



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0027171909** | File Number: **CPR-120035** | Submit Date: **04/09/2011** | Call Sign: **WZMQ** | Facility ID: **81448** | City:  
**MARQUETTE** | State: **MI**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/09/2011** | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

General Information

Section	Question	Response
Attachments	Are attachments (other than associated schedules) being filed with this application?	

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

Applicant	Address	Phone	Email	Applicant Type

Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	THISTV
	Nielsen DMA	Marquette
	Web Home Page Address	

Digital Core  
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	7.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	3.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core  
Programs(10)

Digital Core Program (1 of 10)		Response
Program Title	Green Screen Adventures	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30 AM ET	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	7 years to 9 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (2 of 10)		Response
Program Title	Stargate Infinity	
Origination	Network	
Days/Times Program Regularly Scheduled	Sundays 10 AM	

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Stargate explorers enter a new world. About the only things they can be sure of are that they will encounter new and vastly different life forms and cultures, that they will face problems that require functioning smoothly as a team, and that the team is only as strong as the character and abilities of its individual members. At its core, Stargate Infinity explores issues, attitudes, and behaviors important to learning how to get along with others - whether those others are from different races, cultures, and species, or from their own team of trainees. The young explorers serve as models for the young audience. As the cadets learn hard lessons about such things as trying to see the world from the perspective of other cultures, the positive benefits in diversity, or how to mesh their own strengths and abilities with those of others on the team, so too do young viewers. Each episode examines fundamental issues about how and why to get along with others who are very different from oneself, and about the kinds of abilities and strength of character necessary to be a Stargate Explorer - and a good person.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 10)	Response
Program Title	Magi Nation
Origination	Network
Days/Times Program Regularly Scheduled	M-F 9:30 AM; Sundays 10:30 AM

Total times aired at regularly scheduled time	77
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving - how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 10)		Response
Program Title		Dance Revolution
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 12:30 PM

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Goal: The goal of Dance Revolution is to teach and promote dance as a means of exercise and an avenue to good health for 10 - 12-year-olds. Concept: Combine the popular appeal of Hip-hop dance, the proven attraction of a talent contest, and some of the messaging techniques of contemporary web-sites (e.g., pop-ups, scrolling messages, etc), to teach dance and to encourage young viewers to get up and move.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 10)		Response
Program Title		Cake
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 12:00 PM
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		8 years to 12 years



Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Four youngsters team up to produce a weekly, local access how-to-do-it TV program. Each week, they develop and produce a "educational program" expressly designed to teach young viewers how to execute a new creative, handicraft project. The characters day-to-day lives influence what each week's craft will be. Their on-camera demonstrations provide viewers with step-by-step information about how to execute the various craft projects. Their interpersonal interactions model highly positive social behaviors.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 10)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Busytown Mysteries" is an investigative learning show for young children - based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (7 of 10)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11 AM; Saturdays 11:30 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include: - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (8 of 10)	Response
Program Title	Critter Gitters
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11-11:30a & 11:30a-12p thru 1/2; Saturday 11-11:30a & 11:30a-12p starting 1/8
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Series features a non-violent, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and love for animals. Series features a diverse cast providing positive role models. To add variety to the series, episodes haven been produced in Costa Rica, Switzerland, the Florida Everglades, The Great Northwest, East Coast, Mid West... just about everywhere in the USA.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (9 of 10)	Response
Program Title	Curiosity Quest
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12-12:30 & 12:30-1p thru 1/2, Saturday 12-12:30 & 12:30-1p starting 1/8
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Curiosity Quest" is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often lands him in hilarious situations in pursuit of the answer.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 10)	Response
Program Title	Mustard Pancakes

Origination	Network
Days/Times Program Regularly Scheduled	Sunday 10-10:30 & 10:30-11a thru 1/2; Saturday 10-10:30 & 10:30-11a starting 1/8
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family! Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable hanging out, singing songs and hearing stories.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core  
Educational and  
Informational  
Programming (0)

