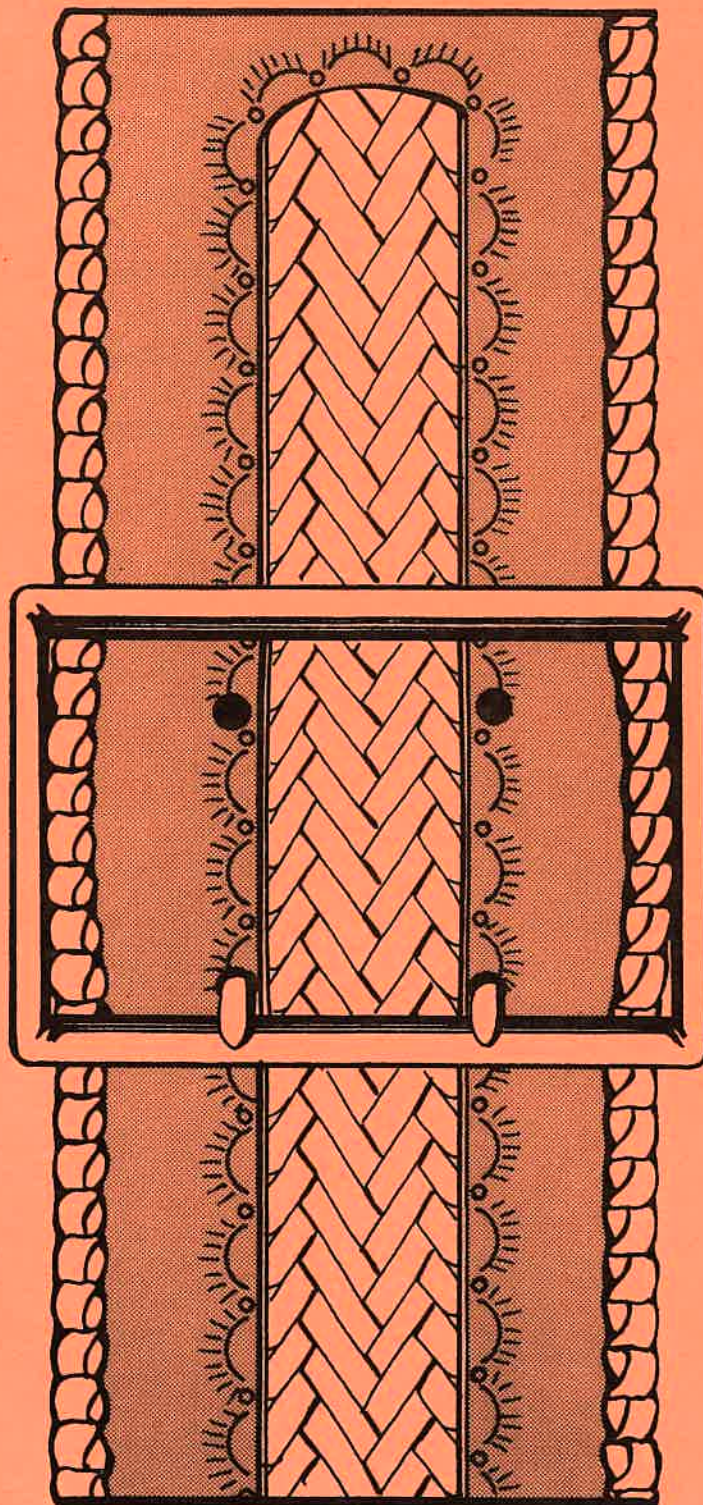

4-H LEATHERCRAFT

LG2000A
Leader's Guide



Colorado
State
University

Extension

ACKNOWLEDGMENTS

Appreciation is expressed to Jean Steinhoff, volunteer 4-H leader, Larimer County; Mr. and Mrs. Maurice Paul, volunteer 4-H leaders, Jefferson County; and Kay Orton, volunteer 4-H leader, Mesa County, for their helpful suggestions to develop, evaluate and update this leathercraft leader's guide. Thanks also to the many leaders who sent suggestions to clarify the materials.

