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## Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-127686** | Submit Date: **01/10/2012** | Call Sign: **KMVT** | Facility ID: **35200** | City:  
**TWIN FALLS** | State: **ID**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/10/2012** | Filing Status: **Active**

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Report reflects information for : **Fourth 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
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**Contact  
Representatives  
(0)**

Contact Name	Address	Phone	Email	Contact Type
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**Children's  
Television  
Information**

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CBS
	Nielsen DMA	Twin Falls
	Web Home Page Address	

**Digital Core  
Programming**

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	336.0
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:	11.0
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(26)**

Digital Core Program (1 of 26)	Response
Program Title	DOODLEBOPS - I (D1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00am
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	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (2 of 26)</b>	<b>Response</b>
Program Title	DOODLEBOPS - II (D1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30am
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	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (3 of 26)</b>	<b>Response</b>
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Program Title	BUSYTOWN MYSTERIES - I (D1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00am
Total times aired at regularly scheduled time	14
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (4 of 26)**

**Response**

Program Title	BUSYTOWN MYSTERIES - II (D1)
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Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30am
Total times aired at regularly scheduled time	14
Total times aired	11
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (5 of 26)**

**Response**

Program Title	DANGER RANGER (D1)
Origination	Network



Days/Times Program Regularly Scheduled	Saturday 10:00am
Total times aired at regularly scheduled time	8
Total times aired	14
Number of Preemptions	6
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	6
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Danger Rangers is an animated series focusing on rules for safety in various situations and providing children with clear cut safety information. The program features animal superheroes that work as a safety squad to protect children. They reinforce concepts of teamwork and preparedness, and model for children the acquisition of important health and safety information. The episodes are structured to present potential safety concerns, such as the need to take proper safety precautions when swimming, and use a song to introduce the relevant steps that should be taken. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	DANGER RANGER (D1)
List date and time rescheduled	December 10, 2011 5:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	
Episode #	December 10, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	DANGER RANGER (D1)
List date and time rescheduled	November 13, 2011 4:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	November 12, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	DANGER RANGER (D1)
List date and time rescheduled	December 31, 2011 6:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 31, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	DANGER RANGER (D1)
List date and time rescheduled	December 24, 2011 5:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 24, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	DANGER RANGER (D1)
List date and time rescheduled	October 3, 2011 11:30am
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	October 1, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	DANGER RANGER (D1)
List date and time rescheduled	December 4, 2011 4:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 3, 2011
Reason for Preemption	Sports

Digital Core Program (6 of 26)		Response
Program Title	HORSELAND (D1)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 10:30am	
Total times aired at regularly scheduled time	8	
Total times aired	14	
Number of Preemptions	6	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	6	
Length of Program	30 mins	
Age of Target Child Audience	9 years to 11 years	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

### Digital Preemption Programs #1

Questions	Response
Title of Program	HORSELAND (D1)
List date and time rescheduled	December 31, 2011 6:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 31, 2011
Reason for Preemption	Sports

### Digital Preemption Programs #2

Questions	Response
Title of Program	HORSELAND (D1)
List date and time rescheduled	December 10, 2011 5:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 10, 2011
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	HORSELAND (D1)
List date and time rescheduled	December 4, 2011 4:30pm
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 3, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	HORSELAND (D1)
List date and time rescheduled	November 13, 2011 4:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	November 12, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	HORSELAND (D1)
List date and time rescheduled	December 25, 2011 10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	December 24, 2011
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	HORSELAND (D1)
List date and time rescheduled	October 4, 2011 11:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	October 1, 2011
Reason for Preemption	Sports

Digital Core Program (7 of 26)		Response
Program Title		DOG TALES (D3)
Origination		Syndicated

Days/Times Program Regularly Scheduled	Saturday 7:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The show provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. It also includes dog safety and care tips, as well as lessons on the responsibility of owning a dog. The weekly series also includes recommended reading lists about dogs, and promotes children's writing and creative skills with essay and art contests.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 26)</b>	
	<b>Response</b>
Program Title	AQUA KIDS (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 8:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (9 of 26)</b>	<b>Response</b>
Program Title	ECO COMPANY (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 8:30am
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	8 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This kid-friendly series uses peer reporting to address various environmental issues from a youthful point of view. By doing so, it enthusiastically encourages young adults to become more proactive about environmentalism rather than just talking about the importance of living green. It also stresses the positive impact that young people's efforts, no matter how small they might seem, can have on the larger world around them.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 26)</b>	<b>Response</b>
Program Title	REAL LIFE (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 9:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real Life 101, which is aimed at teens and young adults, introduces you to real people doing real jobs. From doctors, lawyers and veterinarians to career counselors, drug counselors, and special effects directors, we cover them all. Join our energetic hosts for a weekly half-hour of fun and entertainment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (11 of 26)</b>	<b>Response</b>
Program Title	SWAP TV (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 9:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"SWAP TV" is about two teenagers from different backgrounds "swapping" lives for a weekend. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (12 of 26)</b>	<b>Response</b>
Program Title	ARIEL & ZOEY (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 10:00am & 10/02 9:00am
Total times aired at regularly scheduled time	14



