



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0018223693** | File Number: **0000009536** | Submit Date: **07/11/2016** | Call Sign: **WYMT-TV** | Facility ID: **24915** |  
City: **HAZARD** | State: **KY**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report Amendment** | Status: **Received** |  
Status Date: **07/11/2016** | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2016**

General Information

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

Applicant  
Information

Applicant Name, Type, and Contact Information

| Applicant  | Address  | Phone                 | Email                           | Applicant Type |
|--|--|-----------------------|---------------------------------|----------------|
| GRAY TELEVISION LICENSEE, LLC<br>Doing Business As: GRAY TELEVISION<br>LICENSEE, LLC | WYMT-TV<br>P.O. BOX 1299<br>HAZARD, KY<br>41702<br>United States | +1 (606) 436-<br>5757 | PHIL.<br>HAYES@WYMTNEWS.<br>COM | Company        |

Contact  
Representatives  
(2)

| Contact Name   | Address  | Phone                 | Email                      | Contact Type                |
|--|--|-----------------------|----------------------------|-----------------------------|
| PHILIP HAYES<br>CHIEF ENGINEER<br>GRAY TELEVISION<br>LICENSEE, LLC | 199 BLACK GOLD<br>BOULEVARD<br>Hazard, KY 20109<br>United States | +1 (606) 436-<br>5757 | phil.hayes@wymt.com        | Technical<br>Representative |
| JOAN STEWART<br>WILEY REIN LLP                                     | 1776 K STREET, N.W.<br>WASHINGTON, DC<br>20006<br>United States  | +1 (202) 719-<br>7438 | JSTEWART@WILEYREIN.<br>COM | Legal<br>Representative     |

Children's  
Television  
Information

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

Digital Core  
Programs(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, 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. | LUCKY DOG Animal trainer Brandon McMillan operates a training facility known as the Lucky Dog Ranch, where his mission is to rescue hard-to-love and untrained dogs and find them homes. The show focuses on exercising responsibility and on developing a sense of appreciation for life and animals. Life lessons are an integral part of the overarching theme of rescuing these animals from death and providing a second chance for life. Following McMillan's investigations into how to retrain these animals to make them welcome members in the homes of families is both educational and inspirational - encouraging this demographic to become sensitive to our own and others' behavior and teaching how we as individuals can make a difference. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| 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 (2<br>of 12)   | Response   |
|--|--|
| Program Title  | Dr. Chris Pet Vet  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday, 10:30am  |
| 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. | DR. CHRIS PET VET Chronicling the adventures of Dr. Chris Brown, DR. CHRIS PET VET allows viewers unique insight into the life of one of the world's busiest vets and the animals that he treats. For those animals that require specialist services, Dr. Chris calls on his good friend and colleague Dr. Lisa Chimes, who works at a small animal specialist hospital. The show usually consists of three segments, following the doctor as he treats various animals that are in trouble and offering the viewer opportunities to understand the challenges a veterinarian daily faces. The series focuses on how the doctor investigates the individual problem and tries to develop solutions that on the surface would seem confounding to the viewer. As such the show not only offers a view into careers in and responsibility for taking care of pets, but also into problem solving strategies and behaviors. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| 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 12) | Response |
|--------------------------------------|----------|
|--------------------------------------|----------|

|  |   |
|--|---|
| Program Title  | Henry Ford's Innovation Nation  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday, 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. | HENRY FORD'S INNOVATION NATION - Effective Saturday, September 27, 2014 The Henry Ford's INNOVATION NATION, hosted by Mo Rocca, features the celebration of the inventor's spirit - from historic scientific pioneers throughout past centuries to the forward-looking visionaries of today. Each episode tells the dramatic stories behind the world's greatest inventions, and the perseverance, passion and price required to bring them to life. The program includes segments focusing on 'what if it never happened' and 'the innovation by accident,' and has a strong focus on 'junior geniuses' who are changing the face of technology. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (4 of 12) | Response      |
|--------------------------------|---------------|
| Program Title                  | The Inspector |

|  |  |
|--|--|
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday, 11:30am  |
| 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. | THE INSPECTORS is a scripted dramatic series inspired by compelling real-life cases handled by the United States Postal Inspection Service. In the series, Preston Wainwright, a determined teenage boy who is thriving after being paralyzed in a car accident, works as an intern at the U.S. Postal Inspector's lab assisting his U.S. Postal Inspector mom, Amanda, in solving crimes that deal with everything from internet scams, identity and mail theft, to consumer fraud. The program strives to educate young people about making the right choices in their daily lives, encourages open communication between teens and parents and includes positive messaging regarding living with disabilities, overcoming challenges, beating the odds and the power of perseverance. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| 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 (5<br>of 12) | Response                                  |
|--------------------------------------|---|
| Program Title                        | Chicken Soup For The Soul's Hidden Heroes |
| Origination                          | Network                                   |