Special appreciation is expressed to Tandy Leather Co. for assistance in developing the Colorado 4-H Leathercraft program and literature.



Issued in furtherance of Cooperative Extension work, Acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture, Kenneth R. Bolen, director of Cooperative Extension, Colorado State University, Fort Collins, Colorado. Cooperative Extension programs are available to all without discrimination. To simplify technical terminology, trade names of products and equipment occasionally will be used. No endorsement of products named is intended nor is criticism implied of products not mentioned.

ADVENTURES IN LEATHERCRAFT

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ADVENTURES IN LEATHERCRAFT

INTRODUCTION

As a volunteer leader for the 4-H leathercraft project, you will find it helpful to have

- an interest in young people,
- an interest in the project,
- some personal experience in leathercraft, and
- a willingness to study each manual to determine what should be taught and what the members should learn in each unit.

If you do not have an arts or crafts background, don't let this keep you from being a leathercraft project leader. There are many helpful resources listed in this guide and in 4-H member's manuals that can help you with your leadership role. Leathercraft teaching films and videos can be used to plan more interesting meetings and teach specific leather skills.

As a 4-H leader in leathercraft, you can

- give enthusiastic leadership to a small group of members interested in this project;
- prepare yourself before each meeting so members will learn as much as possible;
- explain and demonstrate skills needed in this project; and
- help members plan their projects, check their progress and assist them to solve problems or complete records.

Older members, who have had several years experience in leathercraft and are enrolled in Junior Leadership, could help you. Allow them to choose definite responsibilities or jobs to perform so they can realize satisfaction by reaching their own goals.

Consider the Members' Interests

The success of a 4-H project depends on its appeal to 4-H members and how closely it reflects their own interests and abilities.

Since you volunteered to serve as a leader, you are interested in youth, understand their needs, want to develop their interests and help them achieve success within the limits of their abilities. That is why it is so important for you to assist youth select the proper leathercraft unit and articles to make that fit their present abilities and interests.

Use the 4-H Project Selection Guide to explain the goals and learning experiences associated with each unit.

**Consider the Objectives
of the Leathercraft
Project**

Help youth

- learn leathercraft skills,
- appreciate the natural beauty and usefulness of leather,
- learn the principles of good design,
- become creative and original, and
- learn to strive for quality in their craftsmanship.

This project should be of equal interest to youth regardless of gender or place of residence. It complements many other projects where leather is used, such as the livestock, horse, clothing and home environment projects.

Interest and enthusiasm usually is greater if there is a group of members enrolled rather than only one. However, this should not deter a single member who is interested in learning leathercraft.

There are ten units offered in the 4-H leathercraft series. Each has different learning goals and requires different skills. Some require considerable time and expense. It is important that you discuss these differences with your members and help them select the unit they wish to take and the articles they make.

LEATHERCRAFT LITERATURE

Each project manual tells what the member should be able to do and learn and lists tools needed. The project manual is part of your leader's guide. In order to do a good job, you need to be familiar with the project manuals and their suggestions.

The following units and manuals are available:

<u>Unit</u>	<u>Publications to Use</u>
1 -- Introduction to Leathercraft	Units 1 & 2 manual Leathercraft Record
2 -- Beginning Leather Carving	Units 1 & 2 manual Leathercraft Record
3 -- Intermediate Leather Carving	Units 3-7 manual Leathercraft Record
4 -- Advanced Leather Carving	Units 3-7 manual Leathercraft Record
5 -- Coloring and Shading	Units 3-7 manual Leathercraft Record

6 -- Pictorial Carving	Units 3-7 manual Leathercraft Record
7 -- Making and Rebuilding Saddles	Units 3-7 manual Leathercraft Record
8 -- Creative Stamping	Units 8-10 manual Leathercraft Record
9 -- Constructing, Braiding and Sculpting Untooled Leather	Units 8-10 manual Leathercraft Record
10 -- Sewing Leather	Units 8-10 manual Leathercraft Record

Members enroll in Units 1 and 2 in order. Members are encouraged to enroll in Units 1 and 2 in their first year in leathercraft (unless the leader feels the member is too young to handle both units in one year).

