



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0002480085** | File Number: **CPR-119448** | Submit Date: **04/07/2011** | Call Sign: **KWSD** | Facility ID: **29121** | City:
SIOUX FALLS | State: **SD**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/07/2011 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

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 | CW |
| | Nielsen DMA | Sioux Falls-Mitchell |
| | Web Home Page Address | WWW.SIOUXFALLSCW.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 | 5.0 |
| 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 | 0.0 |
| 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 | Edgemont |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 12PM 12:30PM 6:30PM SUN 11AM 11:30AM 12AM 12:30AM |
| Total times aired at regularly scheduled time | 53 |
| 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 | 13 years to 16 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Edgemont is a television program designed for middle and high school students aged 13-16 years- old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30- minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p> |
| 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 | Cubix: Robots For Everyone |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 7AM 7:30AM |
| Total times aired at regularly scheduled time | 14 |
| 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 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (3 of 8) | | Response |
|---|--|----------------|
| Program Title | | Magi-Nation |
| Origination | | Syndicated |
| Days/Times Program Regularly Scheduled | | SAT 7AM 7:30AM |
| Total times aired at regularly scheduled time | | 12 |
| 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 | 7 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. |
| 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 | Made in Hollywood: Teen Edition |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 12PM 12:30PM SUN 11AM 11:30AM |
| 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. |
| 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 | Edgemont |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 12PM 12:30PM 6:30PM SUN 11AM 11:30AM 12AM 12:30AM |
| Total times aired at regularly scheduled time | 53 |
| 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Edgemont is a television program designed for middle and high school students aged 13-16 years- old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30- minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (6 of 8) | Response |
|---|----------------------------|
| Program Title | Cubix: Robots For Everyone |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 7AM 7:30AM |
| Total times aired at regularly scheduled time | 14 |
| 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 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. |
| 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 | | Magi-Nation |
| Origination | | Syndicated |
| Days/Times Program Regularly Scheduled | | SAT 7AM 7:30AM |
| Total times aired at regularly scheduled time | | 12 |
| 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 | 7 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. |
| 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 | Made in Hollywood: Teen Edition | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | SAT 12PM 12:30PM SUN 11AM 11:30AM | |
| 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Non-Core Educational and Informational Programming (10)

| Non-Core Educational and Informational Programming (1 of 10) | Response |
|--|---|
| Program Title | Sonic X |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 8AM 8:30AM 9:30AM |
| Total times aired at regularly scheduled time: | 39 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Follow the adventures of Sonic and friends. They must stop the evil genius Dr. Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world! |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (2 of 10) | Response |
|--|---|
| Program Title | Dragon Ball Z Kai |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 10AM 10:30AM |
| Total times aired at regularly scheduled time: | 25 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dragon Ball Kai is an anime series that is an HD Remaster and Recut of Dragon Ball Z done for its 20th Anniversary. It premiered on Fuji TV on April 5th 2009 at 9: 00am just before One Piece, and the two shows are being marketed together as 'Dream 9', which refers to the hour in which they both air. Two issues of Shounen JUMP have included some primary information about the series |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |

| | |
|--|----|
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (3 of 10) | Response |
|--|---|
| Program Title | Yu-Gi-Oh! |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 9AM 11AM |
| Total times aired at regularly scheduled time: | 20 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | | Response |
|-----------|--|----------|
| Date Time | | |

Non-Core Educational and Informational Programming (4 of 10)

| | Response |
|--|--|
| Program Title | Yu-Gi-Oh! 5D'S |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 11AM 11:30AM |
| Total times aired at regularly scheduled time: | 16 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The future of dueling is revving up! And with it begins a new legend! Yu-Gi- Oh! 5D's! Welcome to New Domino City, once the playground to legendary duelist Yugi Moto, this sprawling metropolis has since been transformed into a futuristic society where dueling has kicked into overdrive! With recent technological advancements made by the Kaiba Corporation, dueling has undergone a metamorphosis that has revolutionized the make-up and pace of the game and changed it into a heart pounding, adrenaline filled, fuel injected competition where duelists ride supercharged hyper cycles called Duel Runners and battle it out in hi-octane contests called "Turbo Duels". Now the winners and losers aren't just separated by skill and strength... but by SPEED! For five special duelists though, it's not just about winning or losing anymore - it's about survival, for they are the chosen "signers" who have been marked by destiny to uncover the secrets of the five dragons! With new cards, new players and new adventures you'd better start your engines and get set to duel! Yu-Gi-Oh! 5D's - don't let the revolution pass you by! The series is rated TV-Y7 FV. |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |

| | |
|--|----|
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |
|--|----|

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (5 of 10) | Response |
|--|---|
| Program Title | Yu-Gi-Oh! Special"Friends Till The End" |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 10:30AM |
| Total times aired at regularly scheduled time: | 1 |
| Number of Preemptions | -1 |
| Length of Program | 90 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It's friend versus friend as Marik mind controls Joey to duel against Yugi! Can Yugi break Joey out of his spell, or will Joey break Yugi |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (6 of 10) | Response |
|--|------------|
| Program Title | Sonic X |
| Origination | Syndicated |

| | |
|--|---|
| Days/Times Program Regularly Scheduled: | SAT 8AM 8:30AM 9:30AM |
| Total times aired at regularly scheduled time: | 39 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Follow the adventures of Sonic and friends. They must stop the evil genius Dr. Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world! |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (7 of 10) | Response |
|--|---|
| Program Title | Dragon Ball Z Kai |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 10AM 10:30AM |
| Total times aired at regularly scheduled time: | 25 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dragon Ball Kai is an anime series that is an HD Remaster and Recut of Dragon Ball Z done for its 20th Anniversary. It premiered on Fuji TV on April 5th 2009 at 9: 00am just before One Piece, and the two shows are being marketed together as 'Dream 9', which refers to the hour in which they both air. Two issues of Shounen JUMP have included some primary information about the series |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |

Does the Licensee provide information No
regarding the program, including an
indication of the target child audience,
to publishers of program guides
consistent with 47 C.F.R. Section
73.673?

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (8 of 10) | Response |
|--|---|
| Program Title | Yu-Gi-Oh! |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 9AM 11AM |
| Total times aired at regularly scheduled time: | 20 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (9 of 10) | | Response |
|--|--|----------|
| Program Title | Yu-Gi-Oh! 5D'S | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled: | SAT 11AM 11:30AM | |
| Total times aired at regularly scheduled time: | 16 | |
| Number of Preemptions | -1 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 6 years to 12 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The future of dueling is revving up! And with it begins a new legend! Yu-Gi- Oh! 5D's! Welcome to New Domino City, once the playground to legendary duelist Yugi Moto, this sprawling metropolis has since been transformed into a futuristic society where dueling has kicked into overdrive! With recent technological advancements made by the Kaiba Corporation, dueling has undergone a metamorphosis that has revolutionized the make-up and pace of the game and changed it into a heart pounding, adrenaline filled, fuel injected competition where duelists ride supercharged hyper cycles called Duel Runners and battle it out in hi-octane contests called "Turbo Duels". Now the winners and losers aren't just separated by skill and strength... but by SPEED! For five special duelists though, it's not just about winning or losing anymore - it's about survival, for they are the chosen "signers" who have been marked by destiny to uncover the secrets of the five dragons! With new cards, new players and new adventures you'd better start your engines and get set to duel! Yu-Gi-Oh! 5D's - don't let the revolution pass you by! The series is rated TV-Y7 FV. | |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No | |

| | |
|--|----|
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |
|--|----|

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (10 of 10) | Response |
|--|---|
| Program Title | Yu-Gi-Oh! Special "Friends Till The End" |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 10:30AM |
| Total times aired at regularly scheduled time: | 1 |
| Number of Preemptions | -1 |
| Length of Program | 90 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It's friend versus friend as Marik mind controls Joey to duel against Yugi! Can Yugi break Joey out of his spell, or will Joey break Yugi |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | No |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | No |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | No |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

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 | JAYNE SIMPSON |
| Address | 6809 S MINNESOTA AVENUE SUITE 203 |
| City | SIOUX FALLS |
| State | SD |
| Zip | 57108 |
| Telephone Number | 605-341-3135 |
| Email Address | OCT13BER@MSN. 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 (0)

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>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>JAMES F SIMPSON</p> |

Attachments

No Attachments.