

Hot Biscuits or Muffins

It really doesn't make much difference what else you serve when an ample supply of either is provided!

Biscuits light as a feather, delicately browned or muffins temptingly golden-how easy it is to have them wonderfully good every time you make any, when you have learned the importance of your baking powder in producing good foods! Complete confidence that her results will be all she could wish them to be is reserved for the woman who uses

ROYAL Baking Powder

The incomparable healthfulness and reliability of Royal are essential to perfect baking—a definite superiority in taste and texture is apparent when Royal is used.



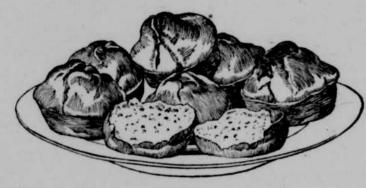
Royal Master Biscuit Recipe

2 cups flour teaspoons Royal Baking Powder

1/2 teaspoon salt

2 tablespoons shortening 3/4 cup milk or half milk and

Sift together flour, baking powder, and salt. Add shortening and mix in thoroughly with steel fork. Add liquid slowly to make soft dough. Roll or pat out with hands on floured board to about one-half inch in thickness. Cut with biscuit cutter, first dipped in flour. Place on slightly greased pan-set aside in cool place until ready to bake-or bake immediately in hot oven (475°) 10 to 12 minutes. If a shorter biscuit is desired, use 3 or 4 tablespoons shortening. Makes 14 medium size biscuits.





Royal Master Muffin Recipe

3 teaspoons Royal Baking Powder

tablespoon sugar

1 cup milk 4 tablespoons melted shortening

1/2 teaspoon salt Sift together flour, baking powder, sugar and salt; add eggs, milk, melted and cooled shortening to make a stiff batter; mix all together well. Half fill greased muffin tins and bake in hot oven (400°) 18 to 20 minutes. Makes 14 muffins.

(All measurements in above recipes are level)

"Making Biscuits" is a brand new book, full of clever recipes for biscuits and muffins, as well as many variations of the master recipes given above. A copy will be sent you free on request. For convenience use the coupon in the corner.

Royal Contains No Alum Leaves No Bitter Taste

