



4-H Arts and Crafts

Revised 12/2016

All Arts and Crafts are judged and exhibited by level.

Level A – Grades 3, 4

Level B – Grades 5, 6

Level C – Grades 7, 8, 9

Level D – Grades 10, 11, 12

Only one exhibit per category with the exception of Any Other Craft, Model Craft and Needlecraft where two (2) different types of articles may be exhibited. Fine Arts may exhibit one drawing and one painting.

Exhibits shall not exceed 36" x 36" x 36". (For exception, please contact 4-H Council prior to May meeting for approval.)

Attach to project: 4-H 618A-W "4-H Information Card" for description of work completed on the project.

(REQUIRED) Be sure to include on this card information about materials used, techniques used, tools used, and approximate time to complete. Indicate if the article was made from a kit or is an original design, and if original design, where the idea came from.

FINE ARTS

PAINTING and/or DRAWING

Original or Freehand Art

See 4-H Handbook for exhibit requirements.
May enter one drawing and one painting exhibit.

ALL AGE DIVISIONS:

Things to Learn:

1. Select or prepare background material suitable for the painting or drawing medium chosen.
2. Select a subject appropriate for the background, your interest and your experience. A beginner will want to start by selecting a simple subject, such as shapes only.
3. Prepare a simple plan of what you will do, considering space and color relationships.
4. Experiment with equipment and techniques for using the medium selected.
5. Try several pictures.
6. Experiment with matting and framing the finished pictures. See finishing techniques at the end of this booklet.
7. Consider color, texture, depth and weight.

NEEDLECRAFT

(Hand Work) Includes knitting, embroidery, crocheting, needlepoint, crewel, candlewicking, chicken scratching, hand quilting, tatting, huck embroidery, hemstitching; also pulled, drawn and counted thread work and punch needle work.

May enter two (2) Needlecraft exhibits but they must be from two (2) different types i.e. a counted cross stitch and a crochet item.

COUNTED CROSS STITCH

GENERAL GUIDELINES:

1. Counted cross stitch is worked on even weave fabric by counting threads.
2. A charted or graphed design is used to show where to put each stitch.
3. All stitches should cross the same way.
4. Back stitching is part of some designs and may also be used for some lettering in addition to cross stitch.
5. Do not knot thread; secure thread under a few stitches.

Suggested Exhibits:

Level A – Make and exhibit one article. Suggestions include simple formed items, paper weights, coasters, pin cushion, bibs, pot holders, placemats, etc. Work on Aida 11 or 14 cloth, Herta 6 count cloth or Gingham. Use cotton floss.

Level B – Do a more complicated pattern design. Suggestions include picture, bell pull, pillow, purse, etc. Work on Aida 11 or 14 cloth, Herta 6 count cloth, Gingham, Alba or Monza. Use Cotton Floss. Exhibit an article.

Level C – Do a larger, more complicated pattern design. Suggestions include towels, sweater, monogram clothing, pictures, pillows, etc. Work on Aida 14, 18 or 22 cloth, Hardanger, Waste Canvas, or even-weave fabric. Use Cotton Floss. Exhibit one article.

Level D – Continue to increase difficulty level of pattern design and size each year to show progress over previous year. Members are encouraged to work out original designs for patterns. May use Aida 18 or 22 cloth, perforated paper, linen, Penelope canvas or even weave fabric. May use Silk or Rayon Floss. Exhibit an article made.

CROCHET

LEVEL A:

Things to Learn:

1. Learn abbreviations, symbols, and terms in crocheting.
2. Wind yarn carefully to avoid stretching.
3. Learn single crochet, slip stitch and chain crochet stitches.
4. Join a new strand of yarn.

LEVEL B:

Things to Learn:

1. Select a pattern and proper yarn for it.
2. Learn what "gauge" is and how you check it.
3. Learn half double, double and triple crochet stitches.
4. Sew seams and finish yarn ends.
5. Learn to increase and decrease stitches.
6. Learn afghan stitch.
7. Learn blocking techniques.

LEVEL C:

Things to Learn:

1. Work crocheted buttonholes.
2. Set in a pocket.
3. Set in sleeves.
4. Follow a chart using 2 or more colors from balls of yarn.

LEVEL D: Expand on what you have learned in Levels A, B and C.

