



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: 0009961889 | File Number: 0000009844 | Submit Date: 04/08/2016 | Call Sign: WPRI-TV | Facility ID: 47404 |

City: PROVIDENCE | State: RI

Service: Full Service Television | Purpose: Children's TV Programming Report | Status: Received | Status Date:

04/08/2016 | Filing Status: Active

Report reflects information for : First Quarter of 2016

General Information

| Section     | Question   | Response |
|-------------|--|----------|
| Attachments | Are attachments (other than associated schedules) being filed with this application? | No       |

Applicant  
Information

Applicant Name, Type, and Contact Information

| Applicant   | Address  | Phone             | Email                              | Applicant Type |
|---|--|-------------------|------------------------------------|----------------|
| TVL BROADCASTING OF RHODE ISLAND, LLC<br>Doing Business As: TVL BROADCASTING OF RHODE ISLAND, LLC | Henry Gola<br>333 EAST FRANKLIN ST.<br>RICHMOND, VA 23219<br>United States | +1 (804) 887-5049 | regulatoryaffairs@mediageneral.com | Company        |

Contact  
Representatives  
(1)

| Contact Name   | Address   | Phone             | Email                              | Contact Type         |
|--|---|-------------------|------------------------------------|----------------------|
| <b>Henry Gola</b><br><i>Associate General Counsel</i><br>Media General, Inc. | Lisa Manning<br>ONE WEST EXCHANGE STREET<br>SUITE 5A<br>PROVIDENCE, RI 02903<br>United States | +1 (804) 887-5049 | regulatoryaffairs@mediageneral.com | Legal Representative |

Children's  
Television  
Information

| Section      | Question              | Response               |
|--------------|-----------------------|------------------------|
| Station Type | Station Type          | Network Affiliation    |
|              | Affiliated network    | CBS                    |
|              | Nielsen DMA           | Providence-New Bedford |
|              | Web Home Page Address | www.wpri.com           |

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  | 3.0      |
| 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  | 3.0      |
| 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:  | 168.0    |
| 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(12)

| Digital Core<br>Program (1<br>of 12)   | Response  |
|--|---|
| Program Title  | LUCKY DOG   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday's at 10:00am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | 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. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core Program (2 of 12)   | Response   |
|--|--|
| Program Title  | DR. CHRIS PET VET  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 10:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   | 0  |
| Number of Preemptions Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (3 of 12) | Response |
|--------------------------------|----------|
|--------------------------------|----------|

|  |  |
|--|--|
| Program Title  | GAME CHANGERS WITH KEVIN FRAZIER   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 12:30pm  |
| Total times aired at regularly scheduled time  | 3  |
| Total times aired  | 13   |
| Number of Preemptions  | 10   |
| Number of Preemptions for other than Breaking News   | 10   |
| Number of Preemptions Rescheduled  | 10   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | GAME CHANGERS, hosted by "omg! Insider's" 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

Digital Preemption Programs #1

| Questions        | Response                         |
|------------------|----------------------------------|
| Title of Program | GAME CHANGERS WITH KEVIN FRAZIER |

|  |                     |
|--|---------------------|
| List date and time rescheduled   | 01/16/2016 07:00 AM |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2016-01-16          |
| Episode #  |                     |
| Reason for Preemption  | Sports              |

#### Digital Preemption Programs #2

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 01/23/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-01-23                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

#### Digital Preemption Programs #3

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 01/30/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-01-30                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

#### Digital Preemption Programs #4

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 02/13/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-02-13                       |

|                       |        |
|-----------------------|--------|
| Episode #             |        |
| Reason for Preemption | Sports |

#### Digital Preemption Programs #5

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 02/20/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-02-20                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

#### Digital Preemption Programs #6

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 02/27/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-02-27                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

#### Digital Preemption Programs #7

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 03/05/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-03-05                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

#### Digital Preemption Programs #8

| Questions | Response |
|-----------|----------|
|-----------|----------|

|  |                                  |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 03/12/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-03-12                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

**Digital Preemption Programs #9**

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 03/19/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-03-19                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

