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Children's Television Programming Report

FRN: **0001887363** File Number: **CPR-144444** Submit Date: **07/10/2013** Call Sign: **KUSA** Facility ID: **23074** City:

DENVER State: **CO**

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

07/10/2013 Filing Status: Active

Report reflects information for : Second Quarter of 2013

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	
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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	NBC
	Nielsen DMA	Denver
	Web Home Page Address	www.9news.com

Digital Core Programming

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

Digital Core Programs(18)

Digital Core Program (1 of 18)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00am
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	The Chica Show
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-06-08
Episode #	6/8/13 (see question 17)
Reason for Preemption	Sports

Digital Core Program (2 of 18)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30am
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Pajanimals
List date and time rescheduled	6/8/13 12:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-08
Episode #	6/8/13 PAJ107 (see question 17)
Reason for Preemption	Sports

Digital Core Program (3	
of 18)	Response
Program Title	Poppy Cat
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00am
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	3

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
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.	Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Poppy Cat
List date and time rescheduled	6/8/13 1pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-08
Episode #	6/8/13 PCT103 (see question 17)
Reason for Preemption	Sports

Questions	
Title of Program	Poppy Cat
List date and time rescheduled	6/2/13 10am
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-01
Episode # 6/1/13 PCT102 (see quest	
Reason for Preemption	Sports

Questions	Response	
Title of Program	Poppy Cat	
List date and time rescheduled	6/22/13 12pm	
Is the rescheduled date the second home?	No	
Were promotional efforts made to notify the public of rescheduled date and time?	Yes	
Date Preempted	2013-06-15	
Episode #	6/15/13 PCT104 (see question 17)	
Reason for Preemption	Sports	

Digital Core Program (4 of 18)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30am
Total times aired at regularly scheduled time	9
Total times aired	13
Number of Preemptions	4
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	4
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.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	6/8/13 1:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-08
Episode #	6/8/13 JTM110 (see question 17)
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	5/5/13 4pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-04
Episode #	5/4/13 JTM107 (see question 17)
Reason for Preemption	Sports

Questions Response	
Title of Program	Justin Time
List date and time rescheduled	6/22/13 12:30pm
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-15
Episode # 6/15/13 JTM112 (see question	
Reason for Preemption	Sports

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	6/2/13 10:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-01
Episode #	6/1/13 JTM109 (see question 17)
Reason for Preemption	Sports

Digital Core Program (5 of 18)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00
Total times aired at regularly scheduled time	4
Total times aired	12
Number of Preemptions	9
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Describe the Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is educational and Stephanie, a young girl who guides the audience through the story as she and her friends ("human" informational puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the objective of underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, the program Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a and how it meets the zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of definition of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to Core engage in a wide range of physical activities including playing games, competing athletically, and even Programming. building forts and play structures. Does the Yes Licensee identify the program by displaying throughout the program the symbol E /l?

Digital Preemption Programs #1

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-06-08
Episode #	6/8/13 LZT107 (see question 11)
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	6/30/13 10am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-29
Episode #	6/29/13 LZT116 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	5/19/13 10:30am
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-18
Episode #	5/18/13 LZT117 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	6/2/13 4pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-01
Episode #	6/1/13 104 (see question 17)
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	4/28/13 10:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-04-27
Episode #	4/27/13 LZT108 (see question 17)
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	5/26/13 4pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-25
Episode #	5/25/13 LZT102 (see question 17)
Reason for Preemption	Sports

Questions Response	
Title of Program	Lazy Town
List date and time rescheduled	4/7/13 10am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-04-06
Episode #	4/6/13 LZT101 (see question 17)
Reason for Preemption Sports	

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	6/23/13 10am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-15
Episode #	6/15/13 LZT109 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	5/12/13 10:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-04
Episode #	5/4/13 LZT110 (see question 17)
Reason for Preemption	Sports

Digital Core Program (6 of 18)	Response
Program Title	Noodle & Doodle
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30am
Total times aired at regularly scheduled time	3
Total times aired	12