Suggested Exhibits:

Level A – Choose one of the following for your exhibit:

1. One article, like a scarf, using single crochet or chain stitch, and using only one color of yarn.
2. A pair of articles, like slippers or mittens, using chain, single crochet, slip stitch or a combination of stitches using only one color of yarn.

Level B – Choose one of the following:

1. One article you made using single, double, and triple crochet stitches use only one color of yarn (may be variegated).
2. A doily or doily set using chain, half double crochet; single or double crochet or slip stitch; or a combination of these.
3. A large article using the afghan stitch, cross-stitch design or a combination of stitches learned. Use one color of yarn. Yarn may be variegated.

Level C – Choose one of the following:

1. An article you made with set-in sleeves that requires some fitting and shaping, using chain, single, double, triple crochet, slip stitch or a combination of these stitches. You may use more than one color of yarn.
2. Using advanced stitches, make a rug, poncho, bedspread, cape, hat and scarf or afghan. You may use more than one color of yarn.
3. Design and make an article. Include pattern and instructions you have written. Articles could include coat, dress or jumper, or difficult afghan. You may use more than one color of yarn.

Level D – Expand on what you have learned in previous levels and exhibit.

EMBROIDERY

(Including Crewel or Huck Weaving)

LEVEL A:

Things to Learn:

1. Select proper equipment and care for it.
2. Learn how to do running stitch, straight stitch, lazy daisy stitch, French knot and cross stitch.
3. Launder embroidery work properly.
4. Utilize proper techniques of blocking and pressing.

LEVEL B:

Things to Learn:

1. Begin and end work without knots.
2. Learn how to do backstitch, outline stitch, satin stitch, chain stitch, buttonhole stitch and closed buttonhole.
3. Remove stamping from material.
4. Block and mount embroidered pictures.

LEVEL C:

Things to Learn:

1. Learn to do filling stitches: seed, star, trellis, cross, fagot, split, and turkey.
2. Learn edge stitches: knotted blanket, crossed blanket.
3. Learn border stitches, herringbone, chevron, shadow embroidery.
4. Develop skills in blocking, mounting and caring for your articles.

LEVEL D: Expand on what you have learned in Levels A, B and C.

Suggested Exhibits:

Level A – Exhibit one small article using one, or a combination of stitches. Suggestions: Bib, towel, pair of pillow cases, small picture, potholder or vanity scarf.

Level B – Exhibit one article using any stitches learned. Exhibit suggestions: picture, dresser scarf, etc.

Level C – Exhibit one article using stitches learned in this level with those previously learned.

Level D – Expand on what you have learned in previous levels. Exhibit one article.

KNITTING

LEVEL A:

Things to Learn:

1. Learn abbreviations, symbols, and terms in knitting.
2. Wind yarn carefully to avoid stretching.
3. Learn Knit and Purl stitches.
4. Learn to increase and decrease stitches.
5. Experiment with the following stitches: garter, stockinette and ribbing.
6. Learn to bind off.
7. Join a new strand of yarn.
8. Learn technique of ripping.

LEVEL B:

Things to Learn:

1. Select a pattern and proper yarn for it.
2. Learn what "gauge" is and how you check it.
3. Pick up a dropped stitch.
4. Learn how to do a seed stitch and cable stitch.
5. Pick up stitches on edges.
6. Sew seams and finish yarn ends.
7. Set in sleeves.
8. Learn blocking techniques.

LEVEL C:

Things to Learn:

1. Cast on at the end of a row.

2. Work knitted buttonholes.
3. Set in a pocket.
4. Follow a chart using 2 or more colors from balls of yarn.
5. Work with circular needles or double pointed needles.
6. Weave top edges of stockinette and garter stitch.

LEVEL D: Expand on what you have learned in Levels A, B and C.

Suggested Exhibits:

Level A – Exhibit a head hugger, scarf, or pair of slippers using the stitches learned in Level A. Use one color of yarn.

Level B – Using only those stitches learned in Levels A and B, use one color of yarn (can be variegated) and choose one of the following for your exhibit:

1. A fitted garment. Block the article. Include your stitch gauge swatch.
2. An article that requires some fitting and shaping such as a shawl, sweater, vest, or afghan. Block the article.