Sponsored Core  
Programming (0)

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Danny Hood
Address	2342 US Highway 41 West
City	Marquette
State	MI
Zip	49855
Telephone Number	906-228-7000
Email Address	dhood@new.rr.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	



Other Matters (10)

Other Matters (1 of 10)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30 AM ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (2 of 10)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 10 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Stargate explorers enter a new world. About the only things they can be sure of are that they will encounter new and vastly different life forms and cultures, that they will face problems that require functioning smoothly as a team, and that the team is only as strong as the character and abilities of its individual members. At its core, Stargate Infinity explores issues, attitudes, and behaviors important to learning how to get along with others whether those others are from different races, cultures, and species, or from their own team of trainees. The young explorers serve as models for the young audience. As the cadets learn hard lessons about such things as trying to see the world from the perspective of other cultures, the positive benefits in diversity, or how to mesh their own strengths and abilities with those of others on the team, so too do young viewers. Each episode examines fundamental issues about how and why to get along with others who are very different from oneself, and about the kinds of abilities and strength of character necessary to be a Stargate Explorer and a good person.
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Other Matters (3 of 10)	Response
Program Title	Magi Nation
Origination	Network
Days/Times Program Regularly Scheduled	M-F 9:30 AM
Total times aired at regularly scheduled time	78
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.

Other Matters (4 of 10)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12:30 PM
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Goal: The goal of Dance Revolution is to teach and promote dance as a means of exercise and an avenue to good health for 10 - 12-year-olds. Concept: Combine the popular appeal of Hip-hop dance, the proven attraction of a talent contest, and some of the messaging techniques of contemporary web-sites (e.g., pop-ups, scrolling messages, etc), to teach dance and to encourage young viewers to get up and move.

Other Matters (5 of 10)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12:00 PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Four youngsters team up to produce a weekly, local access how-to-do-it TV program. Each week, they develop and produce a "educational program" expressly designed to teach young viewers how to execute a new creative, handicraft project. The characters day-to-day lives influence what each week craft will be. Their on-camera demonstrations provide viewers with step-by-step information about how to execute the various craft projects. Their interpersonal interactions model highly positive social behaviors.

Other Matters (6 of 10)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Busytown Mysteries" is an investigative learning show for young children based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so.
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Other Matters (7 of 10)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11 AM; Saturdays 11:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines -- eating, dressing, sleeping - family living -- cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies

Other Matters (8 of 10)	Response
Program Title	Critter Gitters
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11-11:30a & 11:30a-12p
Total times aired at regularly scheduled time	26

Length of Program	30 mins
Age of Target Child Audience from	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Series features a non-violent, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and a love for animals. Series features a diverse cast providing positive role models. To add variety to the series, episodes haven been produced in Costa Rica, Switzerland, the Florida Everglades, The Great Northwest, East Coast, Mid West... just about everywhere in the USA.

Other Matters (9 of 10)	Response
Program Title	Curiosity Quest
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12-12:30 & 12:30-1p
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	are curious about. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often lands him in hilarious situations in pursuit of the answer.

Other Matters (10 of 10)	Response
Program Title	Mustard Pancakes
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10-10:30 & 10:30-11a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years

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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancakes is designed to contribute to preschool children's social and emotional development, with a secondary focus on literacy and storytelling. Specifically, the series is built upon a substantive educational curriculum that addresses three primary goals: 1. To support and nurture a sense of self-esteem and self-efficacy among three to six old children, by encouraging them to demonstrate respect for themselves and others. 2. To foster the development of children's social and emotional skills by modeling age-appropriate strategies and behaviors. 3. To stimulate children's interest in literacy and storytelling, and to encourage them to express themselves creatively by sharing stories of their own.
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Certification

Question	Response
<p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p>	
<p>I certify that this application includes all required and relevant attachments.</p>	
<p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>	<p><b>Paul Belschner</b></p>

**Attachments**

No Attachments.