**Digital Preemption Programs #10**

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | GAME CHANGERS WITH KEVIN FRAZIER |
| List date and time rescheduled   | 01/02/2016 07:30 AM              |
| Is the rescheduled date the second home?   | Yes                              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   | 2016-01-02                       |
| Episode #  |                                  |
| Reason for Preemption  | Sports                           |

| Digital Core Program (4 of 12)                | Response             |
|---|----------------------|
| Program Title                                 | AWESOME ADVENTURES.2 |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Saturday's at 10am   |
| Total times aired at regularly scheduled time | 13                   |

|  |  |
|--|--|
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   | 0  |
| Number of Preemptions Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Awesome Adventures is a half-hour weekly teen adventure series that is shot in high definition airing 52 weeks a year. The host, as well as two different teens, travel each week to destinations around the world that can be both exotic and remote. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (5 of 12)   | Response  |
|--|---|
| Program Title  | ANIMAL ATLAS.2  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday's at 11:00am   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   | 0   |
| Number of Preemptions Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | On Animal Atlas we travel the globe to meet every kind of animal imaginable, from the familiar to the astounding. We learn about their lives, their history, and the adaptations that allow them to survive and thrive. But best of all, we meet them face to face. Just spin the globe. Anywhere, everywhere animals live, you'll find Animal Atlas. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (6 of 12) | Response             |
|--------------------------------|----------------------|
| Program Title                  | AWESOME ADVENTURES.2 |

|  |  |
|--|--|
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 11:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   | 0  |
| Number of Preemptions Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Awesome Adventures is a half-hour weekly teen adventure series that is shot in high definition airing 52 weeks a year. The host, as well as two different teens, travel each week to destinations around the world that can be both exotic and remote. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <div> <div> <b>Digital Core Program (7 of 12)</b> </div> <div> <b>Response</b> </div> </div> |                      |
|--|----------------------|
| Program Title  | LIVE LIFE and WIN.2  |
| Origination  | Network              |
| Days/Times Program Regularly Scheduled   | Saturdays at 10:30am |
| Total times aired at regularly scheduled time  | 13                   |
| Total times aired  | 13                   |
| Number of Preemptions  | 0                    |
| Number of Preemptions for other than Breaking News   | 0                    |
| Number of Preemptions Rescheduled  | 0                    |

|  |   |
|--|---|
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Live Life and Win is a television series serving the educational and informational needs of children 13 to 16 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (8 of 12)                     | Response            |
|--|---------------------|
| Program Title                                      | LIVE LIFE and WIN.2 |
| Origination  | Network             |
| Days/Times Program Regularly Scheduled             | Sundays at 10:00am  |
| Total times aired at regularly scheduled time      | 13                  |
| Total times aired                                  | 13                  |
| Number of Preemptions                              | 0                   |
| Number of Preemptions for other than Breaking News | 0                   |
| Number of Preemptions Rescheduled                  | 0                   |
| Length of Program                                  | 30 mins             |

|  |   |
|--|---|
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Live Life and Win is a television series serving the educational and informational needs of children 13 to 16 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (9 of 12)                     | Response                       |
|--|--------------------------------|
| Program Title                                      | HENRY FORD'S INNOVATION NATION |
| Origination  | Network                        |
| Days/Times Program Regularly Scheduled             | Saturday's at 11:00AM          |
| Total times aired at regularly scheduled time      | 13                             |
| Total times aired                                  | 13                             |
| Number of Preemptions                              | 0                              |
| Number of Preemptions for other than Breaking News | 0                              |
| Number of Preemptions Rescheduled                  | 0                              |
| Length of Program                                  | 30 mins                        |
| Age of Target Child Audience                       | 13 years to 16 years           |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This series will be a weekly 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. Featuring the 'what if it never happened', 'the innovation by accident,' and a strong focus on 'junior geniuses' who are changing the face of technology, this TV series will appeal to young viewers and their families. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (10 of 12)  | Response  |
|--|---|
| Program Title  | THE REAL WINNING EDGE.2   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sundays at 10:30am  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   | 0   |
| Number of Preemptions Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Real Winning Edge series is developed to be an educational and informational program for the 13-16 yr old age group. It is designed to help youth make winning choices in their lives in order to grow into productive citizens. This series is based on roles models who are making pro-social life choices. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (11 of 12)        | Response          |
|--|-------------------|
| Program Title                          | THE INSPECTORS    |
| Origination                            | Network           |
| Days/Times Program Regularly Scheduled | Saturdays 11:30am |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   | 0  |
| Number of Preemptions Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE INSPECTORS is a scripted dramatic series inspired by compelling reallife 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 US Postal Inspectors 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 Commissions rules |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (12 of 12)        | Response                                  |
|--|---|
| Program Title                          | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| Origination                            | Network                                   |
| Days/Times Program Regularly Scheduled | SATURDAY 12:00PM                          |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 6  |
| Total times aired  | 13   |
| Number of Preemptions  | 7  |
| Number of Preemptions for other than Breaking News   | 7  |
| Number of Preemptions Rescheduled  | 7  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 cameratype 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 Commissions rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

