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## Children's Television Programming Report

FRN: **0004957650** | File Number: **CPR-121595** | Submit Date: **07/07/2011** | Call Sign: **KMEG** | Facility ID: **39665** | City: **SIOUX CITY** | State: **IA**

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

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Report reflects information for : **Second 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	Sioux City
	Web Home Page Address	WWW.KMEG14.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:	7.0
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(12)**

Digital Core Program (1 of 12)	Response
Program Title	BUSYTOWN MYSTERIES - I D-1
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY 9A-9:30A
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
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.	<p>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.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	05/21/05 11A-11:30A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2005-05-21
Episode #	
Reason for Preemption	Other

#### Digital Preemption Programs #2

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	5/28/2011 12P-12:30P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-05-28
Episode #	
Reason for Preemption	Other

#### Digital Preemption Programs #3

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	06/25/2011 12P-12:30P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-06-25
Episode #	
Reason for Preemption	Other

#### Digital Preemption Programs #4

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	06/11/2011 11:30A-12P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-06-11
Episode #	
Reason for Preemption	Other

**Digital Preemption Programs #5**

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	5/15/2011 2:30-3P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-05-14
Episode #	
Reason for Preemption	Other

**Digital Preemption Programs #6**

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	06/18/2011 2P-2:30P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-06-18
Episode #	
Reason for Preemption	Other

**Digital Preemption Programs #7**

Questions	Response
Title of Program	BUSYTOWN MYSTERIES - I D-1
List date and time rescheduled	06/04/2011 11:30A-12P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-06-04
Episode #	
Reason for Preemption	Other

**Digital Core Program (2 of 12)**

	Response
Program Title	BUSYTOWN MYSTERIES - II D-1
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY 9:30A-10A

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	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 (3 of 12)**

**Response**

Program Title	DOODLEBOPS ROCKIN' ROAD SHOW D-1
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY 10A-10:30A

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	3 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. 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 12)**

**Response**

Program Title	TROLLZ D-1
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY 10:30A-11A

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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L. - Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. 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 (5 of 12)</b>	<b>Response</b>
Program Title	HORSELAND - I D-1
Origination	Network
Days/Times Program Regularly Scheduled	SUNDAY 7A-7:30A

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	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 Core Program (6 of 12)**

**Response**

Program Title	HORSELAND - II D-1
Origination	Network
Days/Times Program Regularly Scheduled	SUNDAY 7:30A-8A

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	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 Core Program  
(7 of 12)**

**Response**

Program Title	REINO ANIMAL D-2
Origination	Network
Days/Times Program Regularly Scheduled	MONDAY - FRIDAY 7A-7:30A
Total times aired at regularly scheduled time	65
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	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Reino Animal is a fun and informative half-hour nature program. The show travels the globe to introduce viewers to all kinds of animals - from the familiar to the astounding - including monkeys, giant lizards, sharks and tigers. Viewers learn about their lives, their history, and the adaptations that allow them to survive and thrive. Best of all meet them face to face. Reino Animal is not only captivating, but in a world where the natural habitats of many animals are endangered, it is also relevant and important.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 12)</b>	<b>Response</b>
Program Title	REINO ANIMAL D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 8:30A-9A
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Reino Animal is a fun and informative half-hour nature program. The show travels the globe to introduce viewers to all kinds of animals - from the familiar to the astounding - including monkeys, giant lizards, sharks and tigers. Viewers learn about their lives, their history, and the adaptations that allow them to survive and thrive. Best of all meet them face to face. Reino Animal is not only captivating, but in a world where the natural habitats of many animals are endangered, it is also relevant and important.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (9 of 12)</b>	
	<b>Response</b>
Program Title	CYBERCUATES D-2
Origination	Network
Days/Times Program Regularly Scheduled	MONDAY 7:30A-8A
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	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cybercuates is about Joel & Sabrina who have been "cyber-transformed" by a planetary ray. This event has changed them forever, giving them special knowledge about science, technology and nature. Daily they use their special knowledge to take kids on a journey into uncovering the mysteries of life in a fun and amusing way. Each episode is truly an adventure.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 12)</b>	
	<b>Response</b>
Program Title	CYBERCUATES D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 7:30A-8A
Total times aired at regularly scheduled time	26