Level C – Using only those stitches learned in Levels A, B and C, choose one of the following for your exhibit:

1. One article that requires some fitting, shaping, and blocking. Use two or more colors of yarn.
2. Make and block one large article (sweater, afghan, stole), or two smaller articles (pair of socks, mittens, gloves) or complete an outfit (mittens, scarf and tam; or mittens and booties). Use two or more colors of yarn.
3. Make an article and apply knitted lace edging. Use two or more colors of yarn.
4. Make a rug or bedspread. Use two or more colors of yarn.

Level D – Expand on what you have learned in previous levels and exhibit.

NEEDLEPOINT

LEVEL A:

Things to Learn:

1. Learn the basic stitches like half cross, continental, basket and bargello.
2. Learn to start and finish correctly.
3. Learn about blocking and finishing techniques at the end of this booklet.

LEVEL B:

Things to Learn:

1. Learn these stitches: cashmere, flat, brick, diagonal, diagonal Parisian, and tent.
2. Learn to frame needlepoint pictures.

LEVEL C:

Things to Learn:

1. Learn more advanced techniques like quickpoint, mosaic, star, knotted, brick, etc.
2. Learn to design your own design on canvas.

LEVEL D: Expand on what you have learned in Levels A, B and C.

OTHER NEEDLECRAFT

Suggested Exhibits:

This category encompasses Needlepoint, Hand quilting, Needle-felting, Punch Needlework, and any other kind of work done with a needle not covered elsewhere.

Level A – Choose one of the following for your exhibit:

1. Make an article using one type of basic stitch, such as pin cushion, key ring, or bookmark.
2. Make an article using two or more stitches, such as Christmas ornament or coaster.

Level B – Choose one of the following for your exhibit:

1. Make an article using two types of stitches, such as picture, pillow or belt.
2. Make an article on canvas which has a stamped design.

Level C – Choose one of the following for your exhibit:

1. Make one large article using several different stitches.
2. Make two small articles using several different stitches.
3. Make an article which you designed.
4. Make any design on material other than canvas.

Level D – Expand on what you have learned in previous levels and exhibit.

BASIC CRAFTS

Includes all crafts that are not in Fine Arts, Needlecraft or Model Craft.

ANY OTHER CRAFT

Examples of any other craft include plastic canvas, macramé, computerized art, leather, plastercast and/or plastercraft and woodcraft. It may also include wooden and paper models, dollhouses or other non-plastic models.

May enter two (2) exhibits from Any Other Craft but they must be two (2) different types of crafts, i.e. one

**plastic canvas and one leather craft.
The following are some examples of Any Other Craft project skills/suggested exhibits.**

MACRAME

LEVEL A:

Things to Learn:

1. Learn about the various kinds of yarns and cords.
2. Practice knots-half hitch and half knot.
3. Learn finishing techniques.

LEVEL B:

Things to Learn:

1. Experiment with different types of yarns.
2. Learn how to do the following knots:
 - a. Square knot
 - b. Overhand knot
 - c. Headings and Picots
 - d. Double Chain knot
3. Learn how to splice.

LEVEL C:

Things to Learn:

1. Learn to do the following knots:
 - a. Double half hitch
 - b. Horizontal-Vertical-Diagonal
 - c. Reverse double half hitch
 - d. Sinnet
 - e. Bobbles
 - f. Gathering
 - g. Double square knot alternating
2. Combining textures
3. Add color with beads, etc.

LEVEL D: Expand on what you have learned in Levels A, B, and C.

LEATHER

LEVEL A:

Things to Learn:

1. Practice the correct way to handle stamping tools.
2. Learn how much moisture to use when working with leather.
3. Learn to do single overlay lacing.
4. Practice making simple designs with stamping tools.

LEVEL B:

Things to Learn:

1. Learn how to use a swivel knife on leather.
2. Learn double overlay lacing in purses and billfolds.

LEVEL C:

Things to Learn:

1. Practice dyeing leather.

2. Cut your own hides.

LEVEL D: Expand on what you have learned in Levels A, B and C.

Suggested Exhibits:

Level A: A belt, coasters, small purse, key case, etc. using a simple design. Edges can be either slick or laced.

Level B: A belt, small purse, key case, billfold, etc. which has been carved and designed. Lacing can be added if needed.

Level C: An article which has had simple carving and dyeing techniques used on it such as billfolds and purses.