#### Digital Preemption Programs #1

| Questions  | Response                                  |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 01/02/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-01-02                                |

|                       |        |
|-----------------------|--------|
| Episode #             |        |
| Reason for Preemption | Sports |

#### Digital Preemption Programs #2

| Questions  | Response                                  |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 01/16/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-01-16                                |
| Episode #  |   |
| Reason for Preemption  | Sports                                    |

#### Digital Preemption Programs #3

| Questions  | Response                                  |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 01/23/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-01-23                                |
| Episode #  |   |
| Reason for Preemption  | Sports                                    |

#### Digital Preemption Programs #4

| Questions  | Response                                  |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 02/27/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-02-27                                |
| Episode #  |   |
| Reason for Preemption  | Sports                                    |

#### Digital Preemption Programs #5

| Questions | Response |
|-----------|----------|
|-----------|----------|

|  |   |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 03/05/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-03-05                                |
| Episode #  |   |
| Reason for Preemption  | Sports                                    |

**Digital Preemption Programs #6**

| Questions  | Response                                  |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 03/12/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-03-12                                |
| Episode #  |   |
| Reason for Preemption  | Sports                                    |

**Digital Preemption Programs #7**

| Questions  | Response                                  |
|--|---|
| Title of Program   | CHICKEN SOUP FOR THE SOUL'S HIDDEN HEROES |
| List date and time rescheduled   | 03/19/2016 07:00 AM                       |
| Is the rescheduled date the second home?   | Yes                                       |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                                       |
| Date Preempted   | 2016-03-19                                |
| Episode #  |   |
| Reason for Preemption  | Sports                                    |

**Non-Core  
Educational and  
Informational  
Programming (0)**

**Sponsored Core  
Programming (0)**

Liaison Contact

| Question  | Response   |
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| 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  | Pamela Brennan   |
| Address   | 25 Catamore Blvd   |
| City  | East Providence  |
| State   | RI   |
| Zip   | 02914  |
| Telephone Number  | (401) 438-7200   |
| Email Address   | pbrennan@foxprovidence.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. | The licensee has reviewed internal station records and documentation provided to us by program suppliers for compliance with the FCC's commercial limits in children's programs (47 C.F.R. Section 73.670) and the licensee hereby certifies that the station fully complied with these limits for all programs specifically designed for children ages twelve (12) and under. In addition to the programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve (12) and under: NONE Due to Breaking Weather News the Children's programming scheduled on January 23rd, 2016 at 7:00am & 7:30am did not air and were not rescheduled. On or around June 12, 2009, the station transitioned to digital television. The station's responses to Questions 4, 7, and 10 reflect this termination of analog service. Due to Breaking Weather News the Children's programming scheduled on January 23rd, 2016 at 7:00am & 7:30am did not air and were not rescheduled. |