If a member can complete satisfactorily only Unit 1 the first year, he or she should re-enroll in Unit 2 the following year. After completing these units, the member may enroll in any unit that meets their interests and needs. They are not required to take Units 3 through 10 in numeric order.

Units 8 through 10 do not require previous knowledge of leather tooling or carving. Therefore, these units may be taken without previous leathercraft work including Units 1 or 2. Also, any one of these units may be taken at the same time as Units 1 through 7.

SELECTING LEATHER ARTICLES

As a project leader, you will want to assist members decide what articles to make. While the suggested articles are outlined in each unit manual, beginners should be encouraged to select simple, easy-to-make articles for their first projects. Articles that require greater skill and technique should be made as the members progress.

Members may either make articles from a pre-cut kit or design a pattern and any needed motif and cut their own articles from leather. Cutting leather requires more tools and greater skill. Members are encouraged to design and create their own articles after they gain skill. They should adapt patterns and create designs to fit their needs and abilities.

The manual for Unit 2 has information about design principles and creating original designs.

Many patterns are available for leatherwork. Check the references in this guide and the project manuals for additional helps.

CLEANING LEATHER

Directions for cleaning leather are not included in the member's manual until Unit 3. Cleaning should always be done under direction of the leader.

Mix a mild solution of leather bleach or oxalic acid with warm water and shake well. (A scant teaspoonful in one pint of water should be sufficient.)

When thoroughly dissolved, apply the bleach solution sparingly to the carved leather with a damp sponge. Do not saturate the leather. A light scrubbing motion may be used to clean stubborn spots.

Be sure to thoroughly sponge the leather with clear water after cleaning with oxalic acid.

Caution: Oxalic acid is poisonous. Be sure to read the label.

Do not use bleach if you plan to use an antique finish. They are not compatible.

Note: If mixture is too strong, leather will take on a pink cast. This also will change dye shades.

TOOLS AND MATERIALS

The club may wish to purchase some seldom-used tools for a club project (e.g., snap setters, revolving punch, edge beveler, thonging chisels or the swivel knife holder used to sharpen knives).

If club members cut their own patterns and articles, you may wish to purchase calfskin or cowhide by the full or half hide to get the square foot cost that is less than if members purchased individually. If so, have all members draw all patterns first, then lay these patterns out together to decide the size of hide to purchase.

PROJECT TRAINING MEETINGS

It is up to you to decide how many project training meetings you will hold and what you will teach at each meeting. Your decision will be based on the number of members enrolled; their leathercraft skill and experience; their interests and desires; and the time and facilities available.

Units 1 and 2 can be divided into lessons. You probably will need to give one lesson per meeting and follow the step-by-step outline in the manuals. If the members progress faster or slower than the manuals indicate, feel free to go on to the next lesson or spend more than one lesson on the skill.

Nine-year-olds usually have a short attention span, so use a variety of teaching methods such as films, demonstrations and practice sessions to reinforce learning and keep interest high.

If members use 4 5/8" x 3 1/2" half backs, they can use the patterns in most manuals and follow the instructions. They then can compare their practice samples with the illustrations in the manual.

Have the members read the material in the manual and practice each new step on scrap leather before they work on their leather articles.

Units 3 through 7 assume members have the basic skills taught in Units 1 and 2. They only provide guidelines for each of the advanced units of work. Members will need to check references or talk to people who are skilled in the type of work they wish to do.

Units 8 through 10 introduce the skills that are included. References materials and guidelines from resource persons will be necessary. Unit 8 is creative stamping and includes geometrical stamping--tooling in this unit is limited to stamping techniques. No carving is used in this unit. Leather carving and tooling are not used in Units 9 and 10. Unit 9 is non-tooled and non-sewn leather work. Unit 10 is limited to sewing with leather.

Many of the members in advanced leathercraft will do most of their work at home. Project meetings are an opportunity to check members' progress and give encouragement and advice on new techniques and skills. Working together at project meetings also gives members the chance to learn from each other and makes 4-H more interesting.