Level D: An advanced article which requires advanced carving and dyeing such as bridles, saddles, bowling bags, etc.

PLASTERCAST and/or PLASTERCRAFT

LEVEL A:

Things to Learn:

1. Learn to select plaster cast.
2. Learn to clean plaster cast. Seams, rough edges and bumps MUST be smooth.
3. Learn basic painting skills.

LEVEL B:

Things to Learn:

1. Expand on what you have learned in Division I.
2. Learn different finishing techniques and more advanced painting skills.

LEVEL C:

Things to Learn:

1. Expand on painting techniques learned in Divisions I and II.
2. Select more difficult molds.

LEVEL D: Expand on what you have learned in Levels A, B and C.

WOODCRAFT

LEVEL A:

Things to Learn:

1. Prepare wood for finishing.
2. Select and apply finishes to hardwoods and softwoods.
3. Develop skill of sanding.

LEVEL B:

Things to Learn:

1. Select and apply design to wood. Apply the design with paint, water colors, chip carving, colored pencils, or woodburning.

2. Develop skill in applying wood finishes.

LEVEL C:

Develop a skill in inlay, gouging, carving, wood chipping or woodburning.

LEVEL D:

Expand on what you have learned in Levels A, B and C.

Suggested Exhibits:

Level A: An article using simple, modified, or difficult forms. Using any finish; metal, wood, antiquing, or any type of painting.

Level B: A sealed and finished, small undecorated article such as a box, picture frame, puzzle, candle holders, etc.

Level C: A small decorated item, such as a wooden plate, bread board, box, puzzle, plaque.

Level D: One or more articles using gouging, inlay, carving, wood chipping or woodburning.

BASKET WEAVING

Suggested Exhibits and Skills to Learn:

Level A –

3rd Grade – A square or rectangular basket without a handle, showing the basic over and under technique and a simple lashed rim. Colored reed may be used. Basket must be finished with a basket dye, basket stain or a clear sealer. No added decorations.

4th Grade – A square bottom or rectangular basket with handle. Use the basic over-under technique and a simple lashed rim. Twining may be used to show more difficulty. Example: Apple Basket, Market Basket, or Wine Basket.

Level B –

5th Grade – A simple round-bottom basket with or without a handle. Example: "Susie's Basket", "Kelly's Gathering Basket", "Fancy Fruit Basket", or "Folk Art Basket". Use only decorations made from basket reed.

6th Grade – an advanced basket showing more degree of difficulty. Two or more different techniques should be used. Example: Melon Basket, Basket with a Braided Rim, Braided or Wrapped Handles, Triple Twining Curls, Twill Weaving, etc.

Level C –

7th, 8th & 9th Grade – Baskets should continue to show an increased level of difficulty, using two or more different weaving techniques. Example: Egg Basket, Basket with Braided Rim, Braided or Wrapped Handles,

Triple Twining, Curls, Twill Weaving, Grapevine Handles.

Level D –

10th Grade and Above – Baskets should be made using advanced weaving techniques and will be judged by degree of difficulty as well as quality of work. Examples: Herringbone Base, Twill Base, Grapevine Handle or Weave, Fancy Wrapped Handle, use of unique materials in basket construction, Triple Weaver, Randing, etc.

CANDLEMAKING

See 4-H Handbook for exhibit requirements.

ALL DIVISIONS WILL BE JUDGED ON THE FOLLOWING POINTS:

1. Uniformity of color.
2. Absence of air bubbles.
3. Smoothness of surface.
4. Finishing of seams.
5. Finishing of bottom where wick is inserted.
6. General appearance.

CARDMAKING

See 4-H Handbook for exhibit requirements.

Things to Learn and Categories for Exhibits:

Level A –

- Category a) Rubber Stamping – using only one ink color per stamp
- Category b) Application of dimensional elements
- Category c) Apply Ribbon using adhesive, not stitching
- Category d) Paper Punching
- Category e) Paper Crimping
- Category f) Use of Decorative Cut Scissors
- Category g) Use of Windows

Level B -

- Category a) Rubber Stamping – using two or more ink colors per stamp
- Category b) Dry Embossing
- Category c) Stitching
- Category d) Piercing
- Category e) Inserting Eyelets
- Category f) Applying Brads or fasteners

Level C –

- Category a) Two Step Stamping
- Category b) Embossing using a heat tool
- Category c) Coordinate a pre-made envelope with card
- Category d) Construct an envelope for odd or over-sized cards

· Category e) Add color to stamped image using watercolor, colored pencils, pastels, etc.