|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sunday, 7:00am   |
| 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. | This program offers teens an opportunity to view everyday people - regardless of age, sex, occupation or education - stepping forward and acting in a socially responsible and moral fashion when faced with crises and moral dilemmas. In a candid camera-type format, individuals are placed in situations that cause them to demonstrate acts of kindness and generosity, stand up for diversity, shield others from bullies, and embrace friendships. In addition, the program includes segments that focus on overcoming ones fears, as well as rewarding individuals for their unselfish kindness and community service. The program seeks to encourage young viewers to increase their sensitivity and awareness, in order to refine their own moral compass. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| 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 (6<br>of 12) | Response                         |
|--------------------------------------|----------------------------------|
| Program Title                        | Game Changers with Kevin Frazier |
| Origination                          | Network                          |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sunday, 7:30am  |
| 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. | GAME CHANGERS WITH KEVIN FRAZIER 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<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 (7<br>of 12) | Response           |
|--------------------------------------|--------------------|
| Program Title                        | Wild About Animals |
| Origination                          | Network            |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 8:00am   |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
| 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 (8<br>of 12) | Response           |
|--------------------------------------|--------------------|
| Program Title                        | Wild About Animals |
| Origination                          | Network            |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 8:30am   |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
| 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 (9 of<br>12) | Response           |
|--------------------------------------|--------------------|
| Program Title                        | Awesome Adventures |
| Origination                          | Network            |

|   |  |
|---|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturday 9:00am  |
| Total times<br>aired at<br>regularly<br>scheduled time  | 13   |
| Total times<br>aired  | 13   |
| 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   | 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  |

| Digital Core<br>Program (10 of<br>12)           | Response           |
|---|--------------------|
| Program Title                                   | Awesome Adventures |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday 9:30am    |

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

| Digital Core Program (11 of 12)               | Response         |
|---|------------------|
| Program Title                                 | Whaddyado        |
| Origination                                   | Network          |
| Days/Times Program Regularly Scheduled        | Saturday 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. | WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. |
| 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                          | Whaddyado        |
| Origination                            | Network          |
| Days/Times Program Regularly Scheduled | Saturday 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. | <p>WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |



Non-Core  
Educational and  
Informational  
Programming (0)

Sponsored Core  
Programming (0)

Liaison Contact

| Question  | Response                   |
|---|----------------------------|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes                        |
| Name of children's programming liaison  | Edna Eldridge              |
| Address   | P. O. Box 1299             |
| City  | Hazard                     |
| State   | KY                         |
| Zip   | 41701                      |
| Telephone Number  | (606) 436-5757             |
| Email Address   | edna.eldridge@wymtnews.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. | N/A                        |

Other Matters (12)

| Other Matters (1 of 12)  | Response  |
|--|---|
| Program Title  | Lucky Dog   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday, 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. | LUCKY DOG Animal trainer Brandon McMillan operates a training facility known as the Lucky Dog Ranch, where his mission is to rescue hard-to-love and untrained dogs and find them homes. The show focuses on exercising responsibility and on developing a sense of appreciation for life and animals. Life lessons are an integral part of the overarching theme of rescuing these animals from death and providing a second chance for life. Following McMillan's investigations into how to retrain these animals to make them welcome members in the homes of families is both educational and inspirational - encouraging this demographic to become sensitive to our own and others' behavior and teaching how we as individuals can make a difference. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (2 of 12)                       | Response             |
|---|----------------------|
| Program Title                                 | Dr. Chris Pet Vet    |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Saturday, 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. | DR. CHRIS PET VET Chronicling the adventures of Dr. Chris Brown, DR. CHRIS PET VET allows viewers unique insight into the life of one of the world's busiest vets and the animals that he treats. For those animals that require specialist services, Dr. Chris calls on his good friend and colleague Dr. Lisa Chimes, who works at a small animal specialist hospital. The show usually consists of three segments, following the doctor as he treats various animals that are in trouble and offering the viewer opportunities to understand the challenges a veterinarian daily faces. The series focuses on how the doctor investigates the individual problem and tries to develop solutions that on the surface would seem confounding to the viewer. As such the show not only offers a view into careers in and responsibility for taking care of pets, but also into problem solving strategies and behaviors. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
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| Other Matters (3 of 12)  | Response  |
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| Program Title  | Henry Ford's Innovation Nation  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 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. | HENRY FORD'S INNOVATION NATION - Effective Saturday, September 27, 2014 The Henry Ford's INNOVATION NATION, hosted by Mo Rocca, features the celebration of the inventor's spirit - from historic scientific pioneers throughout past centuries to the forward-looking visionaries of today. Each episode tells the dramatic stories behind the world's greatest inventions, and the perseverance, passion and price required to bring them to life. The program includes segments focusing on 'what if it never happened' and 'the innovation by accident,' and has a strong focus on 'junior geniuses' who are changing the face of technology. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (4 of 12)                | Response         |
|--|------------------|
| Program Title                          | The Inspector    |
| Origination                            | Network          |
| Days/Times Program Regularly Scheduled | Saturday 11:30am |