Total times aired	14
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. They have toured across the country performing concerts for the children of our heroic troops and the National Anthem at numerous events including before a New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit Pistons basketball game and before 54,000 fans at Shea Stadium.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (13 of 26)</b>	
	<b>Response</b>
Program Title	IN THE ZONE (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 7:30am & 10:30am
Total times aired at regularly scheduled time	1
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.	Earvin "Magic" Johnson along with his friends, Carmelo Anthony, Kenny "The Jet" Smith, Jimmy Connors, Mike Schmidt and many more] teach kids of all ages the importance of conditioning, exercise, nutrition and education, both on and off the court. The show will feature all sports not just basketball. It also shows kids that with dedication and the right attitude, they have the ability to make a difference.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (14 of 26)</b>	<b>Response</b>
Program Title	BETA RECORDS (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BETA Records TV is a weekly half-hour music centric show that follows a magazine format with segments ranging from major & indie artist interviews and unplugged performances in BETA's studios, "Electro" Ross Blomgren's tutorials and how-to's, producer & music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (15 of 26)</b>	<b>Response</b>
Program Title	REAL WINNING EDGE (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The program highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 26)	Response
Program Title	SONIC X (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00am, 7:30am & 8:30am
Total times aired at regularly scheduled time	31
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	8 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Follow the adventures of SonicX 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 Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 26)	Response
Program Title	YU-GI-OH! (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00am, & 10:30am
Total times aired at regularly scheduled time	27

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

<b>Digital Core Program (18 of 26)</b>	
	<b>Response</b>
Program Title	DRAGONBALL Z KAI (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00am & 9:30am
Total times aired at regularly scheduled time	28
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	8 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (19 of 26) Response</b>	
Program Title	YU-GI-OH! 5D (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00am & 10:30am
Total times aired at regularly scheduled time	2
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	8 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 Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (20 of 26) Response</b>	
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Program Title	EDGEMONT (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday & Sunday 11:00am & 11:30am
Total times aired at regularly scheduled time	4
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 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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (21 of 26)**

**Response**

Program Title	MADE IN HOLLYWOOD: TEEN EDITION (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30am, Sunday 10:00am & 10:30am
Total times aired at regularly scheduled time	28

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. It provides career information and advice from top Hollywood professionals. Helps 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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (22 of 26)</b>	
	<b>Response</b>
Program Title	YU-GI-OH! ZEXAL (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30am, & 10:00am
Total times aired at regularly scheduled time	11
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	When aspiring duelist Yuma meets Astral, a mysterious visitor from another universe, it seems like destiny. Yuma needs Astral to teach him how to duel, and Astral needs Yuma to help him regain his memories! They would be dueling's greatest tag team.... except they don't get along! Can these two work together and take dueling to a whole new level? Yu-Gi-Oh! ZEXAL - New Rules, New Duels!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (23 of 26)</b>	<b>Response</b>
Program Title	GREAT BIG WORLD (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through indepth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities.



Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (24 of 26)</b>		<b>Response</b>
Program Title	WILD, L.T.D. (D2)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sunday 10:00am	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (25 of 26)</b>		<b>Response</b>
Program Title	LIVE, LIFE, & WIN (D2)	
Origination	Network	

Days/Times Program Regularly Scheduled	Sunday 11:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series features: Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (26 of 26)</b>		<b>Response</b>
Program Title		ON THE SPOT (D2)
Origination		Network
Days/Times Program Regularly Scheduled		Sunday 11:30am
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer.
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	Deborah Flores
Address	1100 Blue Lakes Blvd. North
City	Twin Falls
State	ID
Zip	83301
Telephone Number	(208) 733-1100 x3020
Email Address	deborahflores@neuhoffmedia.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.	Question 7b. was answered "Yes", it should be noted that analog programming is no longer aired

**Other Matters (23)**

<b>Other Matters (1 of 23)</b>	<b>Response</b>
Program Title	DOODLEBOPS - 1 (D1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (2 of 23)</b>	<b>Response</b>
Program Title	DOODLEBOPS - 11 (D1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (3 of 23)**

**Response**

Program Title	BUSYTOWN MYSTERIES - I (D1)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 9:00am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	3 years to 7 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (4 of 23)**

**Response**

Program Title	BUSYTOWN MYSTERIES - II (D1)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 9:30am
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (5 of 23)</b>	<b>Response</b>
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Program Title	DANGER RANGERS
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	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Danger Rangers is an animated series focusing on rules for safety in various situations and providing children with clear cut safety information. The program features animal superheroes that work as a safety squad to protect children. They reinforce concepts of teamwork and preparedness, and model for children the acquisition of important health and safety information. The episodes are structured to present potential safety concerns, such as the need to take proper safety precautions when swimming, and use a song to introduce the relevant steps that should be taken. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (6 of 23)</b>		<b>Response</b>
Program Title	HORSELAND (D1)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 10:30am	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	9 years to 11 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.	