Level D - Expand on what you have learned in Levels A, B and C.

CERAMICS

(Molded)

See 4-H Handbook for exhibit requirements.

Level A:

Things to Learn:

1. Learn to select very fine quality greenware.
2. Learn to clean and sponge greenware properly.
3. Learn to use glaze and underglaze.

Level B:

Things to Learn:

1. Use stains on bisque as a finish.
2. Learn antiquing with stains.

Level C:

Things to Learn:

1. Learn different methods of applying design.
2. Develop skills in decorating: underglaze, glaze, dry brushing, carving, graffito, etc.
3. Learn techniques with porcelain, china painting, stoneware, etc.
4. Learn techniques of airbrushing.

LEVEL D: Expand on what you have learned in Levels A, B and C.

CERAMICS

(Hand formed and Pottery)

See 4-H Handbook for exhibit requirements.

For best results, hand formed figurines should not be more than 3/4" thick unless they are hollowed out.

LEVEL A:

Things to Learn:

1. Hand form two small articles using one of the following methods:
 - a. Hump Mold
 - b. Slab with design pressed in
 - c. Pinch Pot
2. Use a maximum of 1-pound of clay per article.
3. Finish with a simple glaze (this is any glaze coming from a single bottle).

LEVEL B:

Things to Learn:

1. Form an article using one of the following methods:
 - a. Coil construction
 - b. Freeform modeling
2. Using any unfired finish (stains, pearls, translucents), underglaze and glaze or a combination of finishes.

LEVEL C AND D: Free Choice

Things to Learn:

1. Advance your skills with each division.
2. Experiment with using the potter's wheel, slab techniques which have piece designs, strip construction, slip trailing, etc.
3. Advanced hand forming may include pieces which combine greenware and hand formed techniques.

DIORAMAS

A diorama is a three dimensional miniature scene with painted or non-painted modeled figures and background. Dioramas should be built to scale and contain no live animals.

GIFT WRAPPING

Refer to additional Johnson County Gift Wrapping Manual

JEWELRY MAKING

See 4-H Handbook for exhibit requirements.

Jewelry can be strung, beaded, silverwork, or a combination of methods. All jewelry projects should be displayed on a board, in a box, or on a jewelry form; however, because of space limitations, they will be exhibited in a zip-lock baggie.

Each level of Jewelry should be more difficult and complex than the year before.

LATCH HOOK

See 4-H Handbook for exhibit requirements.

LEVEL A:

Things to Learn:

1. Follow directions on kits.
2. Hook canvas correctly.
3. Finish ends of canvas. See finishing techniques at the end of the booklet.
4. Distinguish the different types of canvas and yarn.

LEVEL B:

Things to Learn:

1. Select a design and trace it on canvas.
2. Learn to coordinate colors.
3. Learn to develop skills in backing and finishing.

LEVEL C AND D:

This division may be repeated, but each year a more difficult project should be chosen to show progress over the previous year. This is where the member's creativity comes into play.

Things to Learn:

1. Learn to be creative and original with designs.
2. Use transfers on canvas.

LEGO™

See 4-H Handbook for additional exhibit requirements.

1. Exhibitor may exhibit one display, constructed from LEGO™ style blocks.
2. Exhibits cannot exceed 28" wide by 36" long by 22" tall for 4-H members in grades 3 through 9 (Level A, B, & C). 4-H members in grades 10 through 12 (Level D) can have exhibits up to 36" by 36" by 36" in size. Absolutely no exceptions!
3. All exhibits must be displayed on a board. Boards must be rigid (no poster board, or cardboard) and may not be more than one inch larger than the creation. Suggested methods of attachment include string, twist-ties, wire, double sided tape or poster tack that can be removed during judging and replaced for display.
4. Exhibits will be judged on workmanship, difficulty, and originality.
5. Levels A & B may use a kit or an original design. Levels C & D must use an original design.

RECYCLED CRAFT

See 4-H Handbook for additional exhibit requirements.

