

**THE CBS DREAM TEAM, IT'S EPIC!**  
**First Quarter 2016**

**Network Information for Responding to Form 398**

Each of these children's programs listed below has been designed with the significant purpose of serving the educational and informational needs of children and can be cited toward fulfilling the FCC's three-hour-a-week core programming requirement that became effective September 1, 1997, provided that your station is in compliance with the other aspects of the FCC's rules that enable a children's program to be designated a core program (including, among other requirements, that the program be broadcast between 7:00am and 10:00pm local time and be regularly scheduled as defined by the FCC).

As is the current practice, there is, and in the upcoming quarter will be, no End Station Break for local sale at the conclusion of each program. However, five seconds for Local Station Identification will continue to be provided at the conclusion of each program.

Since the Target Audience of "THE CBS DREAM TEAM, IT'S EPIC" is 13-16 year old viewers, the commercialization limit established by Congress in the children's television act of 1990 of no more than ten-and-a-half minutes of commercial time per weekend clock hour is NOT applicable. Each of these programs will be formatted with 7:30 of commercials. Please keep this in mind should your lineup include other children's programming as part of this schedule.

In order to comply with the FCC's on-air identification requirement for educational children's programs, an animated logo will be inserted for approximately five seconds in the lower left-hand corner of the screen at the beginning of each of the six children's programs. It is then immediately followed by a static logo which appears in the same position for the duration of the programs. The logo will feature the letters "E/I" and the CBS Eye.

The CBS Television Network provides information identifying the six children's core programs it supplies to stations affiliated with the Network, including an indication of the target child audience, to the following publishers of program guides nationwide via AP Express to major listing services: TV Guide, TV Data Technologies, Tribune Media Services, and Kidsnet Media Guide and News.

# # #

**Summary of our Children's Program Schedule - First and Second Quarter 2016**

LUCKY DOG	<b><u>Target Audience:</u></b> 13-16	<b><u>TV Rating:</u></b> TVG
DR. CHRIS PET VET	<b><u>Target Audience:</u></b> 13-16	<b><u>TV Rating:</u></b> TVG
HENRY FORD'S INNOVATION NATION	<b><u>Target Audience:</u></b> 13-16	<b><u>TV Rating:</u></b> TVG
THE INSPECTORS	<b><u>Target Audience:</u></b> 13-16	<b><u>TV Rating:</u></b> TVG
CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES	<b><u>Target Audience:</u></b> 13-16	<b><u>TV Rating:</u></b> TVG
GAME CHANGERS WITH KEVIN FRAZIER	<b><u>Target Audience:</u></b> 13-16	<b><u>TV Rating:</u></b> TVG

# # #

## Program Descriptions

**Length of Program: 30 minutes**  
**Origination: NETWORK**

**Age of Target Audience**  
**From: 13 years To: 16 years**

### **LUCKY DOG**

Animal trainer Brandon McMillan operates a training facility known as the Lucky Dog Ranch, where his mission is to rescue hard-to-love and untrained dogs and find them homes. The show focuses on exercising responsibility and on developing a sense of appreciation for life and animals. Life lessons are an integral part of the overarching theme of rescuing these animals from death and providing a second chance for life. Following McMillan's investigations into how to retrain these animals to make them welcome members in the homes of families is both educational and inspirational - encouraging this demographic to become sensitive to our own and others' behavior and teaching how we as individuals can make a difference. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

**Length of Program: 30 minutes**  
**Origination: NETWORK**

**Age of Target Audience**  
**From: 13 years To: 16 years**

### **DR. CHRIS PET VET**

Chronicling the adventures of Dr. Chris Brown, DR. CHRIS PET VET allows viewers unique insight into the life of one of the world's busiest vets and the animals that he treats. For those animals that require specialist services, Dr. Chris calls on his good friend and colleague Dr. Lisa Chimes, who works at a small animal specialist hospital. The show usually consists of three segments, following the doctor as he treats various animals that are in trouble and offering the viewer opportunities to understand the challenges a veterinarian daily faces. The series focuses on how the doctor investigates the individual problem and tries to develop solutions that on the surface would seem confounding to the viewer. As such the show not only offers a view into careers in and responsibility for taking care of pets, but also into problem solving strategies and behaviors. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

**Length of Program: 30 minutes**  
**Origination: NETWORK**

**Age of Target Audience**  
**From: 13 years To: 16 years**

### **HENRY FORD'S INNOVATION NATION**

The Henry Ford's INNOVATION NATION, hosted by Mo Rocca, features the celebration of the inventor's spirit - from historic scientific pioneers throughout past centuries to the forward-looking visionaries of today. Each episode tells the dramatic stories behind the world's greatest inventions, and the perseverance, passion and price required to bring them to life. The program includes segments focusing on 'what if it never happened' and 'the innovation by accident,' and has a strong focus on 'junior geniuses' who are changing the face of technology. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

## Program Descriptions

**Length of Program: 30 minutes**

**Origination: NETWORK**

**Age of Target Audience**

**From: 13 years    To: 16 years**

### **THE INSPECTORS**

THE INSPECTORS is a scripted dramatic series inspired by compelling real-life cases handled by the United States Postal Inspection Service. In the series, Preston Wainwright, a determined teenage boy who is thriving after being paralyzed in a car accident, works as an intern at the U.S. Postal Inspector's lab assisting his U.S. Postal Inspector mom, Amanda, in solving crimes that deal with everything from internet scams, identity and mail theft, to consumer fraud. The program strives to educate young people about making the right choices in their daily lives, encourages open communication between teens and parents and includes positive messaging regarding living with disabilities, overcoming challenges, beating the odds and the power of perseverance. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

**Length of Program: 30 minutes**

**Origination: NETWORK**

**Age of Target Audience**

**From: 13 years    To: 16 years**

### **CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES**

This program offers teens an opportunity to view everyday people – regardless of age, sex, occupation or education – stepping forward and acting in a socially responsible and moral fashion when faced with crises and moral dilemmas. In a candid camera-type format, individuals are placed in situations that cause them to demonstrate acts of kindness and generosity, stand up for diversity, shield others from bullies, and embrace friendships. In addition, the program includes segments that focus on overcoming ones fears, as well as rewarding individuals for their unselfish kindness and community service. The program seeks to encourage young viewers to increase their sensitivity and awareness, in order to refine their own moral compass. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

**Length of Program: 30 minutes**

**Origination: NETWORK**

**Age of Target Audience**

**From: 13 years    To: 16 years**

### **GAME CHANGERS WITH KEVIN FRAZIER**

GAME CHANGERS, hosted by Kevin Frazier, highlights professional athletes who use their notoriety and success to make positive changes in the lives of people in need. The program offers a very positive opportunity to view sports figures in activities that reflect the ideas of good sportsmanship and civic mindedness. Profiled celebrities range from players who have set up charities for youngsters around the world to those who have put together foundations that support various initiatives in their own communities where they were raised as part of an effort to "give back." The show provides valuable lessons on the true meaning of sportsmanship and responsibility to society of those who have achieved great success. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

###