

# Children's Television Programming Report

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 WAFF
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 City:

 HUNTSVILLE
 State:
 AL

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

## **Report reflects information for : First Quarter of 2016**

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

#### Applicant Name, Type, and Contact Information

#### Applicant Information

| Applicant  | Address  | Phone                 | Email                      | Applicant<br>Type |
|--|--|-----------------------|----------------------------|-------------------|
| WAFF LICENSE SUBSIDIARY, LLC<br>Doing Business As: WAFF LICENSE<br>SUBSIDIARY, LLC | 201 MONROE<br>STREET<br>RSA TOWER, 20TH<br>FLOOR<br>MONTGOMERY, AL<br>36104<br>United States | +1 (334) 206-<br>1400 | rbryan@raycommedia.<br>com | Company           |

| Contact                | Contact Name  | Address  | Phone  | Email  | Contact Type   |
|------------------------|---|--|--|--|--|
| Representatives<br>(2) | Michael Beder , Esq .<br>Legal Counsel<br>COVINGTON &<br>BURLING LLP<br>ROBERT E. Thurber ,<br>Jr<br>DIRECTOR OF<br>ENGINEERING<br>Raycom Media, Inc. | One CityCenter<br>850 Tenth Street, NW<br>WASHINGTON, DC<br>20001<br>United States<br>RSA TOWER, 20TH<br>FLOOR<br>201 MONROE<br>STREET<br>MONTGOMERY, AL | +1 (202) 662-<br>5138<br>+1 (334) 206-<br>1400 | mbeder@cov.com<br>BTHURBER@RAYCOMMEDIA.<br>COM | Legal<br>Representative<br>Technical<br>Representative |
|                        |   | 36104<br>United States   |  |  |  |

| Children's                | Section  | Question Response  |            |
|---------------------------|--|--|------------|
| Television<br>Information | Station Type   | Station Type Network Affiliation   | on         |
|                           |  | Affiliated network NBC   |            |
|                           |  | Nielsen DMA Huntsville-Deca  | tur (Flor) |
|                           |  | Web Home Page Address www.waff.com   |            |
|                           |  |  |            |
| Digital Core              | Question   |  | Response   |
| Programming               | 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     |  | 336.0      |
|                           | 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: |  | 6.0        |
|                           |  | de information identifying each Core Program aired on its station, including an indication ice, to publishers of program guides as required by 47 C.F.R. Section 73.673?   | Yes        |
|                           | programming guideline (a   | y that at least 50% of the Core Programming counted toward meeting the additional<br>applied to free video programming aired on other than the main Yes No program<br>f program episodes that had already aired within the previous seven days either on the | Yes        |

station's main program stream or on another of the station's free digital program streams?

### Digital Core Programs(23)

| Digital Core<br>Program (1<br>of 23)   | Response  |
|--|---|
| Program Title  | Lazytown - WAFF Main Digital  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 01/2-03/26/16, 8:30am CST  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 7   |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 6   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 6   |
| Number of<br>Preemptions<br>Rescheduled  | 6   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 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. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus (a gymnast/athlete prepared to answer any call for help) comes to the rescue from his home in a zeppelin like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities that include playing games, competing athletically, and even building forts and play structures. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazytown            |
| List date and time rescheduled   | 01/09/2016 11:30 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   | 2016-01-09          |
| Episode #  | LZT143              |
| Reason for Preemption  | Sports              |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazytown            |
| List date and time rescheduled   | 01/30/2016 11:30 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 #  | LZT302              |
| Reason for Preemption  | Sports              |

## Digital Preemption Programs #3

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazytown            |
| List date and time rescheduled   | 02/13/2016 11:30 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 #  | LZT303              |
| Reason for Preemption  | Sports              |

## Digital Preemption Programs #4

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazytown            |
| List date and time rescheduled   | 02/20/2016 11:30 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 #  | LZT304              |
| Reason for Preemption  | Sports              |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazytown            |
| List date and time rescheduled   | 03/05/2016 11:30 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 #  | LZT306              |
| Reason for Preemption  | Sports              |

#### **Digital Preemption Programs #6**

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazytown            |
| List date and time rescheduled   | 03/19/2016 11:30 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 #  | LZT309              |
| Reason for Preemption  | Sports              |

| Digital Core<br>Program (2 of<br>23)                           | Response                          |
|--|-----------------------------------|
| Program Title  | Nina's World - WAFF Main Digital  |
| Origination  | Network                           |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 01/2-01/30/16, 9am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 5                                 |
| Total times<br>aired   | 5                                 |
| 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 Target<br>Child<br>Audience   | 2 years to 5 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. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with here parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life b Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. |
| 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<br>Program (3<br>of 23)                           | Response                          |
|--|-----------------------------------|
| Program Title  | Floogals - WAFF Main Digital      |
| Origination  | Network                           |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 02/6-03/26/16, 9am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 8                                 |
| Total times<br>aired   | 8                                 |
| 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   | 2 years to 5 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. | Floogals is an animated show starring three space aliens Fleeker, Flo, and Boomer who have been sent t<br>earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarters.<br>The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the poir<br>of view of the show. With the multiple challenges of their size and ignorance of all things Hooman [that's<br>Floogal speak for human], the Floogals have a lot of work on their hands. They are engaged in the dual<br>processes of discovery and problem solving as nothing on earth is familiar to them. Much like young<br>children, they begin by encountering something new and then go through a comedic multistep process of<br>watching, listening, touching, and notetaking until they've figured out what and how their new discovery fit<br>into the Hooman universe. |
| 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<br>Program (4 of<br>23)                        | Response                                      |
|---|---|
| Program Title   | Ruff Ruff, Tweet and Dave - WAFF Main Digital |
| Origination   | Network                                       |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | Saturdays, 01/2-01/30/16, 9:30am CST          |
| Total times<br>aired at<br>regularly<br>scheduled time      | 5   |
| Total times<br>aired  | 5   |
| Number of<br>Preemptions                                    | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News | 0   |
| Number of<br>Preemptions<br>Rescheduled                     | 0   |