<b>Other Matters (7 of 23)</b>		<b>Response</b>
Program Title	DOG TALES (D3)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Saturday 7:00am	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The show provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. It also includes dog safety and care tips, as well as lessons on the responsibility of owning a dog. The weekly series also includes recommended reading lists about dogs, and promotes children's writing and creative skills with essay and art contests.	

<b>Other Matters (8 of 23)</b>		<b>Response</b>
Program Title	AQUA KIDS (D3)	
Origination	Syndicated	

Days/Times Program Regularly Scheduled	Saturday 8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.

Other Matters (9 of 23)	Response
Program Title	ECO COMPANY (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This kid-friendly series uses peer reporting to address various environmental issues from a youthful point of view. By doing so, it enthusiastically encourages young adults to become more proactive about environmentalism rather than just talking about the importance of living green. It also stresses the positive impact that young people's efforts, no matter how small they might seem, can have on the larger world around them.

Other Matters (10 of 23)	Response
Program Title	REAL LIFE 101 (D3)
Origination	Syndicated
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	7 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real Life 101, which is aimed at teens and young adults, introduces you to real people doing real jobs. From doctors, lawyers and veterinarians to career counselors, drug counselors, and special effects directors, we cover them all. Join our energetic hosts for a weekly half-hour of fun and entertainment.

Other Matters (11 of 23)	Response
Program Title	SWAP TV (D3)

Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"SWAP TV" is about two teenagers from different backgrounds "swapping" lives for a weekend. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life.

<b>Other Matters (12 of 23)</b>	<b>Response</b>
Program Title	ARIEL & ZOEY (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. They have toured across the country performing concerts for the children of our heroic troops and the National Anthem at numerous events including before a New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit Pistons basketball game and before 54,000 fans at Shea Stadium.

<b>Other Matters (13 of 23)</b>	<b>Response</b>
Program Title	REAL WINNING EDGE (D3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The program highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.

<b>Other Matters (14 of 23)</b>	<b>Response</b>
Program Title	BETA RECORDS (D3)
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BETA Records TV is a weekly half-hour music centric show that follows a magazine format with segments ranging from major & indie artist interviews and unplugged performances in BETA's studios, "Electro" Ross Blomgren's tutorials and how-to's, producer & music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture.

<b>Other Matters (15 of 23)</b>	<b>Response</b>
Program Title	SONIC X (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00am, 7:30am, & 8:30am
Total times aired at regularly scheduled time	39
Length of Program	30 mins
Age of Target Child Audience from	8 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Follow the adventures of SonicX 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!

<b>Other Matters (16 of 23)</b>	<b>Response</b>
Program Title	YU-GI-OH! (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00am & 10:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	8 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.
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Other Matters (17 of 23)	Response
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Program Title	DRAGONBALL Z KAI (D2)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 9:00am & 9:30am
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Total times aired at regularly scheduled time	26
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Length of Program	30 mins
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Age of Target Child Audience from	8 years to 12 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta.
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Other Matters (18 of 23)	Response
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Program Title	TAI CHI CHASERS (D2)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 10:00am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	8 years to 12 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A young orphan named Rai is shocked to discover he's a secret descendent of the "Tigeroids," an ancient race of peaceful beings locked in struggle with the ruthless and cunning "Dragonoids." In a parallel-universe called Sunn, the Tigeroids and Dragonoids are locked in an age-old race to recover 500 lost tai chi symbols. Whoever recovers these precious and potent symbols will possess the ultimate power to rule their realm...and destroy their enemies! Rai must now hone his innate tai chi skills to fight the Dragonoids, find the lost symbols and battle to become one of the champion Tai Chi Chasers!
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Other Matters (19 of 23)	Response
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Program Title	Great Big World (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through indepth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities.

**Other Matters  
(20 of 23)**

**Response**

Program Title	MADE IN HOLLYWOOD: TEEN EDITION (D2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30am & Sunday 10:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	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. It provides career information and advice from top Hollywood professionals. Helps 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. Two different episodes each week.

**Other Matters (21 of  
23)**

**Response**

Program Title	WILD, L.T.D (D2)
Origination	Network
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.

Other Matters (22 of 23)	Response
Program Title	LIVE LIFE & WIN (D2)
Origination	Network
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series features: Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.

Other Matters (23 of 23)	Response
Program Title	ON THE SPOT (D2)
Origination	Network
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	13 years to 16 years



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

The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer.

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## Certification

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

## Attachments

No Attachments.