Number of Preemptions	10
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	9
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.	Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	6/23/13 10:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-15
Episode #	6/15/13 NAD108 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	5/19/13 10am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-11
Episode #	5/11/13 NAD111 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	4/13/13 12pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-04-06
Episode #	4/6/13 NAD101 (question 17)
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	7/7/13 11am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-29
Episode #	6/29/13 NAD112 (see question 17)
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	6/1/13 4pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-25
Episode #	5/25/13 NAD102 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Noodle & Doodle

List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-06-08
Episode #	6/8/13 NAD106 (see question 17)
Reason for Preemption	Sports

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	5/12/13 11am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-04
Episode #	5/4/13 NAD109 (see question 17)
Reason for Preemption	Sports

Digital Preemption Programs #8

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	4/28/13 11am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-04-27
Episode #	4/27/13 NAD107 (see question 17)
Reason for Preemption	Sports

Digital Preemption Programs #9

Questions	Response
Title of Program	Noodle & Doodle
List date and time rescheduled	6/9/13 4pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-06-01
Episode #	6/1/13 NAD104 (see question 17)
Reason for Preemption	Sports

Questions	Response
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Title of Program	Noodle & Doodle
List date and time rescheduled	5/25/13 4pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-05-18
Episode #	5/18/13 NAD113 (see question 17)
Reason for Preemption	Sports

Digital Core Program (7 of 18)	Response
Program Title	Animal Exploration with Jarod Miller 4/7/13-5/26/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational and informational objective of Animal Exploration With Jarod Miller is to expose young adults to the many adventures of Jarod Miller and The Explorers Clul This half-hour thrill ride ignites the senses and with new technology uncovers hidden secrets of the world, space and beyond.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 18)	Response
Program Title	Think Big 4/7/13-5/26/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Think Big serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physic The series shows children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that that the physical sciences can be useful, challenging and fun. Each episode presents an invent-off challenge, where teenage teams must invent a machine designed to perform a specific task limited amount of time, promoting creative thinking and practical skills.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 18)	Response
Program Title	Jack Hanna Into the Wild 4/7/13-5/26/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00am
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	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational and informational objective of Jack Hanna Into the Wild is to engage young adults in the wild world of animals through interactive journeys to all parts of the world. Jack Hanna travels with his family to observe animals in their natural habitat and spreads deep messages of conservation and positively impacting our planet.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 18)	Response
Program Title	Live Life and Win 4/7/13-5/26/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational and informational objective of Live Life and Win is to educate children on how to live life and win. This program will focus on teaching children how to overcome challenges and rise to their potential while exploring exciting topics of adventure and exploration.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 18)	Response
Program Title	Made in Hollywood: Teen Edition 4/7/13-5/26/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 11:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational/informational objective of Made In Hollywood: Teen Edition is to showcase how and why movies are made, including behind-the-scenes filmmaking and special effects techniques, in addition to introducing teenagers to career opportunities within the motion picture industry.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 18)	Response
Program Title	Dragonfly TV 4/7/13-5/26/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 11:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational and informational objective of Dragonfly TV is to each mathematics and science to children. The program highlights children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 18)	Response
Program Title	Mustard Pancakes 6/2/13-6/30/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00am
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	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family! Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable hanging out, singing songs and hearing stories.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 18)	Response
Program Title	Mustard Pancakes 6/2/13-6/30/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:30am
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	3 years to 6 years
Audience	
Describe the	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney
educational and	Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from
informational	problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her
objective of the	three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family!
program and how it	Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable
meets the definition	hanging out, singing songs and hearing stories.
of Core	Hanging out, singing sories and nearing stories.
Programming.	
Frogramming.	
Does the Licensee	Yes
identify the program	
by displaying	
throughout the	
program the symbol	
E/I?	

Digital Core Program (15 of 18)	Response
Program Title	Mustard Pancakes 6/2/13-6/30/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 11:00am
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	3 years to 6 years

Describe the	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney
educational and	Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from
informational	problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her
objective of the	three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family!
program and how it	Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable
meets the definition	hanging out, singing songs and hearing stories.
of Core	
Programming.	
Does the Licensee	Yes
identify the program	
by displaying	
throughout the	
program the symbol	
E/I?	