| Length of<br>Program  | 30 mins   |
|---|---|
| Age of Target<br>Child Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | This animated show puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Rolypods, enter the SpinAgain transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest Once their mission is complete, they review their effort, assemble the RolyPods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes   |
|   |   |
| Digital Core<br>Program (5 of<br>23)  | Response  |
| Program Title   | Nina's World - WAFF Main Digital  |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturdays, 02/6-03/26/16, 9:30am CST  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time   | 8   |
| Total times<br>aired  | 8   |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking  | 0   |

| for other than<br>Breaking<br>News      |         |
|---|---------|
| Number of<br>Preemptions<br>Rescheduled | 0       |
| Length of<br>Program                    | 30 mins |

| Age of Target<br>Child<br>Audience   | 2 years to 5 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. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. |
| Does the<br>Licensee<br>identify the<br>program by   | Yes  |

displaying throughout the program the symbol E

/l?

| Digital Core   |                                    |
|--|------------------------------------|
| Program (6<br>of 23)   | Response                           |
| Program Title  | Astroblast - WAFF Main Digital     |
| Origination  | Network                            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 01/2-01/30/16, 10am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 5                                  |
| Total times aired  | 5                                  |
| 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

2 years to 5 years

**Target Child** Audience

and

and how it meets the

Programming.

Core

Astroblast!, based on the book series by author and illustrator Bob Kolar, is set on a space station in an Describe the educational unknown solar system. The station is populated by five animal characters and one three eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a informational predicament of some sort needing a solution. While these predicaments take place on a space station objective of populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a the program preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resist definition of the urge to blame others for your mistakes.

| Does the     |
|--------------|
| Licensee     |
| identify the |
|              |
| program by   |
| displaying   |
| throughout   |
| the program  |
| the symbol E |
| -            |
| /l?          |
|              |

| Digital Core<br>Program (7 of<br>23)                        | Response                                      |
|---|---|
| Program Title   | Ruff Ruff, Tweet and Dave - WAFF Main Digital |
| Origination   | Network                                       |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | Saturdays, 02/6-03/26/16, 10am CST            |
| Total times<br>aired at<br>regularly<br>scheduled time      | 8   |
| Total times<br>aired  | 8   |
| Number of<br>Preemptions                                    | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News | 0   |
| Number of<br>Preemptions<br>Rescheduled                     | 0   |
| Length of<br>Program  | 30 mins                                       |
| Age of Target<br>Child Audience                             | 2 years to 5 years                            |

| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | This animated show puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Rolypods, enter the SpinAgain transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the RolyPods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. |
|---|---|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes   |

| Digital Core<br>Program (8<br>of 23)                           | Response                              |
|--|---------------------------------------|
| Program Title  | Clangers - WAFF Main Digital          |
| Origination  | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 01/2-01/30/16, 10:30am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 5                                     |
| Total times aired  | 5                                     |
| 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                             | 2 years to 5 years                    |

Describe the The Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouselike creatures that live on Clanger Planet far away from Earth. The members of the family are informational presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space, meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place.

Does the Yes Licensee identify the program by displaying throughout the program the symbol E /l?

educational

objective of

the program

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meets the

Core

definition of

Programming.

and

| Digital Core<br>Program (9<br>of 23)                           | Response                              |
|--|---------------------------------------|
| Program Title  | Astroblast - WAFF Main Digital        |
| Origination  | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 02/6-03/26/16, 10:30am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 8                                     |
| Total times aired  | 8                                     |
| 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                             | 2 years to 5 years                    |

Astroblast!, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one three eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes.

Describe the

educational

informational

objective of

the program

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meets the

Core

definition of

Programming.

and

Does the<br/>Licensee<br/>identify the<br/>program by<br/>displaying<br/>the program<br/>the symbol E<br/>/!?Yes

| Digital Core<br>Program (10<br>of 23)                          | Response                           |
|--|------------------------------------|
| Program Title  | Earth to Luna - WAFF Main Digital  |
| Origination  | Network                            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 01/2-01/30/16, 11am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 5                                  |
| Total times<br>aired   | 5                                  |
| 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 Target<br>Child<br>Audience                             | 2 years to 5 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. | Earth to Luna is a Brazilian animated series about 12 year old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clyde, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., what goes on inside the snails' shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clyde go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip" Luna summarizes everything they have learned with a show and a song. |
|--|---|
| 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<br>Program (11<br>of 23)                          | Response                           |
|--|------------------------------------|
| Program Title  | Clangers - WAFF Main Digital       |
| Origination  | Network                            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays, 02/6-03/26/16, 11am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 7                                  |
| Total times aired  | 8                                  |
| Number of<br>Preemptions                                       | 1                                  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 1                                  |
| Number of<br>Preemptions<br>Rescheduled                        | 1                                  |
| Length of<br>Program   | 30 mins                            |
| Age of<br>Target Child<br>Audience                             | 2 years to 5 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 Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouselike creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space, meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |
|--|---|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying   | Yes   |

throughout the program the symbol E

/l?