Use one leathercraft record for all leathercraft units. Beginning members will need encouragement to keep their records up-to-date and accurate. Remind members to record costs of leathercraft supplies in their record books at the time of purchase.

You also will need to decide if the group should meet or if they should divide on the basis of experience. This depends on numbers, available space and individual help required by members.

There should be about four square feet of table space per person. Tables should have a wood top suitable for cutting leather. Plywood or masonite panels may be placed on table tops for protection. A single board about 18" x 24" is adequate for each person. Water should be available for the various steps involved in leathercraft.

TEACHING SUGGESTIONS

Present only one or two topics at each meeting, especially if the members are beginners. Allow time for them to discuss the procedure and practice the new skills before they start their articles.

Some suggested topics for talks and demonstrations are listed with the lessons in Units 1 and 2. Demonstrate a new skill to members. Be sure you have the materials and tools necessary to give the demonstration. As members gain skills, they can give talks or demonstrations to help other club members.

Always assign demonstrations and talks in advance so that members have time to prepare.

The club might enjoy a tour of a local leathercraft store, hobby store or leathercraft manufacturer, if available. Or, the club might tour a fine leather goods section in a department store to study present-day leather design. Show how better-designed articles stress the inherent beauty of the leather surface.

The club might start a leathercraft library. Many references materials and instruction books are listed on the following pages. Miscellaneous patterns for special articles are available from leathercraft supply stores. Check the list for teaching videos that add variety to your meetings.

REFERENCES

<u>Publications</u>	<u>Descriptions</u>
Al Stohlman's Top 20	Tracing and foto-carve patterns for twenty billfold and wallet designs. Most include figure carving and filigree work. Step-by-step instructions for filigree, saddle stitching and lacing also are included--plus three alphabets. 34 pages.
Art of Embossing Leather	"State-of-the-art" embossing methods, leather plug techniques and more. 86 pages.
Art of Hand Sewing Leather, The	Contains complete, easy-to-follow instructions for a variety of stitches and information about tools and materials needed for professional results. For beginners and experienced leathercrafters who want to learn to sew leather like an expert. By Al Stohlman.
Art of Making Leather Cases (3 vols.)	Contains step-by-step directions to make cases for knives, cameras, axes, calculators, flashlights, pliers, and CB walkie-talkies. Volume 1, 120 pages; Volume 2, 132 pages; Volume 3, 116 pages. All by Al Stohlman.
Belts Galore	Contains detailed photos, illustrations, tracing and carving patterns, plus over 70 designs. By Al Stohlman. 33 pages.
Braiding and Lacing for Fun	Learn to make belts, bracelets, earrings, bridles--a multitude of unique projects. Dozens of ways to use decorative lacing and braiding are shown. 28 pages.
Coloring Leather	Fifty-three full-color pages show everything you'll need to know about the art of dyeing leather and leatherwork. Learn about cross-dyeing, mixing, tools, brushing techniques and tips on shading and staining. Includes detailed illustrations and dye mixing charts.
Craftool Tech-Tips	Created for beginners, this manual illustrates the tools and techniques used for hand-tooling leather and includes some special effects. Learn to use swivel knives, specific stamping tools and modelers. Contains lots of hints and tips. By Al Stohlman. 22 pages.
Creative Belt Stamping	How to create 22 intricate designs using leather stamping tools. Step-by-step instructions for sizing belts and five dyeing and finishing techniques. By Paul Burnett. 20 pages.
Creative Belt Stamping, Book II	Step-by-step instructions for tooling 22 designs. Includes three techniques for dyeing and finishing plus a handy dye color chart. By Paul Burnett. 24 pages.