Other Matters (13)

| Other Matters (1 of 13)  | Response  |
|--|---|
| Program Title  | LUCKY DOG   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday's at 10:00am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |

| Other Matters (2 of 13)                       | Response              |
|---|-----------------------|
| Program Title                                 | DR. CHRIS PET VET     |
| Origination                                   | Network               |
| Days/Times Program Regularly Scheduled        | Saturday's at 10:30am |
| Total times aired at regularly scheduled time | 13                    |
| Length of Program                             | 30 mins               |
| Age of Target Child Audience from             | 13 years to 16 years  |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |
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| Other Matters (3 of 13)  | Response   |
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| Program Title  | THE INSPECTORS   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 11:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE INSPECTORS is a scripted dramatic series inspired by compelling reallife 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 Inspectors 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 Commissions rules |

| Other Matters (4 of 13)                | Response                           |
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| Program Title                          | CHICKEN SOUP FOR THE HIDDEN HEROES |
| Origination                            | Network                            |
| Days/Times Program Regularly Scheduled | Saturday's at 12:00pm              |

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| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 Commissions rules. |

| Other Matters (5 of 13)  | Response   |
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| Program Title  | GAME CHANGERS WITH KEVIN FRAZIER   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 12:30pm  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | GAME CHANGERS, hosted by "omg! Insider's" 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. |
| Other Matters (6 of 13)  | Response   |

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| Program Title  | AWESOME ADVENTURES.2   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 10:00am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Awesome Adventures is a half-hour weekly teen adventure series that is shot in high definition airing 52 weeks a year. The host, as well as two different teens, travel each week to destinations around the world that can be both exotic and remote. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. |

| Other Matters (7 of 13)  | Response  |
|--|---|
| Program Title  | ANIMAL ATLAS.2  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday's at 11:00am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | On Animal Atlas we travel the globe to meet every kind of animal imaginable, from the familiar to the astounding. We learn about their lives, their history, and the adaptations that allow them to survive and thrive. But best of all, we meet them face to face. Just spin the globe. Anywhere, everywhere animals live, you'll find Animal Atlas. |

| Other Matters (8 of 13)  | Response   |
|--|--|
| Program Title  | AWESOME ADVENTURES.2   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 11:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Awesome Adventures is a half-hour weekly teen adventure series that is shot in high definition airing 52 weeks a year. The host, as well as two different teens, travel each week to destinations around the world that can be both exotic and remote. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. |

| Other Matters<br>(9 of 13)   | Response  |
|--|---|
| Program Title  | LIVE LIFE AND WIN.2   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday at 10:30am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience<br>from   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Live Life and Win is a television series serving the educational and informational needs of children 13 to 16 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives. |

| Other Matters<br>(10 of 13)                               | Response             |
|---|----------------------|
| Program Title   | LIVE LIFE AND WIN.2  |
| Origination   | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sunday's at 10:00am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                   |
| Length of<br>Program                                      | 13 mins              |
| Age of Target<br>Child<br>Audience<br>from                | 13 years to 16 years |

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|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Live Life and Win is a television series serving the educational and informational needs of children 13 to 16 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives. |
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| Other Matters (11 of 13)   | Response  |
|--|---|
| Program Title  | THE REAL WINNING EDGE.2   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday's at 10:30am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>The Real Winning Edge series is developed to be an educational and informational program for the 13-16 yr old age group. It is designed to help youth make winning choices in their lives in order to grow into productive citizens. This series is based on roles models who are making pro-social life choices.</p> <p>The Real Winning Edge series is developed to be an educational and informational program for the 13-16 yr old age group. It is designed to help youth make winning choices in their lives in order to grow into productive citizens. This series is based on roles models who are making pro-social life choices.</p> |

| Other Matters (12 of 13)   | Response   |
|--|--|
| Program Title  | INOVATION NATION   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday's at 11:00am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This series will be a weekly 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. |

| Other Matters<br>(13 of 13)  | Response   |
|--|--|
| Program Title  | HENRY FORDS INNOVATION NATION  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SATURDAYS 11:00AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Henry Fords INNOVATION NATION, hosted by Mo Rocca features the celebration of the inventors spirit from historic scientific pioneers throughout past centuries to the forward-looking visionaries of today. Each episode tells the dramatic stories behind the worlds 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 Commissions rules. |

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>Yes</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>Pamela A Brennan</b><br/><i>Program Manager</i></p> <p>04/08 /2016</p> |

**Attachments**

No Attachments.