Fried Ravioli

Filling Ingredients

3 pounds chicken, cooked

4 pounds pork, cooked

1 pint Lucatella cheese

3 eggs

1 t salt

1 t pepper

2 t Italian spices

1/2 C Italian bread crumbs

Pinch of nutmeg

Chicken broth

Dough Ingredients

2 C flour

1 C water

1 egg

1 t Crisco

Vegetable oil for frying

Procedure



Dough: In large mixing bowl or pasta machine add flour, egg and water and Crisco.



Kneed until done.



Pull off enough dough to be rolled into an 18" piece.



With large rolling pin on floured surface roll 2 pieces of dough very thin.



We used our pasta machine to roll out the dough. We started on the thickest seting and ran it few a few times until it was on the thinist setting.



This is what the dough looks like whenit comes out of the pasta machine.



Filling: In a large pot add about 1" water. Add pork and cook until done. Do not save pork broth. In another large pot add about 2" water. Add chicken and cook until done; add more water if necessary.

Save chicken broth. Pull chicken off bone. Cut pork in small pieces. Put each meat through a meat grinder separately, them mix meats together and put through grinder a second time to mix well. To the ground meat add all other ingredients for filling. Add enough chicken broth to hold mixture together.



Put about 1 big tablespoon of filling at about 3" intervals.



This is what it looks like after putting the filling on the dough.



Fold the dough over the filling.



Using your hands, make half moon 'pockets' by cuping your hands around the filling. Seal each pocket with your hand.



This is what it looks like after the above step.



Cut each pocket with a pizza cutter.



You can reroll the scraps.



Seal well with a fork.



Sealing with thines of a fork.



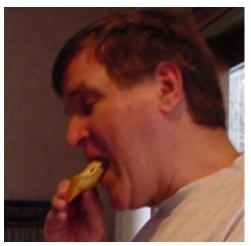
Cover with a towel to prevent drying out.



Frying: Put about ¼" vegetable oil to a frying pan. Heat the oil until hot until hot. Fry each side until golden brown.



Drain on paper towels.



Serve immediately - make sure you test one (or more) first!



