

# Children's Television Programming Report

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 LUBBOCK
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 Children's TV Programming Report
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 Active
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 Status:
 Status:

## **Report reflects information for : First Quarter of 2012**

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

Applicant	Applicant Name, Typ	e, and Contact Info	rmation		
Information	Applicant	Address	Phone	Email	Applicant Type

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question	Response	
Television Information	Station Type	Station Type	Network Affiliation	n
		Affiliated network	Telemundo	
		Nielsen DMA	Lubbock	
		Web Home Page Address		
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			
	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			
	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:			
	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?			
	•	at least 50% of the Core Programming counted toward meeting ed to free video programming aired on other than the main Yes N		

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?

## Digital Core Programs(9)

Digital Core Program (1 of 9)	Response
Program Title	The Magic School Bus (01/07/12-02/04/12)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00a
Total times aired at regularly scheduled time	5
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 9)	Response
Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphane elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional messa such as taking responsibility, being patient and persistent in hard work, respecting people's private learning to cope with unforeseen changes, and being honest. These messages emerge from the resolve a dilemma that is faced by Babar, one of his friends or family members.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 9)	Response
Program Title	Turbo Dogs (01/07/12-02/04/12)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00am

Total times aired at regularly scheduled time	5
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TURBO DOGS is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 9)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episod provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 9)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Programming. Does the Licensee identify the program by displaying throughout the program	Yes
Describe the educational and informational objective of the program and how it meets the definition of Core	WILLA'S WILD LIFE is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumpin to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.
Age of Target Child Audience	6 years to 10 years
Length of Program	30 mins
Number of Preemptions Rescheduled	
Number of Preemptions for other than Breaking News	

Digital Core Program (6	
of 9)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 8:00am
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	30 mins
Program	
Age of	6 years to 10 years
Target Child	
Audience	
Describe the	PEARLIE is an animated comedy series based on the children's book series Pearlie the Park Fairy by
educational	Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets
and	into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience with
informational	the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and
objective of	learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to
the program	keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone
and how it	happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes
meets the	advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. I
definition of	each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but
Core	without the organization required to get the job done. Through plot developments and with the assistance
Programming.	her friends, Opal and Jasper, she learns what to do and what not todo in each situation so the park can be restored to order.
Does the	Yes
Licensee	
identify the	
program by	
displaying	
throughout	
the program	
the symbol E	

Digital Core Program (7 of 9)	Response
Program Title	Jane and the Dragon (02/11/12-03/31/12)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00am
Total times aired at regularly scheduled time	8
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, JANE AND THE DRAGON is an animated show based on Martin Baynton's best- selling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The gia green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a par of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skil and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jan learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 9)	Response
Program Title	The Zula Patrol (02/11/12-03/31/12)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00am
Total times aired at regularly scheduled time	8
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book series by Deborah Manchester, THE ZULA PATROL teaches science and astronomy facts to a target audience of children 6-10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his "Multo-Moments" or summary of scientific facts from the story. Typically, the stories also provide a social-emotional tag based on tolerance and non-violent conflict resolution.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (9 of 9)	Response
Program Title	Wimzie's House
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30am/Sunday 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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A playful young puppet monster and her adorable friends learn the skills of caring and sharing at Wimzie's house, a unique home daycare center.
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)

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	Brad Moran
Address	PO Box 3757
City	Lubbock
State	ТХ
Zip	79452
Telephone Number	806-745-9300
Email Address	bmoran@ramarcom. 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). Thi 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 (7)

Other Matters (1 of 7)	Response
Program Title	Jane and the Dragon
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00am
Total times aired at	13
regularly scheduled time	
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of	Set in medieval times, JANE AND THE DRAGON is an animated show based on Martin Baynton's best- selling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The gia green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a par of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skil
the program and how it meets the definition of Core	and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jai learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Programming. Other Matters (2	
<b>7)</b> Program Title	Babar
Origination	Network
Days/Times Program Regula Scheduled	Saturdays 7:30am arly
Total times aired at regularly scheduled time	d 13
Length of Progra	am 30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and ho it meets the definition of Corr	<ul> <li>parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy,</li> <li>learning to cope with unforeseen changes, and being honest. These messages emerge from the nee to resolve a dilemma that is faced by Babar, one of his friends or family members.</li> </ul>

Other Matters (3 of 7)	Response
Program Title	The Zula Patrol
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book series by Deborah Manchester, THE ZULA PATROL teaches science and astronomy facts to a target audience of children 6-10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is there highlighted during a segment where crew member Professor Multo delivers his "Multo-Moments" or summary of scientific facts from the story. Typically, the stories also provide a social-emotional tag based or tolerance and non-violent conflict resolution.
Other Matters (4 of 7)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.