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

| Other Matters (5 of 12)  | Response   |
|--|--|
| Program Title  | Chicken Soup For The Soul's Hidden Heroes  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sunday, 7:00am   |
| 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 program offers teens an opportunity to view everyday people - regardless of age, sex, occupation or education - stepping forward and acting in a socially responsible and moral fashion when faced with crises and moral dilemmas. In a candid camera-type format, individuals are placed in situations that cause them to demonstrate acts of kindness and generosity, stand up for diversity, shield others from bullies, and embrace friendships. In addition, the program includes segments that focus on overcoming ones fears, as well as rewarding individuals for their unselfish kindness and community service. The program seeks to encourage young viewers to increase their sensitivity and awareness, in order to refine their own moral compass. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (6 of 12)  | Response  |
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| Program Title  | Game Changers with Kevin Frazier  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday, 7:30am  |
| 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. | GAME CHANGERS WITH KEVIN FRAZIER 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 (7 of 12)                       | Response             |
|---|----------------------|
| Program Title                                 | Wild About Animals I |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Saturday 8:00am      |
| Total times aired at regularly scheduled time | 13                   |
| Length of Program                             | 30 mins              |
| Age of Target Child Audience from             | 13 years to 16 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
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| Other Matters (8 of 12)  | Response  |
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| Program Title  | Wild About Animals II   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 8:30am   |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |

| Other Matters (9 of 12)                | Response             |
|--|----------------------|
| Program Title                          | Awesome Adventures I |
| Origination                            | Network              |
| Days/Times Program Regularly Scheduled | Saturday, 9:00am     |



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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. | <p>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. The host Mystro, probably in his mid twenties, is engaging, and his delivery is both gritty and welcoming for an audience used to YouTube videos. Coupled with a very conversational style is the MTV shooting technique. The program's opening is visually engaging, featuring scenes of upcoming adventures in the form of a teaser for the audience. In the program about Puerto Rico, the teen team provides some humor while also detailing history. The visualization is excellent-camera angles and action shots make the viewer feel a part of the experience. The use of subjective camera angles further contributes to the "feeling of being there." The natural sounds on location further emphasize the on-site experience for the viewer. The historical content grounds the program, framing location and history of the region for the viewer. The music selection adds to the overall experience. Along with some creative camera angles, the editing is representative of an exceptional craft. The viewer becomes immersed into the history and flavor of the location in a short period of time, which is an important part of the learning experience. The show always combines fun with facts. For instance, explaining the science behind the rainforest, and then introducing a segment connected to this with body sliding and rock climbing, entertains viewers while educating them about a new culture and community.</p> |

| Other Matters (10 of 12)                      | Response              |
|---|-----------------------|
| Program Title                                 | Awesome Adventures II |
| Origination                                   | Network               |
| Days/Times Program Regularly Scheduled        | Saturday,9:30am       |
| 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. | <p>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. The host Mystro, probably in his mid twenties, is engaging, and his delivery is both gritty and welcoming for an audience used to YouTube videos. Coupled with a very conversational style is the MTV shooting technique. The program's opening is visually engaging, featuring scenes of upcoming adventures in the form of a teaser for the audience. In the program about Puerto Rico, the teen team provides some humor while also detailing history. The visualization is excellent-camera angles and action shots make the viewer feel a part of the experience. The use of subjective camera angles further contributes to the "feeling of being there." The natural sounds on location further emphasize the on-site experience for the viewer. The historical content grounds the program, framing location and history of the region for the viewer. The music selection adds to the overall experience. Along with some creative camera angles, the editing is representative of an exceptional craft. The viewer becomes immersed into the history and flavor of the location in a short period of time, which is an important part of the learning experience. The show always combines fun with facts. For instance, explaining the science behind the rainforest, and then introducing a segment connected to this with body sliding and rock climbing, entertains viewers while educating them about a new culture and community.</p> |
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| Other Matters (11 of 12)                      | Response             |
|---|----------------------|
| Program Title                                 | WHADDYADO I          |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Saturday, 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 |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. |
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| Other Matters (12 of 12)   | Response  |
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| Program Title  | WHADDYADO II  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday, 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. | WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. |

Certification

| Question   | Response   |
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| <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> |  |
| 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.   | <div>Edna Eldridge</div> <div>Program Director</div> <div>07/11/2016</div> |

Attachments

| File Name                            | Uploaded By | Attachment Type | Description | Upload Status                          |
|--------------------------------------|-------------|-----------------|-------------|--|
| <a href="#">KidVid Amendment.pdf</a> | Applicant   | Amendment       |             | Done with Virus Scan and/or Conversion |