| Questions  | Response                     |
|--|------------------------------|
| Title of Program   | Clangers - WAFF Main Digital |
| List date and time rescheduled   | 02/14/2016 09:00 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   | 2016-02-06                   |
| Episode #  | CLG006                       |
| Reason for Preemption  | Other                        |

| Digital Core<br>Program (12 of<br>23)                  | Response                            |
|--|-------------------------------------|
| Program Title  | Awesome Adventures - Bounce Network |
| Origination  | Network                             |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Saturdays, 01/2-03/26/16, 9am CST   |
| Total times<br>aired at<br>regularly<br>scheduled time | 12                                  |
| Total times aired                                      | 13                                  |
| Number of<br>Preemptions                               | 1                                   |

| Number of<br>Preemptions<br>for other than<br>Breaking News   | 1  |
|---|--|
| Number of<br>Preemptions<br>Rescheduled   | 1  |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes  |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Awesome Adventures  |
| List date and time rescheduled   | 03/06/2016 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 #  | 021                 |
| Reason for Preemption  | Sports              |

| Digital Core Program (13 of<br>23)            | Response                             |
|---|--------------------------------------|
| Program Title                                 | Live Life and Win - Bounce Network   |
| Origination                                   | Network                              |
| Days/Times Program<br>Regularly Scheduled     | Saturdays, 01/2-03/26/16, 9:30am CST |
| Total times aired at regularly scheduled time | 12                                   |
| Total times aired                             | 13                                   |

| Number of Preemptions  | 1  |
|--|--|
| Number of Preemptions for other than Breaking News   | 1  |
| Number of Preemptions<br>Rescheduled   | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and<br>informational objective of the<br>program and how it meets the<br>definition of Core<br>Programming. | Live Life and Win is a series of inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community, considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. |
| Does the Licensee identify<br>the program by displaying<br>throughout the program the<br>symbol E/I?                                 | Yes  |

| Questions  | Response                           |
|--|------------------------------------|
| Title of Program   | Live Life and Win - Bounce Network |
| List date and time rescheduled   | 03/06/2016 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 #  | 201                                |
| Reason for Preemption  | Sports                             |

| Digital Core Program (14 of<br>23)                 | Response                          |
|--|-----------------------------------|
| Program Title                                      | Animal Atlas - Bounce Network     |
| Origination  | Network                           |
| Days/Times Program Regularly<br>Scheduled          | Saturdays,01/2-03/26/16, 10am CST |
| Total times aired at regularly scheduled time      | 12                                |
| Total times aired                                  | 13                                |
| Number of Preemptions                              | 1                                 |
| Number of Preemptions for other than Breaking News | 1                                 |
| Number of Preemptions<br>Rescheduled               | 1                                 |
| Length of Program                                  | 30 mins                           |
| Age of Target Child Audience                       | 13 years to 16 years              |

| Describe the educational and<br>informational objective of the<br>program and how it meets the<br>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 adaptions that allow them to survive and thrive. But best of all, we meet them face to face. Just spin the glove. Anywhere, everywhere animals live, you'll find Animal Atlas. |
|---|---|
| Does the Licensee identify the program by displaying  | Yes   |

throughout the program the

symbol E/I?

| Questions  | Response                      |
|--|-------------------------------|
| Title of Program   | Animal Atlas - Bounce Network |
| List date and time rescheduled   | 03/06/2016 08:00 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 #  | 923                           |
| Reason for Preemption  | Sports                        |

| Digital Core<br>Program (15 of<br>23)                       | Response                            |
|---|-------------------------------------|
| Program Title   | Awesome Adventures - Bounce Network |
| Origination   | Network                             |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | Saturdays, 01/2-03/26/16, 10:30am C |
| Total times<br>aired at<br>regularly<br>scheduled time      | 12                                  |
| Total times<br>aired  | 13                                  |
| Number of<br>Preemptions                                    | 1                                   |
| Number of<br>Preemptions<br>for other than<br>Breaking News | 1                                   |
| Number of<br>Preemptions<br>Rescheduled                     | 1                                   |
| Length of<br>Program  | 30 mins                             |
| Age of Target<br>Child Audience                             | 13 years to 16 years                |

| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. |
|---|--|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes  |

| Questions  | Response                            |
|--|-------------------------------------|
| Title of Program   | Awesome Adventures - Bounce Network |
| List date and time rescheduled   | 03/06/2016 08:30 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 #  | 022                                 |
| Reason for Preemption  | Sports                              |

| Digital Core Program (16 of 23)                    | Response                           |
|--|------------------------------------|
| Program Title                                      | Live Life and Win - Bounce Network |
| Origination  | Network                            |
| Days/Times Program<br>Regularly Scheduled          | Sundays, 01/3 -03/27/16, 9am CST   |
| 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<br>Rescheduled               | 0                                  |
| Length of Program                                  | 30 mins                            |
| Age of Target Child Audience                       | 13 years to 16 years               |

| Describe the educational and<br>informational objective of the<br>program and how it meets the<br>definition of Core<br>Programming. | Live Life and Win is a series of inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community, considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. |
|--|--|
| Does the Licensee identify<br>the program by displaying<br>throughout the program the<br>symbol E/I?                                 | Yes  |