Other Matters (5 of 7)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WILLA'S WILD LIFE is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

Other Matters (6 of 7)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 8:00am

Total times		
aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	6 years to 10 years	
Describe the educational and informational objective of the program and how it	Wendy Harmer. Pearlie is an optimistic into situations because her desire to he the 4-8 year old range, Pearlie focuses learning how to avoid getting into troub Jubilee Park in sparkling order she has	s based on the children's book series Pearlie the Park Fairy by , light-hearted fairy who sees the good in everybody, but often gets elp is larger than her capacity to deliver. Aimed for an audience withit on the importance of following the rules, using good judgment and le. Since Pearlie was appointed by Fairy Head Quarters (HQ) to kee constant challenges with her basic goal of keeping everyone happy oothly. Pearlie's nemesis and cousin Saphira, often takes advantage
meets the definition of Core Programming.	episode, we see Pearlie approach new organization required to get the job dom	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the ne. Through plot developments and with the assistance of her friends and what not todo in each situation so the park can be restored to
definition of Core	episode, we see Pearlie approach new organization required to get the job don Opal and Jasper, she learns what to do order.	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the ne. Through plot developments and with the assistance of her friends
definition of Core Programming.	episode, we see Pearlie approach new organization required to get the job don Opal and Jasper, she learns what to do order.	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the ne. Through plot developments and with the assistance of her friends of and what not todo in each situation so the park can be restored to
definition of Core Programming. Other Matters	episode, we see Pearlie approach new organization required to get the job don Opal and Jasper, she learns what to do order.	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the e. Through plot developments and with the assistance of her friend o and what not todo in each situation so the park can be restored to <b>Response</b>
definition of Core Programming. Other Matters Program Title Origination	episode, we see Pearlie approach new organization required to get the job don Opal and Jasper, she learns what to do order.	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the ne. Through plot developments and with the assistance of her friends o and what not todo in each situation so the park can be restored to <b>Response</b> Wimzie's House
definition of Core Programming. Other Matters Program Title Origination Days/Times Pr	episode, we see Pearlie approach new organization required to get the job don Opal and Jasper, she learns what to do order. (7 of 7)	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the e. Through plot developments and with the assistance of her friend o and what not todo in each situation so the park can be restored to <b>Response</b> Wimzie's House Network
definition of Core Programming. Other Matters Program Title Origination Days/Times Pr	episode, we see Pearlie approach new organization required to get the job dom Opal and Jasper, she learns what to do order. (7 of 7) ogram Regularly Scheduled ed at regularly scheduled time	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the ne. Through plot developments and with the assistance of her friends of and what not todo in each situation so the park can be restored to <b>Response</b> Wimzie's House Network Saturday 8:30am/Sunday 8:30am
definition of Core Programming. Other Matters Program Title Origination Days/Times Pro Total times aire Length of Prog	episode, we see Pearlie approach new organization required to get the job dom Opal and Jasper, she learns what to do order. (7 of 7) ogram Regularly Scheduled ed at regularly scheduled time	that Pearlie must also frequently outwit the park bully. In each tasks and problems with a great deal of enthusiasm, but without the e. Through plot developments and with the assistance of her friends and what not todo in each situation so the park can be restored to Response Wimzie's House Network Saturday 8:30am/Sunday 8:30am 26

#### Question

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.	
FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION	
AND FORFEITURE OF ANY FEES PAID	
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.	
I declare, under penalty of perjury, that I am an authorized representative of the above-named	Ramar
applicant for the Authorization(s) specified above.	Communicat

Attachments No Attachments.