Take an object that is **not new** and remake it into something **useful**. (Other than what it was originally used for – must use at least 65% reused items for project). Find things around your home or friends or families' home.

EXAMPLE: Do not use items such as a clothes pin or flower pot that has never been used and make something different. The objective of this project is not to buy something to complete the project but to look around and find a new use for something that is no longer being used or might be thrown away.

EXHIBIT: One finished item

MODEL CRAFT

May exhibit two (2) models but they must be two (2) different types i.e. a car and a truck or a spacecraft and a boat.

Exhibits must be a small scale replica and meet the following criteria:

1. Must be of injected styrene plastics
2. At least 25% of the exhibit must be painted
3. Wood, paper, clay, die-cast, or snap together models are not permitted
4. Screws are not permitted
5. Pre-painted or pre-decaled factory models are not permitted
6. Legos are not considered models and are to be exhibited in Basic Crafts.

Models are judged on the following:

1. Workmanship – quality of construction and/or assembly; operational consideration for powered models; quality of paint and details – choice of color, decals, etc. Neatness.
2. Appearance and Detail – general attractiveness, interest and appearance.
3. Difficulty – complexity of construction and details according to age of 4-H'er.
4. Authenticity and Originality – if model is a replica it should look like the real thing.

SUGGESTED FINISHING TECHNIQUES

PICTURE FRAMING

Many things can go into framing a picture: choosing the frame; repairing it, if necessary; choosing and cutting a mat; cleaning pictures, mats, and frames; and putting them together.

CHOOSING A FRAME

The frame should add beauty and bring out the best in the picture. It should never be more important than the picture.

The right frame can relate the picture to the room background and the furniture.

THEME

Picture and frame should express the same feeling. For example, some pictures are elegant and valuable. A gold frame can help bring this out. Other pictures are simple and rustic. An oak frame may help express these qualities.

Rough, coarse, heavy pictures seem to call for a rather wide, plain, or coarse-textured frame.

Pictures with a dainty, fine, elegant, and often fairy-like quality call for these same qualities in a frame. This frame may be one with carvings, grooves, and ornament.

PROPORTION

To help you with the width and type frame to use, consider these points:

1. Size of the objects in your picture.
2. Size of the area of color.
3. Do you feel that the picture is small in scale, detail, and color areas?
4. Or is your picture large in scale and objects with large, bold color areas?

Generally, you can use wider frames on larger or heavier pictures. Narrow frames seem more in keeping with small or light-weight pictures.

Fragile pictures such as delicate water colors, etchings, engravings, and photographs are usually matted and framed with a narrow frame about 1/2 inch wide.

Medium to large size matted pictures could have frames from 3/4 to 1 1/2 to 2 inches wide.

Very bold, strong-colored pictures are often framed like oil paintings in 2 to 5 inch wide frames.

A general guide is that the frame should be at least 1/6 to 1/8 the width of the picture.

COLOR OF THE FRAME

The frame may blend with or match a color in the picture. Or it may be a neutral color. In most cases the color of the frame should not be lighter than the lightest tone in the picture.

FRAMING ARTWORK

Select or make a frame that will present your work at its best.

Assemble all parts in order (generally stiff backing, protective backing, artwork, mat, glass) face up on table. You may have all of these components or only a few of them.

Be sure the glass is clean and the mat is not smudged. Check for hairs or foreign objects under the glass. Line up all the edges exactly.

To fasten the artwork into the frame, use wire brads or small nails. Be sure the brads or nails are flat so they will not scratch the wall.

The crack between the backing and the frame must be sealed. Use masking tape to cover this crack.

Brown paper is used to further seal the back and improve its appearance. To apply the brown paper to the back of the frame, spread a thin layer of glue along the edge of the frame. With a moist sponge, dampen a piece of brown paper a little larger than the frame and press into place. When you are sure it will hold, trim the paper to about 1/8 inch from the edge of the frame.

MATTING

A mat is a cardboard border laid over a picture to set off the colors. Water colors and prints are usually more attractive mounted with a mat. Oil paintings are generally framed without a mat.

CHOOSING AND CUTTING A MAT

A well chosen picture mat can do much to add to the beauty and importance of the picture you are framing.

The mat may be cardboard or any other material in which an opening or window is carefully cut to show part or all of a picture.

