



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0009961889** | File Number: **CPR-130780** | Submit Date: **06/25/2012** | Call Sign: **WWTI** | Facility ID: **16747** | City:
WATERTOWN | State: **NY**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
06/25/2012 | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2012**

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	ABC
	Nielsen DMA	Watertown
	Web Home Page Address	www.myabc50.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	4.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	3.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core
Programs(13)

Digital Core Program (1 of 13)	Response
Program Title	Jack Hannas Wild Countdown
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00 AM - 9:30 AM
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.	Wildlife expert and animal ambassador, Jack Hanna, brings the viewer face-to-face with the best of the beasts. In this weekly half hour series that will engage viewers thirteen to sixteen as well as the whole family, Jack highlights his favorite animals and adventures from around the world. Presented in countdown style, Jack offers up a different top ten each week in a variety of top categories. The questions and categories are interactive as they are derived direct from the viewers. As Jack reveals the categories, he gives viewers further insights and interesting facts about the animals allowing everyone the opportunity to be entertained as well as learn more about the fascinating animal kingdom.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 13)	Response
Program Title	Ocean Mysteries
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays 9:30 AM - 10:00 AM
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.	Ocean Mysteries offers a fresh approach to the quest for aquatic understanding by blending stories of fascinating sea creatures, comparisons to popular land animals, and analogies to the human experience. Ocean Mysteries engages viewers thirteen to sixteen and beyond by showing how animals share the same behaviors, challenges, and triumphs that humans do. Vital to the process is the shows host, Jeff Corwin, whose uncanny ability to instill empathy for even the tiniest of creatures, allows viewers to rally behind the featured animals and see how important they are to all life on our planet. Exploration, discovery and adventure are all parts of Jeff Corwins journey and viewers experience the high definition action from sea level and below.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 13)	Response
Program Title	Born to Explore
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00 AM - 10:30 AM

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 worlds cultures and its geographical wonders come alive as the youngest president in Explorers Club History, Richard Wiese, takes viewers on a globetrotting adventure. Developed for thirteen to sixteen year olds, but engaging for the whole family, Richard uncovers amazing facts of nature and manmade treasures. Richard takes the role of the ultimate Social Studies teacher to a new level, bringing the viewing audience to the places and to the people of the world who form our cultures. Whether he climbs Mount Kilimanjaro, explores why people live at the base of an active volcano, or travels down the Nile River, viewers will travel the world without leaving their homes.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 13)		Response
Program Title	Sea Rescue	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 10:30 AM - 11:00 AM	
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 half-hour weekly series, Sea Rescue, features the rescue, rehabilitation and in many instances release back into the wild of ocean wildlife. Produced for ages 13 to 16, Sea Rescue offers educational and entertaining television by demonstrating the welfare and medical benefits that rescue and rehabilitation programs provide animals. Viewers will also learn that there's a reciprocal benefit, rescued animals provide valuable insight into their biology and ecology. This information adds to the pool of knowledge necessary to conserve threatened and endangered species. Each week, Sea Rescue will leave its audience inspired by the real life stories of the featured animals and rescuers and with a fuller understanding of the rich array of sea life with which we share our planet.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 13)	Response
Program Title	Everyday Health
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11:00 AM - 11:30 AM
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 this weekly half hour series developed and produced to educate and inform viewers ages 13 to 16, our hosts scan the country finding those who pay it forward to promote health and wellness. The remarkable people that viewers meet are referred to as agents of change, special individuals who are making big changes in peoples lives, one small step at a time. Everyday Health is a series that uniquely raises awareness to help fight obesity, raise self esteem, establish physical fitness habits and prevent negative health choices. An inspirational program about people who confront challenges by taking control, Everyday Health, through captivating storytelling, reports on amazing teens and other selfless Americans who are paying it forward, with good will and new ideas that will inspire other teens to take action.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (6 of 13)	Response
Program Title	Food for Thought with Claire Thomas
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11:30 AM - 12:00 PM
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.	Young enthusiastic and passionate about food, Claire Thomas is the twenty two year old hose who opens viewers eyes to how everyday life can inspire culinary creations. Each episode informs and educates teens about the power of food as a tool for exploring new places, meeting people and learning about different cultures. Claire serves as an excellent role model for the thirteen to sixteen year old viewers by showing her passion for her family, life, and healthy living by sharing stories in the kitchen. Creative inspiration can come from any place at any time, sometimes from family, sometimes from friends, or even from bloggers needing her help. We witness the big idea as it happens and wherever the food takes Claire is where we go, too. Based on her unique perspective gathered throughout each episode, Claire will teach the audience how to prepare the inspired dish while promoting a healthy attitude towards food and life.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 13)	Response
Program Title	Cubix Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00 AM - 7:30 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But its a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.s evil schemes to take control of Bubble Towns robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles bragging, Cubix being blamed for something that he didn't do, Endruix stage fright, or Antonios jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. This program airs on our secondary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 13)	Response
Program Title	Cubix Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:30 AM - 8:00 AM
Total times aired at regularly scheduled time	13
Total times aired	