| Digital Core Program (17 of 23)  | Response   |
|--|--|
| Program Title  | Real Winning Edge - Bounce Network   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sundays, 01/3 -03/27/16, 9:30am CST  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than<br>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 is a weekly halfhour television series that<br>highlights adolescents and young adults making the right choices when<br>faced with tough decisions and significant challenges. |
| Does the Licensee identify the program by<br>displaying throughout the program the symbol<br>E/I?                        | Yes  |

| Digital Core<br>Program (18<br>of 23)                     | Response                             |
|---|--------------------------------------|
| Program Title   | Future Phenoms - GRIT Network        |
| Origination   | Network                              |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Saturdays, 01/2/16-03/26/16, 9am CST |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                                   |
| Total times aired   | 13                                   |
| Number of<br>Preemptions                                  | 0                                    |

| Number of      | 0  |
|----------------|--|
| Preemptions    |  |
| for other than |  |
| Breaking       |  |
| News           |  |
| Number of      | 0  |
| Preemptions    |  |
| Rescheduled    |  |
| Length of      | 30 mins  |
| Program        |  |
| Age of         | 13 years to 16 years   |
| Target Child   |  |
| Audience       |  |
| Describe the   | Future Phenoms is such an inspiration for both our youth and their parents. As families watch this show, the   |
| educational    | featured students and their stories of overcoming adversity resonate within students and parents alike.        |
| and            | Students are challenged to overcome their personal adversities in life and find an outlet to pursue their      |
| informational  | dreams, while parents find that their position in their child's life is to encourage their dreams. By watching |
| objective of   | Future Phenoms, students have a stronger desire to participate in extracurricular activities. Essential to th  |
| the program    | educational process, parents see how extracurricular activities can give their children the confidence to      |
| and how it     | pursue knowledge, pursue a healthy, active lifestyle, and pursue their dreams, despite the difficulties that   |
| meets the      | life brings. Future Phenoms has been extremely influential in helping our youth realize the full potential the |
| definition of  | can accomplish both in the classroom and on the playing field. Recognizing athletes for classroom              |
| Core           | achievements as well as their contributions in extracurricular activities helps students to understand the     |
| Programming.   | importance of dedication, discipline, commitment to academics, and community involvement.                      |
|                |  |
| Does the       | Yes  |
| Licensee       |  |
| identify the   |  |
| program by     |  |
| displaying     |  |
| throughout     |  |
| the program    |  |
| the symbol E   |  |
|                |  |

| Digital Core Program (19 of 23)                       | Response                                |
|---|---|
| Program Title   | On the Spot - GRIT Network              |
| Origination   | Network                                 |
| Days/Times Program Regularly<br>Scheduled             | Saturdays, 01/2/16-03/26/16, 9:30am CST |
| Total times aired at regularly scheduled time         | 13                                      |
| Total times aired                                     | 13                                      |
| Number of Preemptions                                 | 0                                       |
| Number of Preemptions for other than<br>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<br>informational objective of the program<br>and how it meets the definition of Core<br>Programming. | On the Spot is a lightning fast game of entertaining trivia from different categories, including: untold history, globetrotting, origins, supernatural, in sickness and in health, myths, now and then, record setters, mad science and bad ideas. |
|---|--|
| Does the Licensee identify the program  | Yes  |

| by displaying throughout the program |  |
|--------------------------------------|--|
| the symbol E/I?                      |  |

| Digital Core Program (20 of 23)   | Response   |
|---|--|
| Program Title   | Living Greener - GRIT Network  |
| Origination   | Network  |
| Days/Times Program<br>Regularly Scheduled   | Saturdays, 01/2/16-03/26/16, 10am CST  |
| Total times aired at regularly scheduled time   | 13   |
| Total times aired   | 13   |
| Number of Preemptions   | 0  |
| Number of Preemptions<br>for other than Breaking<br>News  | 0  |
| Number of Preemptions<br>Rescheduled  | 0  |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience   | 13 years to 16 years   |
| Describe the educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>Programming. | LIVING GREENER serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of understanding our environment and showcasing the latest innovations to help make the planet more ecofriendly. The series travels around the world to show how people and nations are addressing today s environmental problems and how they are seeking solutions. |
| Does the Licensee<br>identify the program by<br>displaying throughout the<br>program the symbol E/I?                                    | Yes  |

| Digital Core<br>Program (21 of<br>23)           | Response                                 |
|---|--|
| Program Title                                   | Uncaged - GRIT Network                   |
| Origination                                     | Network                                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays, 01/2/16-03/26/16, 10:30am CST |

| Total times aired<br>at regularly<br>scheduled time   | 13   |
|---|--|
| Total times aired   | 13   |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News   | 0  |
| Number of<br>Preemptions<br>Rescheduled   | 0  |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience   | 13 years to 16 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | The series explores all types of wild animals in their own environment and how they survive from whales to orangutans, to turtles, penguins and many more animals. Teenage viewers learn about the living habits of these various critters and why some may be on their way to extinction. Each episode provides detailed explanations of the different animal species and helps viewers understand their daily lives. UNCAGED is ducational, informative and entertaining, while providing unique up close televised visits of wild and exotic creatures and teaching viewers all about life in the animal kingdom. |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |

| Digital Core Program (22 of 23)  | Response  |
|--|---|
| Program Title  | Ocean Mysteries - GRIT Network  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturdays, 01/2/16-03/26/16, 11am CST   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than<br>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. | Ocean Mysteries offers a fresh approach to the quest for aquatic<br>understanding by blending stories of fascinating sea creatures, comparison<br>to popular land animals, and analogies to human experience. |