Digital Core Program (16 of 18)	Response
Program Title	Gina D's Kids Club 6/2/13-6/30/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 11:30am
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	3 years to 6 years

Describe the	Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-
educational	themed shows address the learning needs and potential of young children, as they entertain, amuse and
and	delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum
informational	based preschool program aims to teach kids social skills, language arts, and math through dances, silly
objective of	songs, and colorful skits. The show represents an attractive alternative to current programming because
the program	Gina D's Kids Club is hosted by a positive adult female role model, who connects with her young viewers in
and how it meets the definition of Core Programming.	the same manner that children relate to a young teacher. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate.
Does the	Yes
Licensee	
identify the	
program by	
displaying	
throughout	
the program	
the symbol E	
/I?	

Digital Core Program (17 of 18)	Response
Program Title	Gina D's Kids Club 6/2/13-6/30/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 12:00pm
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	3 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum-based preschool program aims to teach kids social skills, language arts, and math through dances, silly songs, and colorful skits. The show represents an attractive alternative to current programming because Gina D's Kids Club is hosted by a positive adult female role model, who connects with her young viewers in the same manner that children relate to a young teacher. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (18 of 18)	Response
Program Title	Mouse in the House 6/2/13-6/30/13 (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 12:30pm
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	9 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mouse in the House is a science series that educates children about science concepts, introducing them to science and math by exploring fundamental principles such as gravity, pressure, kinetics and magnetism by conducting science experiments in an integrated and entertaining way. It is produced using a combination of 3D animation and live footage. The host, Max, is a 3D animated mouse in a 3D animated laboratory setting. Max the Mouse talks to the audience and the participants, explaining what the science concept and experiment is and how to perform it. The participants are junior high school children guided by a science facilitator. Together they perform the experiment instructed by Max the Mouse. Max also proceeds via 3D animation to explain the outcome of the experiment and how it happened.
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	Cathy McDonald
Address	500 Speer Blvd.
City	Denver
State	со
Zip	80203
Telephone Number	303-871-1472
Email Address	cathy.mcdonald@9news.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 nonbroadcast 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.

QUESTION 10: Lazy Town and Noodle & Doodle were pre-empted on April 6, 2013 due to NBC's coverage of the National Heads-Up Poker Championship. Lazy Town was rescheduled in the second home. The second home was not available for Noodle and Doodle due to NBC sports. ***** Lazy Town and Noodle and Doodle were pre-empted on April 27, 2013 due to NBC's coverage of Track and Field Penn Relays. Both shows were rescheduled in the second home. ***** Justin Time, Lazy Town, and Noodle and Doodle were pre-empted on May 4, 2013 due to NBC's coverage of NHL Playoffs. Lazy Town and Noodle and Doodle were rescheduled in the second home. The second home was not available for Justin Time due to NBC sports. ***** Noodle and Doodle was pre-empted on May 11, 2013 due to NBC's coverage of Golf Central Live. Noodle and Doodle was rescheduled in the second home. ***** Lazy Town and Noodle and Doodle were pre-empted on May 18, 2013 due to NBC's coverage of NHL Playoffs. Lazy Town was rescheduled in the second home. The second home was not available for Noodle and Doodle due to NBC Sports. ***** Lazy Town and Noodle and Doodle were pre-empted on May 25, 2013 due to NBC's coverage of Track & Field: Adidas Grand Prix. Both shows were rescheduled but the second home was not available due to NBC Sports. ***** Poppy Cat, Justin Time, Lazy Town and Noodle and Doodle were pre-empted on June 1, 2013 due to NBC's coverage of the French Open. Poppy Cat and Justin Time were rescheduled in the second home. The second home was not available for Lazy Town and Noodle and Doodle due to NBC Sports. ***** Lazy Town, Noodle and Doodle and The Chica Show were pre-empted on June 8, 2013 due to NBC's coverage of the French Open running long by 1 hour and 17 minutes. KUSA made every effort to rebroadcast these shows but was unable to do so due to NBC Sports. ***** Poppy Cat, Justin Time, Lazy Town and Noodle and Doodle were pre-empted on June 15, 2013 due to NBC's coverage of the U.S. Open Championship. Lazy Town and Noodle and Doodle were rescheduled in the second home. The second home was not available for Poppy Cat and Justin Time due to NBC Sports. ***** Lazy Town and Noodle and Doodle were pre-empted on June 29, 2013 due to NBC's coverage of U.S. Swimming National Championships. Both shows were rescheduled in the second home. ***** KUSA made every effort to place any and all preempted children's programming in its second home (Sundays 10am-1pm). Due to NBC sports programming airing during this time block or other children's programming already rescheduled in the second home, it was not possible to air all children's programming in the second home on many of the weekends during this quarter. KUSA informed viewers both over the air and through the TV Listing Services for all rescheduled programs. ***** Effective May 27, 2013, KUSA changed multicast content providers from AccuWeather to WeatherNation. As a result, the programs Animal Exploration with Jarod miller, Into the Wild, Live Life and Win, Think Big, Made in Hollywood: Teen Edition and Dragonfly TV ended on May 26, 2013. Effective June 2, 2013, WeatherNation began airing children's programming, which included three episodes of Mustard Pancakes, two episodes of Gina D's Kids Club and one episode of Mouse in the House as replacements. ***** THE MORE YOU KNOW WEBSITE "The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

