



4-H Leathercraft Unit 1

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. Three articles: Place the exhibit items on a board 12" x 18" x 1/4" (preferably pegboard) to which items are attached by means of lacing or thread. One each from categories below: 1. One article or one set of articles on flat leather with no lacing or stitching, example: bookmark, wrist bracelet, or set of coasters; 2. One article with at least two pieces of leather that are sewed together with lace using a whip stitch or running stitch. Pre-cut kits or self-cut leather may be used. Examples: Key case or knife sheath; 3. One article with at least two pieces of leather that are sewed together with cord stitching. Using pre-cut kits with pre-punched holes-example: coin purse. Apply a clear finish to complete your articles. Judges may use the back of the form for more comments.

Judging Element 1: 4-H e-Record: Complete means that everything has been filled out. Not complete means that 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 percent) and quality of exhibit (75 percent).

Criteria	Complete	Not Complete	Comments
E-Record			
Record Cover			
4-H Projects 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			
Demonstration/Presentations/Speeches			
Expense Record			
Project Photos			
Story			

Criteria	E	G	F	N/I	Comments
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Judging Element 2: 4-H Leathercraft Unit 1 N/I=Needs Improvement -must have comments					
Leathercraft Unit 1 Creative Stamping Exhibits			Meets Guidelines: Yes <input type="checkbox"/> , No <input type="checkbox"/>		
1. One article or one set of articles on flat leather with no lacing or stitching					
Use of leather tools					
Design appropriate for article					
Shows good quality workmanship					
Completeness of article					
Neatness					
Clear finished applied to article					
2. One article with at least two pieces of leather that are sewed together with lace using a whip stitch or running stitch					
Use of leather tools					
Design appropriate for article					
Shows good quality workmanship					
Completeness of article					
Neatness					
Whipstitch lacing					
Running stitch lacing					
Clear finish applied to article					
3. One article with at least two pieces of leather that are sewed together with cord stitching					
Use of leather tools					
Design appropriate for article					
Shows good quality workmanship					
Completeness of article					
Neatness					
Cord Stitching					
Clear finish applied to article					



COLORADO STATE UNIVERSITY
EXTENSION

4-H Leathercraft Unit 2

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. Three sample articles: Place the exhibit items on a board 12" x 18" x 1/4" (preferably pegboard) to which items are attached by means of lacing or thread. One each from categories below: 1. Three samples with labels showing: A. Use of swivel knife and camouflage tool; B. Steps shown in sample A. as well as use of pear shader, beveller and veiner; C. Steps shown in samples A and B as well as use of seeder, backgrounder, and decorative cuts. Clear leather finish applied to sample C (optional for samples A and B). **NOTE: The labels should reflect the tools used for each sample.** 2. Two completed articles using tools and skills studied in Unit 2, which include lacing (at least one with double-loop lacing). Judges may use the back of the form for more comments.

Judging Element 1: 4-H e-Record: Complete means that everything has been filled out. Not complete means that 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 percent) and quality of exhibit (75 percent).

Criteria	Complete	Not Complete	Comments
E-Record			
Record Cover			
4-H Projects 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			
Demonstration/Presentations/Speeches			
Expense Record			
Project Photos			
Story			

Criteria	E	G	F	N/I	Comments
Judging Element 2: 4-H Leathercraft Unit 2 N/I=Needs Improvement -must have comments					
Leathercraft Unit 2 Meets Guidelines: Yes <input type="checkbox"/> , No <input type="checkbox"/>					
Exhibit board 12" x 18"					
Label samples and articles					
1. A. Swivel Knife					
1. B. Camouflage tool					
2. A. Pear Shader					
2. B. Beveler					
2. C. Veiner					
3. A. Seeder					
3. B. Backgrounder					
3. C. Decorative cuts					
Workmanship on two completed articles					
Designs are appropriate for articles					
Lacing on completed articles (one must show double loop lacing)					
Clear leather finish applied to sample C. (optional on A and B) and applied on the two completed articles.					

Judging Sheet

Member Name: _____

County: _____

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

Exhibit: Completed Leathercraft e-Record. Exhibit: One completed carved article or set of that includes at least one of the major skills: **Unit 3:** carved conventional design inverted carving techniques, simple molding and shaping of handing stitching. **NOTE: Only clear finish and if laced the double loop stitch is required.** **Unit 4:** Major skills: figure carving, embossing or filigree work; background dyeing, antiquing and two-tone finishing is optional in this unit; **Unit 5:** Major skills: advanced carving skills, which is colored by solid-color dyeing, block dyeing, color shading, or antiquing. The design can be either conventional or realistic carving; **Unit 6:** Major skills: framed or mounted carved leather picture or a matching set, suitable for wall hanging; **Unit 7:** Major skills: One completed saddle; **Unit 8:** One article or matching set using creative stamping; **Unit 9:** Exhibit must use non-tooled and non-sewn leather working techniques; **Unit 10:** One completed article or garment made by sewing leather. Judges may use the back of the form for more comments.

Judging Element 1: 4-H e-Record: Complete means that everything has been filled out. Not complete means that 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 percent) and quality of exhibit (75 percent).

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	_____
Project Level: (Check One)	
Unit 3	_____
Unit 4	_____
Unit 5	_____
Unit 6	_____
Unit 7	_____
Unit 8	_____
Unit 9	_____
Unit 10	_____

Criteria	Complete	Not Complete	Comments
E-Record			
Record Cover			
4-H Projects 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			
Demonstration/Presentations/Speeches			
Expense Record			
Project Photos			
Story			

Criteria	E	G	F	N/I	Comments
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Judging Element 2: 4-H Leathercraft Unit 2 N/I=Needs Improvement -must have comments

Leathercraft Units 3-10 Meets Guidelines: Yes , No

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