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cybercuates is about Joel & Sabrina who have been "cyber-transformed" by a planetary ray. This event has changed them forever, giving them special knowledge about science, technology and nature. Daily they use their special knowledge to take kids on a journey into uncovering the mysteries of life in a fun and amusing way. Each episode is truly an adventure.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (11 of 12)</b>	<b>Response</b>
Program Title	SUPER LIBRO D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 7A-7:30A
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Travel through time with "El Superlibro" (The Super Book). This program is about two children who discover a magical book that opens the door to the most exciting adventure of their lives. In this fascinating and fun tale, the Superlibro transports the children and their robot friend to ancient Biblical times where they experience first-hand the favorite stories of the most popular book in the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (12 of 12)</b>	<b>Response</b>
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Program Title	SAFARI TRACKS D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 8A-8:30A
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Safari Tracks is an exciting and entertaining series of half-hour programs focused entirely on African wildlife. Filmed in exotic African locations, every show will explore the magnificent and mysterious world of Africas animals, all in their natural habitate.
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	SUSAN STEVENS
Address	100 gold circle
City	DAKOTA DUNES
State	SD
Zip	57049
Telephone Number	712-277-3554
Email Address	sstevens@kmeg.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

**Other Matters (12)**

<b>Other Matters (1 of 12)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES - I D-1
Origination	Network
Days/Times Program Regularly Scheduled	SUNDAY 10:30A-11A
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 (2 of 12)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES - II D-1
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY 9:30A-10A
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.
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**Other Matters (3 of 12)**

**Response**

Program Title	DOODLEBOPS ROCKIN' ROAD SHOW D-1
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Origination	Network
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Days/Times Program Regularly Scheduled	SATURDAY 10A-10:30A
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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 8 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. 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 12)**

**Response**

Program Title	TROLLZ D-1
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Origination	Network
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Days/Times Program Regularly Scheduled	SATURDAY 10:30A-11A
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Total times aired at regularly scheduled time	13
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.	TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L. - Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. 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 12)</b>	<b>Response</b>
Program Title	HORSELAND - I D-1
Origination	Network
Days/Times Program Regularly Scheduled	SUNDAY 7A-7:30A
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 (6 of 12)</b>		<b>Response</b>
Program Title	HORSELAND - II D-1	
Origination	Network	
Days/Times Program Regularly Scheduled	SUNDAY 7:30A-8A	
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 12)</b>		<b>Response</b>
Program Title	REINO ANIMAL D-2	
Origination	Network	
Days/Times Program Regularly Scheduled	MONDAY - FRIDAY	
Total times aired at regularly scheduled time	66	
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.	Reino Animal is a fun and informative half-hour nature program. The show travels the globe to introduce viewers to all kinds of animals - from the familiar to the astounding - including monkeys, giant lizards, sharks and tigers. Viewers learn about their lives, their history, and the adaptations that allow them to survive and thrive. Best of all meet them face to face. Reino Animal is not only captivating, but in a world where the natural habitats of many animals are endangered, it is also relevant and important.	

<b>Other Matters (8 of 12)</b>	<b>Response</b>
Program Title	REINO ANIMAL D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 8:30A-9A
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.	Reino Animal is a fun and informative half-hour nature program. The show travels the globe to introduce viewers to all kinds of animals - from the familiar to the astounding - including monkeys, giant lizards, sharks and tigers. Viewers learn about their lives, their history, and the adaptations that allow them to survive and thrive. Best of all meet them face to face. Reino Animal is not only captivating, but in a world where the natural habitats of many animals are endangered, it is also relevant and important.

<b>Other Matters (9 of 12)</b>	<b>Response</b>
Program Title	CYBERCUATES D-2
Origination	Network
Days/Times Program Regularly Scheduled	MONDAY 7:30A-8A
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cybercuates is about Joel & Sabrina who have been "cyber-transformed" by a planetary ray. This event has changed them forever, giving them special knowledge about science, technology and nature. Daily they use their special knowledge to take kids on a journey into uncovering the mysteries of life in a fun and amusing way. Each episode is truly an adventure.

<b>Other Matters (10 of 12)</b>	<b>Response</b>
Program Title	CYBERCUATES D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 7:30A-8A
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cybercuates is about Joel & Sabrina who have been "cyber-transformed" by a planetary ray. This event has changed them forever, giving them special knowledge about science, technology and nature. Daily they use their special knowledge to take kids on a journey into uncovering the mysteries of life in a fun and amusing way. Each episode is truly an adventure.
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Other Matters (11 of 12)	Response
Program Title	SUPER LIBRO D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY 7A-7:30A
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Travel through time with "El Superlibro" (The Super Book). This program is about two children who discover a magical book that opens the door to the most exciting adventure of their lives. In this fascinating and fun tale, the Superlibro transports the children and their robot friend to ancient Biblical times where they experience first-hand the favorite stories of the most popular book in the world.

Other Matters (12 of 12)	Response
Program Title	SAFARI TRACKS D-2
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY & SUNDAY
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Safari Tracks is an exciting and entertaining series of half-hour programs focused entirely on African wildlife. Filmed in exotic African locations, every show will explore the magnificent and mysterious world of Africa's animals, all in their natural habitat.

**Certification**

<b>Question</b>	<b>Response</b>
<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>WAITT MEDIA</b></p>

## Attachments

No Attachments.