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But its a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.s evil schemes to take control of Bubble Towns robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles bragging, Cubix being blamed for something that he didn't do, Endruix stage fright, or Antonios jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. This program airs on our secondary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (9 of 13)	
	Response
Program Title	Wild, LTD
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 11:00 AM - 11:30 AM
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.	Wild LTD is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the camera follows 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 suggestion job opportunities in the conservation world. Michelle always teaches 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. This program airs on our secondary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 13)	Response
Program Title	Made in Hollywood Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 11:30 AM - 12:00 PM
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.	This educational informational weekly series showcases how and why movies are made, including behind the scenes filmmaking and special effects techniques, in addition to introducing teenagers to career opportunities within the motion picture industry. 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. This program was created to provide information and advice from top Hollywood professionals to 13 to 16 year old viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 13)	Response
Program Title	Pets TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 7:00 AM - 7:30 AM
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	10 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This television program provides educational and informational segments exposing the target audience of young viewers to everything Pets. The upbeat contemporary presentation relates pets to their lives and interests. Pets from everyday to the unique are showcased with educational information that shares how they evolved to become pets and their geographic origins. Professionals share personal experiences of featured animals and/or related products. In these segments the excitement and love of working with pets is expressed. The motivational and inspirational message of each guest empowers audiences of all ages to pursue more information and education about everything pets. Each segment of Pets.TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives. This program airs on our primary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 13)	Response
Program Title	Young Icons
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 7:30 AM - 8:00 AM
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 Young Icons is the newest offering from Entertainment Studios that falls under the Educational and Informational for children age 13 to 16 FCC classification. The Young Icons, a weekly half hour shot in high definition, features stories about world class athletes, accomplished artists, scholars, philanthropists, and entrepreneurs all under the age of 18. Examples of the kinds of stories the Young Icons will tell include that of Patrick Pedraja, a fourteen year old actor and philanthropist who traveled America by RV, raising awareness for cancer by signing donors up for the National Marrow Registry, track phenomenon, Turquoise Thompson, who sprinted her way into the record books and earned herself a full ride to UCLA, Kimberly Anyadike, who became the youngest pilot to fly across the country, and sisters Marni and Nerni Barta, who created Kidflicks, a non profit organization that donates new and used DVDs to childrens hospitals all across America. This program airs on our primary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 13)	Response
Program Title	Culture Click
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30 AM - 11:00 AM
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.	Culture Click explores the genesis of, and reasons, behind cultural events that permeate our everyday lives. Host Nzinga Blake opens each episode from her virtual reality set with a list of whats trading on search engines that week. These topics will serve as a jumping off point for a deep dive into the culture that viewers thirteen to sixteen embrace. Each week Nzinga will analyze and answer the questions that shape our society, using the power and speed of the internet and user generated questions and content. Experts in pop culture will join her to add insight and historical perspective. And more importantly, viewers will come away each week with a weeks worth of Aha moments to share with their friends and family. Six degrees of separation takes on a whole new meaning and theres no limit to what viewers will learn when they experience Culture Click.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Non-Core Educational and Informational Programming (6)

