



4-H Leathercraft Unit 2

Project 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. Beveller					
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.					