PURPOSE

A mat can do these things:

1. Make a good background for a picture.
2. Increase the size and importance of a small picture.
3. Help to bring out a color used in the picture.
4. Help the picture fit a frame.

MATERIALS USED FOR MATS

1. Regular mat board
2. White cardboard
3. White or colored desk blotters
4. Cardboard covered with wallpaper
5. Cardboard covered with cloth such as linen and burlap
6. Cardboard painted to go with the picture

COLOR OF THE PICTURE MAT

1. White or off-white is good for picture mats. It goes well with most pictures.
2. If you change furnishings or move to another house, the mat will continue to go with the furnishings.
3. If the picture contains soft and grayed colors, tinted mats do well with the picture.
4. Dark-toned mats may be used if they go with the picture, frame, and furnishings. Often dark mats are used with the furnishings in a boy's room or a den.
5. The mat color is often one of the cooler, lighter, or duller tones of the painting.
6. If pictures with mats are hung in a group, all pictures need the same color mat.

GUIDES FOR MARGINS OF MATS

The proportion of mat to the size of the picture is important. Vertical pictures should have the widest margin at the bottom, top margin is next, and the side margins are the narrowest. Horizontal pictures should have the bottom margin the widest, side margins next, and the top margin is the narrowest. For a square picture, the bottom margin is the widest with the side and top margins being the same.

Measure the length and width of the picture. On a large piece of paper draw an outline of the picture and decide widths for margins of mat. Draw lines to show margin width. Cut along outside lines. Draw new lines 1/8 inch inside the lines and cut paper on new lines.

For backing, trace around edge of paper pattern on cardboard. For mat, trace around outer edge and center opening of paper pattern on mat paper or desk blotter.

Cut paper, desk blotter, and lightweight cardboard with a sharp tool. Cut mat board and heavy cardboard with an Exacto knife.

Attach picture to back of mat with small pieces of tape at corners. Apply glue to edges of picture backing. Lay matted picture on backing and press them together. Wipe off excess glue immediately.

BLOCKING KNITTING

Blocking means to steam into shape. Place piece to be blocked on a padded surface, wrong side up and pin to the proper shape and measurements. Steam lightly through a damp cloth; do not rest the iron on the piece to be blocked as an impression may remain from the iron. Let dry before you move it. Ribbing is never blocked.

FINISHING EMBROIDERY

Embroidery should be pressed lightly so the stitching will not be flattened against the fabric. Place the piece, embroidery side down, on a padded surface and press from the center out. If the embroidery is raised above the background, use extra thick padding such as a blanket.

Use the following procedure for blocking: following the thread of linen and using needle and colorfast thread, make 1/4" stitches to mark guidelines where picture will fit into the frame. The plain linen border around embroidery extends approximately 1 1/4" at sides and top and 1 1/2" at bottom. Allow 3-4" excess linen all around embroidery to have enough for border and blocking. Find and mark with a few stitches the exact center of each side.

If the picture is soiled, wash in mild detergent and rinse.

To prepare blocking surface, cover a drawing board or softwood surface with brown wrapping paper held in place with thumbtacks. Mark size of linen on paper. As you block, be careful not to pull linen beyond original size. Tack linen down to

board.

To mount piece, cut a piece of heavy cardboard about 1/8" smaller than the frame to be used. Stretch embroidery over cardboard. Pin in place. Wrap and tape or glue raw edges of linen to wrong side of mounting board.

FINISHING NEEDLEPOINT

If the piece needs a little freshening, simply brush over the surface with a clean cloth dipped in cleaning fluid. Colors will brighten and return to their original look.

To block, cover a softwood surface with brown paper. Mark size of canvas on paper. Place needlepoint right side down over marked guide. If piece has been worked with raised stitch, block right side up, to preserve the texture. Stretch canvas to guidelines and fasten with thumbtacks 1/2" apart near edge of canvas.

Wetting needlepoint for blocking softens glue sizing of the canvas. When the piece dries, the canvas resets, and holds its shape unless it is unmounted as in rugs or handbags. For such pieces, stiffen the back of the work with glue while it is wet and fasten face down. Dry glue can be obtained at a hardware store. Mix 1/2 cup of dry glue with 1/2 cup of boiling water, then thin with 3 cups of cold water. The mixture should be brushed on the back only.

