



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: 0021646880 | File Number: CPR-177180 | Submit Date: 01/06/2016 | Call Sign: KWNL-CD | Facility ID: 52426 |

City: WINSLOW | State: AR

Service: Digital Class A | Purpose: Children's TV Programming Report | Status: Received | Status Date: 01/06/2016 |

Filing Status: Active

Report reflects information for : Fourth Quarter of 2015

General Information

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

**Applicant  
Information**

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

| Applicant | Address | Phone | Email | Applicant Type |
|-----------|---------|-------|-------|----------------|
|           |         |       |       |                |

Contact  
Representatives  
(0)

| Contact Name | Address | Phone | Email | Contact Type |
|--------------|---------|-------|-------|--------------|
|--------------|---------|-------|-------|--------------|

Children's  
Television  
Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | UNI                 |
|              | Nielsen DMA           | Ft. Smith           |
|              | Web Home Page Address |                     |

Digital Core  
Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 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:  | 0.0      |
| 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(8)

| Digital Core Program (1 of 8)  | Response  |
|--|---|
| Program Title  | Mickey Mouse Club House digital   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 8:00 & 8:30 am  |
| Total times aired at regularly scheduled time  | 26  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (2 of 8) | Response            |
|-------------------------------|---------------------|
| Program Title                 | Handy Manny digital |

|  |  |
|--|--|
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 9:00 & 9:30am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 26   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 3 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. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program<br>(3 of 8) |  | Response       |
|----------------------------------|--|----------------|
| Program Title                    |  | Pocoyo digital |
| Origination                      |  | Network        |

|  |   |
|--|---|
| Days/Times Program Regularly Scheduled   | Sat 7:00 am   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (4 of 8) Response             |                         |
|--|-------------------------|
| Program Title                                      | Mickey Mouse Club House |
| Origination  | Network                 |
| Days/Times Program Regularly Scheduled             | Saturday 8am & 8:30am   |
| Total times aired at regularly scheduled time      | 26                      |
| Total times aired                                  |                         |
| Number of Preemptions                              | 0                       |
| Number of Preemptions for other than Breaking News |                         |

|  |   |
|--|---|
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (5 of 8)                      | Response               |
|--|------------------------|
| Program Title                                      | Handy Manny            |
| Origination  | Network                |
| Days/Times Program Regularly Scheduled             | Saturday 9:00 & 9:30am |
| Total times aired at regularly scheduled time      | 26                     |
| Total times aired                                  |                        |
| Number of Preemptions                              | 0                      |
| Number of Preemptions for other than Breaking News |                        |
| Number of Preemptions Rescheduled                  |                        |
| Length of Program                                  | 30 mins                |



|  |  |
|--|--|
| Age of Target Child Audience   | 3 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program<br>(6 of 8)                   |  | Response           |
|--|--|--------------------|
| Program Title                                      |  | Pocoyo             |
| Origination  |  | Network            |
| Days/Times Program Regularly Scheduled             |  | Saturday 7:00am    |
| Total times aired at regularly scheduled time      |  | 13                 |
| Total times aired                                  |  |                    |
| Number of Preemptions                              |  | 0                  |
| Number of Preemptions for other than Breaking News |  |                    |
| Number of Preemptions Rescheduled                  |  |                    |
| Length of Program                                  |  | 30 mins            |
| Age of Target Child Audience                       |  | 2 years to 4 years |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (7 of 8)                      |                    | Response |
|--|--------------------|----------|
| Program Title                                      | Sesame Amigos      |          |
| Origination  | Network            |          |
| Days/Times Program Regularly Scheduled             | Saturday 7:30am    |          |
| Total times aired at regularly scheduled time      | 13                 |          |
| Total times aired                                  |                    |          |
| Number of Preemptions                              | 0                  |          |
| Number of Preemptions for other than Breaking News |                    |          |
| Number of Preemptions Rescheduled                  |                    |          |
| Length of Program                                  | 30 mins            |          |
| Age of Target Child Audience                       | 2 years to 5 years |          |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Through Sesame Amigos' 26 new episodes, kids will build their inner strength, develop their moral compass and learn important educational lessons with trusted and engaging characters that kids love and moms and dads count on. In each show, kids will play learning games and get up and dance with Elmo, who will encourage kids to participate throughout the show. They'll travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. Next they'll explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh out loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (8 of 8)                      | Response              |
|--|-----------------------|
| Program Title                                      | Sesame Amigos digital |
| Origination  | Network               |
| Days/Times Program Regularly Scheduled             | Saturday 7:30am       |
| Total times aired at regularly scheduled time      | 13                    |
| Total times aired                                  |                       |
| Number of Preemptions                              | 0                     |
| Number of Preemptions for other than Breaking News |                       |
| Number of Preemptions Rescheduled                  |                       |
| Length of Program                                  | 30 mins               |
| Age of Target Child Audience                       | 2 years to 5 years    |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Through Sesame Amigos' 26 new episodes, kids will build their inner strength, develop their moral compass and learn important educational lessons with trusted and engaging characters that kids love and moms and dads count on. In each show, kids will play learning games and get up and dance with Elmo, who will encourage kids to participate throughout the show. They'll travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. Next they'll explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh out loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. |
| 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  | Jessica Betterton        |
| Address   | 1 Shackleford Drive      |
| City  | Little Rock              |
| State   | AR                       |
| Zip   | 72211                    |
| Telephone Number  | 501-492-8202             |
| Email Address   | jbetterton@duo-media.com |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. |                          |

Other Matters (5)

| Other Matters (1 of 5)  | Response  |
|---|---|
| Program Title   | Mickey Mouse Club House (both)  |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Sat 7:00 & 7:30 am  |
| Total times<br>aired at<br>regularly<br>scheduled time  | 26  |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 3 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<br>of Core<br>Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand. |

| Other Matters (2 of 5)                                    | Response           |
|---|--------------------|
| Program Title   | Handy Manny (both) |
| Origination   | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sat 8:00 am        |
| 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                | 3 years to 5 years |



|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers |
|--|--|

| Other Matters (3 of 5)   | Response   |
|--|--|
| Program Title  | Pocoyo (both)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 8:30 am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 4 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand |

| Other Matters (4 of 5)   | Response  |
|--|---|
| Program Title  | The Backyardigans both  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 9:30 am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring five friends who inspire children to engage in creative play through musical adventures. Each episode encourages young children to learn through music and dance. The unique character's personalities also add to this program's appeal. Each adventure begins in the backyard through the group's imagination and is then transformed into a completely different world in which they have an adventure. |

| Other Matters<br>(5 of 5)  | Response  |
|--|---|
| Program Title  | Sesame Amigos both  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 7:00am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience 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. | Through Sesame Amigos' 26 new episodes, kids will build their inner strength, develop their moral compass and learn important educational lessons with trusted and engaging characters that kids love and moms and dads count on. In each show, kids will play learning games and get up and dance with Elmo, who will encourage kids to participate throughout the show. They'll travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. Next they'll explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh out loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. |

Certification

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

**Attachments**

No Attachments.