Does the Licensee identify the program by displaying throughout the program the symbol E/I?

| Digital Core<br>Program (23<br>of 23)  | Response   |
|--|--|
| Program Title  | Future Phenoms - GRIT Network  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 01/2/16-03/26/16, 11:30am CST   |
| 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. | Future Phenoms is such an inspiration for both our youth and their parents. As families watch this show, the featured students and their stories of overcoming adversity resonate within students and parents alike. Students are challenged to overcome their personal adversities in life and find an outlet to pursue their dreams, while parents find that their position in their child's life is to encourage their dreams. By watching Future Phenoms, students have a stronger desire to participate in extracurricular activities. Essential to the educational process, parents see how extracurricular activities can give their children the confidence to pursue knowledge, pursue a healthy, active lifestyle, and pursue their dreams, despite the difficulties that life brings. Future Phenoms has been extremely influential in helping our youth realize the full potential they can accomplish both in the classroom and on the playing field. Recognizing athletes for classroom achievements as well as their contributions in extracurricular activities helps students to understand the importance of dedication, discipline, commitment to academics, and community involvement. |

| Does the     | Yes |  |  |
|--------------|-----|--|--|
| Licensee     |     |  |  |
| identify the |     |  |  |
| program by   |     |  |  |
| displaying   |     |  |  |
| throughout   |     |  |  |
| the program  |     |  |  |
| the symbol E |     |  |  |
| /l?          |     |  |  |

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

| 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  | Leigh Micha                    |
| Address   | 1414 N.<br>Memorial<br>Parkway |
| City  | Huntsville                     |
| State   | AL                             |
| Zip   | 35801                          |
| Telephone Number  | (256) 564-<br>5649             |
| Email Address   | lmichal@wa<br>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. |                                |

Liaison Contact

#### Other Matters (18)

| Other<br>Matters (1 of<br>18)  | Response   |
|--|--|
| Program Title  | Floogal's - WAFF Main Digital  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 04/2-06/25/2016, 9am CST  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 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. | Floogals is an animated show starring three space aliensFleeker, Flo, and Boomerwho have been sent to earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarters. The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the point of view of the show. With the multiple challenges of their size and ignorance of all things Hooman [that's Floogalspeak for human], the Floogals have a lot of work on their hands. They are engaged in the dual processes of discovery and problem solving as nothing on earth is familiar to them. Much like young children, they begin by encountering something new and then go through a comedic multistep process of watching, listening, touching, and notetaking until they've figured out what and how their new discovery fits into the Hooman universe. |
| Other Matters  |  |
| (2 of 18)  | Response   |
| Program Title  | Nina's World - WAFF Main Digital   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 04/2-06/25/2016, 9:30am CST   |
| 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 from  | 2 years to 5 years   |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes.

| Other Matters<br>(3 of 18)  | Response  |
|---|---|
| Program Title   | Ruff Ruff, Tweet and Dave - WAFF Main Digital   |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturdays, 04/2-06/25/2016, 10am CST  |
| Total times<br>aired at<br>regularly<br>scheduled time  | 13  |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | This animated show puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Rolypods, enter the SpinAgain transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the RolyPods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. |
| Other<br>Matters (4 of<br>18)   | Response  |
| Program Title   | AstroblastWAFF Main Digital   |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturdays, 04/2-06/25/2016, 10:30am CST   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time   | 13  |