To mount pictures use this procedure. After canvas has been blocked, stretch it over heavy cardboard or plywood cut the same size as the worked needle and heavy thread, lace loose edges of canvas over back of board to hold taut; lace across width then length of picture.

FINISHING NEEDLECRAFT PROJECTS

Several reference books are available on Amazon or check the local library for books like:

[Reader's Digest Complete Guide to Needlework](#)

[The Needlepoint Book](#) by Jo Ippolito Christensen (The third edition was published in 2014)

[Donna Kooler's Encyclopedia of Needlework](#)

FINISHING LATCH HOOK

Method I

This is called the "Invisible" method, since the hem edges are hidden or covered by the stitches. Steps:

1. Before you start, cut the canvas 1 to 1 1/2" larger than the finished project.
2. Fold the edges to the "front" of the canvas with the corners folded in.
3. (May want to trim some of the thickness out of corner, similar to mitering a corner). You may want to use masking tape here and there to keep the edges folded down.
4. Proceed to latch hook. When completed, there will be a flat back that will show your beautiful, even stitches with no unsightly hem!
5. The easiest method of finishing is to buy a latch hook framing board, available in locations where latch hook kits are sold. Just follow the instructions that come with the board.

Another method is to use strips of rug binding or other sturdy strips of finished fabrics, to make loops attached at intervals across the top of the finished article. The number of loops used depends on the balance and weight of the article. Purchase a curtain rod, wooden or otherwise to hang the article.

Method II

1. Stabilize the canvas to keep it from fraying, by wrapping masking tape on the edges. Look carefully at the canvas - a kit will have marking to show where to start and finish hooking the yarn.

2. Finishing techniques are next. It is best to choose a method that leaves the back open for the judge to see the stitches. Finishing techniques are different for each project.

FRAMED WALL HANGING

1. Regular frame.
 - a. Stretch canvas to fit the frame. Staple in place.
 - b. Cover the canvas edge with wide tape or a very thin slate of wood 1 to 1 1/2" wide.
 - c. Do not cover the entire back - remember to let the judge see your stitches. After judging you may want to cover the back with brown paper, or something similar. Remember to add a hanger of some sort.
2. Stretcher frame.
 - a. This method is an easy, inexpensive, and sturdy way to compliment your latch hook framing without the frame showing!
 - b. The wood pieces are bought separately for you to assemble the frame at home, making it easy to find the correct size. The assembled frame should be 1/2" smaller all around the completed latch hook yarn edge.
 - c. This is necessary for the latch hook to fold around the frame, to hide the frame from view.
 - d. Carefully stretch the canvas around the frame and staple in place.
 - e. You may want to trim the extra canvas hem, so that it is even with the inside stretcher frame edge. Finish the canvas edge with side tape.

FLOOR RUG OR WALL HANGING

This is the "Bound Edge" finish.

1. First finish your latch hooking.
2. Sew rug binding as close to the finished yarn as possible, either by hand or by sewing machine using the zipper foot.
3. Now cut the canvas edge the same width as the rug binding and sew the outer edge by hand using a whip stitch.

This finished latch hook can now be used as a rug or can be hung using a rug hanging board. If using as a rug it has been suggested to wait till after it has been judged before applying the spray on rug backing. The rug hanging board can be bought or made.

PILLOWS

Pillows may not be the best choice for a project because the judge cannot properly judge a 4-H'ers work, (the back stitches are covered). There is also more involved in making a pillow than meets the eye:

1. Latch hook canvas cannot take the wear and tear like a regular pillow can. It is suggested to first finish your latch hook and apply this to a pillow backing. This method will make your pillow last longer.
2. The material used for backing should be as sturdy as the canvas, otherwise, the pillow will not hold -together. If a pillow is used, it needs to be made very strong.
3. Sew the canvas onto a tube where the pillow form will be placed.
4. Stuff the pillow and close the opening. Decide ahead of time whether you will be using a zipper closing, or will hand stitch in place.

It is the policy of the Purdue University Cooperative Extension Service that all persons have equal opportunity and access to its educational programs, services, activities, and facilities without regard to race, religion, color, sex, age, national origin or ancestry, marital status, parental status, sexual orientation, disability or status as a veteran.

Purdue University is an Affirmative Action institution.