- Designs for Leather Belts** More than thirty designs from five of the country's top leather-crafters with patterns and full-color illustrations. Includes instructions for making and sizing belts. 36 pages.
- Figure Carving Finesse** Carving, stamping and dyeing of figures. Includes portrait carving and detail techniques. Shows how to enlarge and reduce tracing patterns. By Al Stohlman.
- How to Buckstitch** Detailed descriptions of buckstitching techniques for handbags, belts, billfolds and buckles. Patterns for all the projects featured are included as a special bonus. By Al Stohlman.
- How to Carve Leather** Begins with fundamentals and then gives more than sixty patterns to create beautiful hand-tooled handbags, billfolds, key cases and belts. Plenty of alternate figures, scrolls and flowers allow you to give the designs your own touch. Also includes dye charts and six alphabets. By Al Stohlman. 49 pages.
- How to Lace** Step-by-step instructions help with fifteen different methods of lacing. Ranges from simple stitches to more complicated styles. Includes saddle, hand and buck stitching. 158 illustrations plus dozens of hints and tips for perfect lacing.
- How to Make Cowboy Horse Gear** Instructions for braided reins and braided headstalls. Includes a section on how to make a western saddle. By Bruce Grant. 186 pages.
- How to Make Holsters** Holster construction and pattern making with full-size tracing patterns. Describes tools needed and their uses. By Al Stohlman. 32 pages.
- How to Sew Leather, Suede, Fur** Helps select leather, fur or suede for clothing and accessories. Hints for selecting patterns, making darts, attaching zippers and more. 151 pages.
- Inverted Leather Carving** Silhouette and inverted carving (design is recessed--the opposite from traditional carving). Includes dozens of designs and symbols for your projects. By Al Stohlman. 48 pages.
- Leather Braiding** Instructions for handbags, bridles, gun cases, cane handles and quirts. Also a glossary that explains 784 braiding terms. By Bruce Grant. 192 pages.
- Leathercrafting: Procedures and Projects** Detailed guide book about the use of leathercrafting tools. Full of photos and easy-to-follow instructions. It includes the "how-to" for 35 projects. 118 pages.
- Leather Secrets** Hard cover book with 504 tracing designs. Original text by F.O. Baird.

Leatherwork Manual	Tools and techniques of leather carving, stamping and assembly. Outlines dyeing and finishing. Includes complete instructions and patterns for making a hand-tooled key case, billfold and handbag. 160 pages.
Lucky-Eight Belt Book	Tools, materials and belt making with more than 50 belt designs by eight leather craftsmen. 35 pages.
Lucky Seven	Step-by-step instructions to make a wallet that shows how to use tools and materials. Gives 17 tooling designs with tracing and foto-carve patterns. 35 pages.
Making and Repairing Western Saddles	Build a saddle from scratch. Repair and restore older saddles. By Dave Jones.
Pictorial Carving	Figure carving manual. Step-by-step instructions for the proper use of figure carving tools. Shows how to give convincing detail. By Al Stohlman. 16 pages.
Pictorial Carving Finesse	Gives techniques for creating rocks, grass, trees, bushes, mountains, clouds, smoke, fire and water. Explains perspective, color dyeing and the tools to use for greatest realism. By Al Stohlman. 72 pages.
Projects and Designs	Patterns and designs for beginners and experts. By Al Stohlman. 80 pages.
Sandal Making	Basic techniques plus 12 styles of fashionable leather sandals. Fully-illustrated directions; time and trouble-saving tips.
Stamping Step Three	Advanced stamping patterns for dozens of belts, wallets and more. 24 pages.
Stamping Step Two	Easy stamping patterns and sections on antiquing, resisting and block dyeing. 28 pages.

1/2" VHS Videos

Descriptions

Adventures in Leather	Shows basic stamping, carving and finishing. 20 minutes.
Sewing with Leather	A primer on machine sewing garment-weight leathers. 44 minutes.
Leather Stamping for Fun and Profit	A more advanced stamping video. 45 minutes.
Coloring and Finishing Leather	An introduction to dyeing, painting and staining carved leathers. 52 minutes.

Basic Leathercraft

An introduction to traditional carving. 42 minutes.

**Leather Carving and
Figure Carving**

**More advanced leather carving showing traditional floral carving
and figure carving. By Joey Smith and Al Stohlman. 40 minutes.**