Other Matters (12)

Core

Programming.

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Other Matters (1 of 12)	Response
Program Title	The Chico Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00am
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	Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.

Other Matters (2 of 12)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core
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The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.

Other Matters (3 of 12)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a

Other Matters (4 of 12)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30am

learning from the young child's perspective and imagination.

problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed

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Describe the educational and informational objective of the program and how it meets the definition of Core
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Tree Fu Tom, a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the animated version of his woods. While in the Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal.

Other Matters (5 of 12)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

educational and informational objective of the program and how it meets the definition of Core Programming.

Describe the

Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.

Other Matters (6 of 12)	Response
Program Title	Noodle & Doodle
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30am
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.	Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.

Other Matters (7 of 12)	Response
Program Title	Mustard Pancakes (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family! Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable hanging out, singing songs and hearing stories.

Other Matters (8 of 12)	Response
Program Title	Mustard Pancakes (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family! Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable hanging out, singing songs and hearing stories.

Other Matters (9 of 12)	Response
Program Title	Mustard Pancakes (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo - definitely an offbeat family! Courtney's home is warm, friendly and inviting. A cozy place, where all children feel comfortable hanging out, singing songs and hearing stories.

Other Matters (10 of 12)	Response
Program Title	Gina D's Kids Club (digital multicast only)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sunday 11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational	Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculumbased preschool program aims to teach kids social skills, language arts, and math through dances, silly

educational and informational objective of the program and how it meets the definition of Core
Programming.

Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum-based preschool program aims to teach kids social skills, language arts, and math through dances, silly songs, and colorful skits. The show represents an attractive alternative to current programming because Gina D's Kids Club is hosted by a positive adult female role model, who connects with her young viewers in the same manner that children relate to a young teacher. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate.

Other Matters (11 of 12)	Response
Program Title	Gina D's Kids Club (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 12:00pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum-based preschool program aims to teach kids social skills, language arts, and math through dances, silly songs, and colorful skits. The show represents an attractive alternative to current programming because Gina D's Kids Club is hosted by a positive adult female role model, who connects with her young viewers in the same manner that children relate to a young teacher. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate.

Other Matters (12 of 12)	Response
Program Title	Mouse in the House (digital multicast only)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 12:30pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mouse in the House is a science series that educates children about science concepts, introducing them to science and math by exploring fundamental principles such as gravity, pressure, kinetics and magnetism by conducting science experiments in an integrated and entertaining way. It is produced using a combination of 3D animation and live footage. The host, Max, is a 3D animated mouse in a 3D animated laboratory setting. Max the Mouse talks to the audience and the participants, explaining what the science concept and experiment is and how to perform it. The participants are junior high school children guided by a science facilitator. Together they perform the experiment instructed by Max the Mouse. Max also proceeds via 3D animation to explain the outcome of the experiment and how it happened.

Certification

Question Response

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23 (a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.

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 applicant for the Authorization(s) specified above. Multimedia Holdings Corporation **Attachments**

No Attachments.