| and       unknown derivation. Each episode begins with an everyday conversation or incident that grows into a prodicament of some sort needing a solution. While these predicaments take place on a space station oppulated by animal characters and aliens from different glackies, the issues and resolutions resonate I preschool audience. Through comedy and zippy action, our target audience sees how the characters lea lessons for practical living such as how to keep track of things that belong to you, practice eood habits, clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resolution for programming.         Other Matters (6 of 18)       Response         Origination       Network         DaysTimes       Saturdays, 04/2-06/25/2016, 11am CST         Program Titte       The Chica Show - WAFF Main Digital         Total times       13         aired at regularly       Saturdays, 04/2-06/25/2016, 11am CST         Program       2 years to 5 years         Age of had       2 years to 5 years         Additioned       Show, the councils and weard weard weard of the sponse the days with her parents in their cost show, the Coop. The shop's one employee, Kelly, doubles as Chica's namy and the resemble is rounda out with Bunji, a large floppy eard rabbit, and Stitches, a straw manequin that sits in the window. In ear episode Chica develops or encounters a problem that sits cannot menegated yresolve. Usually her issue information a divent of and adventure fantasy transformation to animation continient and stile yresolwe. Is and yresolwe and a mathematic process. The core educational content is primming | Length of<br>Program   | 30 mins  |
|--|--|--|
| educational<br>and<br>informational<br>informational<br>informational<br>objective of<br>preschool audience. Through corned y and zippy action, our target audience sees how the characters lead<br>and how it<br>lessons for practical living such as how to keep track of things that belong to you, practice good habits,<br>clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or res<br>the urget to blame others for your mistakes.         Other<br>Matters (5 of<br>Response       Response         Origination       Network         Days/Times<br>regularly<br>scheduled       Saturdays, 04/2-06/25/2016, 11am CST         Origination       Saturdays, 04/2-06/25/2016, 11am CST         Program<br>Title       30 mins         Program<br>Title       30 mins         Program<br>Title       The Chica Show features a live year old "baby" chick that spends her days with her parents in their cost<br>shop, the Coop. The shop's one employee, Kelly, doubles as chica's nany and the maents live investore<br>shout where a dired raby involve made raby indices.  | Target Child<br>Audience   | 2 years to 5 years   |
| Watters (5 of<br>18)         Response           Program Title         The Chica Show - WAFF Main Digital           Origination         Network           Days/Times         Saturdays, 04/2-06/25/2016, 11am CST           Program         Saturdays, 04/2-06/25/2016, 11am CST           Scheduled         13           Total times         13           aired at regularly         scheduled           Scheduled         30 mins           Program         2 years to 5 years           Age of rarget Child Audience from         2 years to 5 years           Describe the educational and eductore a five year old "baby" chick that spends her days with her parents in their cost shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounde out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In eare episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issuit involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually wor on the problem through an adventure fantasy transformation to animation where Bunji and Stitches com and how it  | educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core | unknown solar system. The station is populated by five animal characters and one three eyed octopus of<br>unknown derivation. Each episode begins with an everyday conversation or incident that grows into a<br>predicament of some sort needing a solution. While these predicaments take place on a space station<br>populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a<br>preschool audience. Through comedy and zippy action, our target audience sees how the characters learn<br>lessons for practical living such as how to keep track of things that belong to you, practice good habits,<br>clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resist  |
| Origination       Network         Days/Times       Saturdays, 04/2-06/25/2016, 11am CST         Program       Regularly         Scheduled       13         aired at regularly       scheduled         Total times aired at regularly       30 mins         Program       30 mins         Program       2 years to 5 years         Target Child       2 years to 5 years         Describe the educational and many and the Copy on the Dopy on the Bung's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounde out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In expisite othic work is problem through an adventure fantasy transformation to animation where Bunji and Stitches com alive and join Chica and Kelly for the problem solving process. The core educational content is primarily  | Matters (5 of  | Response   |
| Days/Times       Saturdays, 04/2-06/25/2016, 11am CST         Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30 mins         Program       30 mins         Program       2 years to 5 years         Age of       2 years to 5 years         Target Child       The Chica Show features a five year old "baby" chick that spends her days with her parents in their cost shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounde out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In ea episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issue involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually wor on the problem through an adventure fantasy transformation to animation where Bunji and Stitches com alive and join Chica and Kelly for the problem solving process. The core educational content is primarily  | Program Title  | The Chica Show - WAFF Main Digital   |
| Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30         time       30 mins         Program       30 mins         Age of       2 years to 5 years         Target Child       2 years to 5 years         Target Child       The Chica Show features a five year old "baby" chick that spends her days with her parents in their cost         shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounde         out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In ea         episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issue         objective of       on the problem through an adventure fantasy transformation to animation where Bunji and Stitches com         and how it       alive and join Chica and Kelly for the problem solving process. The core educational content is primarily  | Origination  | Network  |
| aired at<br>regularly<br>scheduled<br>time30 minsLength of<br>Program30 minsAge of<br>Target Child<br>Audience<br>from2 years to 5 yearsDescribe the<br>educational<br>and<br>how itThe Chica Show features a five year old "baby" chick that spends her days with her parents in their cost<br>shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded<br>out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In ea<br>episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issue<br>involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually wor<br>on the problem through an adventure fantasy transformation to animation where Bunji and Stitches com<br>alive and join Chica and Kelly for the problem solving process. The core educational content is primarily  | Program<br>Regularly   | Saturdays, 04/2-06/25/2016, 11am CST   |
| Program         Age of       2 years to 5 years         Target Child         Audience         from         Describe the         The Chica Show features a five year old "baby" chick that spends her days with her parents in their cost         educational         and         out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In ea         episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issue         objective of         informational         objective of         inthe program         and how it  | aired at<br>regularly<br>scheduled   | 13   |
| Target Child<br>Audience<br>fromDescribe the<br>educational<br>and<br>out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In ea<br>informational<br>objective of<br>involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually wor<br>the program<br>and how itDescribe the<br>educational<br>and<br>involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually wor<br>the program<br>and how it   | -  | 30 mins  |
| educational shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounder out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In ear episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issue involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually wor on the problem through an adventure fantasy transformation to animation where Bunji and Stitches com and how it alive and join Chica and Kelly for the problem solving process. The core educational content is primarily   | Target Child<br>Audience   | 2 years to 5 years   |
|  | educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core | The Chica Show features a five year old "baby" chick that spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually works on the problem through an adventure fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio emotional development as Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| (6 of 18)   | Response                                 |
|-------------|--|
| Program Ti  | le Noodle and Doodle - WAFF Main Digital |
| Origination | Network                                  |

| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 04/2-06/25/2016, 11:30am CST  |
|--|--|
| 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 from  | 2 years to 5 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. | Noodle and Doodle, an instructional series, features art and cooking projects around a specific theme.<br>Host, Sean, drives around in a doubledecker bus fully equipped with art supplies and a kitchen, ready for<br>any assignment. The projects encourage parent engagement and often feature families working together<br>make something to display within the child's home. Sean's sidekick, Doggity, is an everfaithful beagle who<br>transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of<br>prank playing animated characters. The art projects typically promote utilizing recycled materials in order<br>demonstrate that creativity can transform something intended for one purpose into something that achieve<br>a completely different goal. |
| Other Matters<br>(7 of 18)   | Response   |
| Program Title  | Awesome Adventures - Bounce Network  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 04/2-06/25/2016, 9am CST  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years   |
| Describe the<br>educational<br>and   | Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a hos and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in contemporary style, and features both historical and cultural information, in addition to an action  |
| nformational<br>objective of the<br>program and<br>now it meets<br>he definition of<br>Core<br>Programming.  | adventure. The introduction about the specific food, music, geography, history and environmental issues<br>as well as popular recreational activities of the locale, make for a most entertaining program.   |

Other Matters (8 of 18)

Response

| Program Title  | Live Life & Win - Bounce Network  |
|--|---|
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | Saturdays, 04/2-06/25/2016, 9:30am CST  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience<br>from   | 13 years to 16 years  |
| Describe the educational and<br>informational objective of the<br>program and how it meets the   | Live Life and Win is a series of inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community, considers topics such as social responsibility and justice, perseverance, leadership, academic |
| definition of Core<br>Programming.   | achievement, volunteerism, and life skills such as the importance of exercise and nutrition.  |
|  | achievement, volunteerism, and life skills such as the importance of exercise and nutrition.           Response   |
| Programming.   |   |
| Programming.<br>Other Matters (9 of 18)  | Response  |
| Programming.<br>Other Matters (9 of 18)<br>Program Title<br>Origination<br>Days/Times Program Regularly  | Response<br>Animal Atlas - Bounce Network   |
| Programming.<br>Other Matters (9 of 18)<br>Program Title<br>Origination<br>Days/Times Program Regularly<br>Scheduled<br>Total times aired at regularly                   | Response         Animal Atlas - Bounce Network         Network  |
| Programming.<br>Other Matters (9 of 18)<br>Program Title<br>Origination<br>Days/Times Program Regularly<br>Scheduled<br>Total times aired at regularly<br>scheduled time | Response         Animal Atlas - Bounce Network         Network         Saturdays, 04/2-06/25/2016, 10am CST   |
| Programming.<br><b>Other Matters (9 of 18)</b><br>Program Title  | Response         Animal Atlas - Bounce Network         Network         Saturdays, 04/2-06/25/2016, 10am CST         13  |

| Other Matters<br>(10 of 18)                            | Response                                |
|--|---|
| Program Title  | Awesome Adventures - Bounce Network     |
| Origination  | Network                                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Saturdays, 04/2-06/25/2016, 10:30am CST |
| Total times<br>aired at<br>regularly<br>scheduled time | 13                                      |
| Length of<br>Program                                   | 30 mins                                 |
| Age of Target<br>Child Audience<br>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 an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program.

| Other Matters (11 of 18)   | Response   |
|--|--|
| Program Title  | Live Life & Win - Bounce Network   |
| Origination  | Network  |
| Days/Times Program<br>Regularly Scheduled  | Sundays, 04/3-06/26/2016, 9am CST  |
| 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<br>informational objective of the<br>program and how it meets the<br>definition of Core<br>Programming. | Live Life and Win is a series of inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community, considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. |
| Other Matters (12 of 18)   | Response   |

| Other Matters (12 of 18)   | Response   |
|--|--|
| Program Title  | Real Winning Edge - Bounce Network   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sundays, 04/3-06/26/2016, 9:30am CST   |
| 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 Real Winning Edge is a weekly halfhour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. |

| Other<br>Matters (13<br>of 18)                  | Response                            |
|---|-------------------------------------|
| Program Title                                   | Future Phenoms - Grit Network       |
| Origination                                     | Network                             |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays, 04/2-06/25/2016, 9am CST |

| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |  |  |
|--|---|--|--|
| Length of<br>Program   | 30 mins   |  |  |
| Age of<br>Target 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. | featured studen<br>Students are c<br>dreams, while<br>Future Phenom<br>educational pro<br>pursue knowle<br>brings. Future<br>accomplish boo<br>achievements | nts and thei<br>hallenged to<br>parents finc<br>ns, students<br>ocess, pare<br>dge, pursue<br>Phenoms h<br>th in the cla<br>as well as t | an inspiration for both our youth and their parents. As families watch this show, the<br>ir stories of overcoming adversity resonate within students and parents alike.<br>o overcome their personal adversities in life and find an outlet to pursue their<br>d that their position in their child's life is to encourage their dreams. By watching<br>s have a stronger desire to participate in extracurricular activities. Essential to the<br>nts see how extracurricular activities can give their children the confidence to<br>e a healthy, active lifestyle, and pursue their dreams, despite the difficulties that li-<br>has been extremely influential in helping our youth realize the full potential they can<br>strong and on the playing field. Recognizing athletes for classroom<br>heir contributions in extracurricular activities helps students to understand the<br>discipline, commitment to academics, and community involvement. |
| Other Matters (  | 14 of 18)   |  | Response   |
| Program Title  |   |  | On the Spot - Grit Network   |
| Origination  |   |  | Network  |
| Days/Times Pro<br>Scheduled  | ogram Regularly   |  | Saturdays, 04/2-06/25/2016, 9:30am CST   |
| Total times aire time  | d at regularly scl  | heduled  | 13   |
| Length of Progr  | am  |  | 30 mins  |
| Age of Target C  | Child Audience fr   | om   | 13 years to 16 years   |
| Describe the ed  | lucational and  |  | On the Spot is a lightning fast game of entertaining trivia from different   |
|  | pjective of the protection of the definition of   | •  | categories, including: untold history, globetrotting, origins, supernatural, in sickness and in health, myths, now and then, record setters, mad science and bad ideas.  |
| and how it mee   | ts the definition of  | •  | sickness and in health, myths, now and then, record setters, mad science and   |
| and how it mee<br>Programming.   | ts the definition of 15 of 18) Re   | of Core  | sickness and in health, myths, now and then, record setters, mad science and   |
| and how it mee<br>Programming.<br>Other Matters (  | ts the definition of<br>(15 of 18) Re<br>Liv  | of Core  | sickness and in health, myths, now and then, record setters, mad science and bad ideas.  |
| and how it mee<br>Programming.<br>Other Matters (<br>Program Title   | ts the definition of<br>( <b>15 of 18) Re</b><br>Liv<br>Ne<br>ogram Sa  | of Core<br><b>sponse</b><br>ving Greene<br>etwork  | sickness and in health, myths, now and then, record setters, mad science and bad ideas.  |
| and how it mee<br>Programming.<br>Other Matters (<br>Program Title<br>Origination<br>Days/Times Pro  | ts the definition of<br>( <b>15 of 18) Re</b><br>Liv<br>Ne<br>ogram Sa<br>duled<br>d at 13  | of Core<br><b>sponse</b><br>ving Greene<br>etwork<br>aturdays, 04  | sickness and in health, myths, now and then, record setters, mad science and bad ideas.  |
| and how it mee<br>Programming.<br>Other Matters (<br>Program Title<br>Origination<br>Days/Times Pro<br>Regularly Scher<br>Total times aire             | ts the definition of<br>(15 of 18) Re<br>Liv<br>Ne<br>ogram Sa<br>duled<br>d at 13<br>uled time   | of Core<br><b>sponse</b><br>ving Greene<br>etwork<br>aturdays, 04  | sickness and in health, myths, now and then, record setters, mad science and bad ideas.  |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. LIVING GREENER serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of understanding our environment and showcasing the latest innovations to help make the planet more eco-friendly. The series travels around the world to show how people and nations are addressing today's environmental problems and how they are seeking solutions.

| Other Matters (16 of 18)  | Response  |  |
|---|---|--|
| Program Title   | Uncaged - Grit Network  |  |
| Origination   | Network   |  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturdays, 04/2-06/25/2   | 016, 10:30am CST   |
| Total times aired<br>at regularly<br>scheduled time   | 13  |  |
| Length of Program   | 30 mins   |  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years  |  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | The series explores all types of wild animals in their own environment and how they survive from whales to orangutans, to turtles, penguins and many more animals. Teenage viewers learn about the living habits of these various critters and why some may be on their way to extinction. Each episode provides detailed explanations of the different animal species and helps viewers understand their daily lives. UNCAGED is educational, informative and entertaining, while providing unique up close televised visits of wild and exotic creatures and teaching viewers all about life in the animal kingdom. |  |
| Other Matters (17 of  | f 18)   | Response   |
| Program Title   |   | Ocean Mysteries - Grit Network   |
| Origination   |   | Network  |
| Days/Times Program  | n Regularly Scheduled   | Saturdays, 04/2-06/25/2016, 11am CST   |
| Total times aired at I  | egularly scheduled time   | 13   |
| Length of Program   |   | 30 mins  |
| Age of Target Child   | Audience from   | 13 years to 16 years   |
|   | ional and informational<br>ram and how it meets<br>Programming.   | Ocean Mysteries offers a fresh approach to the quest for aquatic<br>understanding by blending stories of fascinating sea creatures, comparisons<br>to popular land animals, and analogies to human experience. |
| Other<br>Matters (18<br>of 18) Res  | ponse   |  |
| Program Title Fut   | ure Phenom - Grit Networl   | ĸ  |

Origination Network

| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 04/2-06/25/2016, 11:30am CST  |
|--|--|
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target 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. | Future Phenoms is such an inspiration for both our youth and their parents. As families watch this show, the featured students and their stories of overcoming adversity resonate within students and parents alike. Students are challenged to overcome their personal adversities in life and find an outlet to pursue their dreams, while parents find that their position in their child's life is to encourage their dreams. By watching Future Phenoms, students have a stronger desire to participate in extracurricular activities. Essential to the educational process, parents see how extracurricular activities can give their children the confidence to pursue knowledge, pursue a healthy, active lifestyle, and pursue their dreams, despite the difficulties that life brings. Future Phenoms has been extremely influential in helping our youth realize the full potential they can accomplish both in the classroom and on the playing field. Recognizing athletes for classroom achievements as well as their contributions in extracurricular activities helps students to understand the importance of dedication, discipline, commitment to academics, and community involvement. |

| Certification | Question   | Response   |
|---------------|--|--|
|               | 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. <b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b> 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. 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). |  |
|               | I certify that this application includes all required and relevant attachments.  | Yes  |
|               | I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.   | Vanessa<br>Oubre<br>Vice<br>President<br>/General<br>Manager |
|               |  | 04/08<br>/2016   |

Attachments No Attachments.