

## **4-H WOODWORKING GUIDELINES**

The following are guidelines for providing learning experiences in woodworking.

### **General Guidelines for All Members**

Learn woodworking skills for lifetime leisure and vocational pursuits.

Learn safe and correct use of hand and power tools.

Learn names of tools and types and uses of wood.

Learn how to select wood, materials and tools.

Learn how to prepare wood for finishing and to select the proper finish for the articles intended purpose.

The woodworking fair classes are judged based upon the skill level of the exhibitor, either basic skill or apprentice, handyman, or craftsman levels. These are determined by the number of years of experience a member has had in the woodworking project and are flexible depending on the member's ability. Any member enrolled in woodworking for the first time must take the basic skill apprentice project unless he/she has had previous experience. The skill level should be determined by the leader. For example, the 4-H'er who has no woodworking experience should start at the basic skill or apprentice level, and if they are older and more coordinated they can move into the more advanced levels quicker. On the other hand, a new woodworking project member who has had school woodworking in shop class, could go right into the handyman or craftsman level. The level should best meet the needs and experience of the member.

The suggested experience guidelines are:

**Basic Skill or Apprentice: 1-2 years in project**

**Handyman: 3-4 years in the project**

**Craftsman: 5 years and over in the project**

Only basic skill members may use wood kits for their projects. This category is designed for the young member. Do not confuse it with the wood finishing of pre-assembled articles.

All woodworking projects must be constructed under 4-H program leadership during the current project year.

An article that does not meet the established criteria for a class will be dropped one grade.

All woodworking projects are to have the appropriate finish, stay away from sticky finish. Be sure they have the appropriate finish.

Members may get additional project ideas from woodworking catalogs and other similar sources. Pick wood to match the project.

It is very important for members to do the proper amount of sanding and not to hurry on the projects.

After each step, members should look their work over and see if they are satisfied with it before moving on.

## **EXPERIENCE GUIDELINES FOR WOODWORKING**

### **Apprentice**

- A. For the fair, basic skill members assemble and finish one pre-cut article for their exhibit. Apprentice members cut out, construct and finish one article by using basic hand tools. Must enter correct fair class. All exhibits must be appropriately finished. These projects may be very basic.
- B. For those constructing exhibits, learn to construct articles using hand tools only. Hand tools that could be used include: tri-square, hand saws, hammer, brace and bit, plane, screwdrivers, chisel, sandpaper, etc.
- C. Learn to select wood, lay out a project and prepare wood surfaces for finishing.
- D. Learn how to make and use simple joints and fasteners.
- E. Some project ideas include window stop, bread board, shadow box key rack, flower box, bird house, tool box, sanding block, etc.
- F. An increase of skills should be shown each year.

### **Handyman**

- A. Learn to make and use complex joints, wood fasteners and draw working sketches.
- B. Learn basic tool conditioning and more advanced skills in wood selection and finishing.
- C. Learn to use the bevel square and power tools such as the following, if possible: sabre saw, jig saw, portable electric drill, sander, power circular saw, jointer, drill press, band saw, lathe, etc.
- D. For the fair construct one article made by using power tools, and having the appropriate finish.
- E. An increase of skills should be shown each year.

### **Craftsman**

- A. Learn advanced skills in use of tools, construction techniques, wood selection and finishing.
- B. Experiment with different types of woods, boards, finishes, surfacing materials and hardware.
- C. Inexperienced craftsmen should confine themselves to simple power tools. Experienced craftsmen should be able to use any hand tool or power tool.
- D. For the fair construct one article, appropriately finished.
- E. An increase of skills should be shown each year.

### **Advanced Craftsman**

- A. Develop original designs.
- B. For the fair, construct article built from own original design and appropriately finished.