Non-Core Educational and Informational Programming (1 of 6)	Response
Program Title	Awesome Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Saturdays 6:30 AM - 7:00 AM
Total times aired at regularly scheduled time:	13
Number of Preemptions	0
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.	Awesome Adventures is a half-hour adventure series that airs 52 weeks a year. Our host, as well as two different teens, will travel each week to destinations around the world that can be both exotic and remote. Awesome Adventures is designed to educate, inform, and entertain children 16 and under, specific target audience is 13 to 16, about the world around them. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be preachy or overly pedantic, but rather, the goal is to make the learning fun.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (2 of 6)	Response
Program Title	Jack Hannas Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays 6:30 AM - 7:00 AM
Total times aired at regularly scheduled time:	13

Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	10 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This weekly show focuses on animals in captivity and the people who work with them. The program teaches respect for the environment and shows what children can do to help protect it. This program meets the definition of core programming because it meets the educational and informational needs of the target audience. This program airs on our primary digital stream.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (3 of 6)	Response
Program Title	Elizabeth Stantons Great Big World
Origination	Network
Days/Times Program Regularly Scheduled:	Saturdays 12:00 PM - 12:30 PM
Total times aired at regularly scheduled time:	13
Number of Preemptions	0
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.	Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens including global, social, educational, and wellness issues. Award winning teen hostess Elizabeth Stanton and select celebrity friends travel the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experiences high rates of profound deafness and hearing loss. 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 in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and her 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. This program airs on our secondary digital stream.
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Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
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Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes
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Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (4 of 6)	Response
Program Title	Made in Hollywood Teen Edition

Origination	Network
Days/Times Program Regularly Scheduled:	Saturdays 12:30 PM - 1:00 PM
Total times aired at regularly scheduled time:	13
Number of Preemptions	0
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.	This educational informational weekly series showcases how and why movies are made, including behind the scenes filmmaking and special effects techniques, in addition to introducing teenagers to career opportunities within the motion picture industry. 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. This program was created to provide information and advice from top Hollywood professionals to 13 to 16 year old viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
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Date Time	
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Non-Core Educational and Informational Programming (5 of 6)	Response
Program Title	Live Life and Win
Origination	Network
Days/Times Program Regularly Scheduled:	Sundays 12:00 PM - 12:30 PM
Total times aired at regularly scheduled time:	13
Number of Preemptions	0
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.	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. The goals of the series are to encourage the audience to explore, discover and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, and explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life and Win. This program airs on our secondary digital stream.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (6 of 6)	Response
Program Title	On the Spot

Origination	Network
Days/Times Program Regularly Scheduled:	Sundays 12:30 PM - 1:00 PM
Total times aired at regularly scheduled time:	13
Number of Preemptions	0
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.	On the Spot 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. On the Spot stands out as one of the most scholastically diverse and enriching programs on the market. This program airs on our secondary digital stream.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

**Sponsored Core
Programming (0)**

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	David J. Males
Address	1222 Arsenal Street
City	Watertown
State	NY
Zip	13601
Telephone Number	315-785-8850
Email Address	davidmales@myabc50.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)

Other Matters (1 of 12)	Response
Program Title	Pets TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 7:00 AM - 7:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This television program provides educational and informational segments exposing the target audience of young viewers to everything Pets. The upbeat contemporary presentation relates pets to their lives and interests. Pets from everyday to the unique are showcased with educational information that shares how they evolved to become pets and their geographic origins. Professionals share personal experiences of featured animals and/or related products. In these segments the excitement and love of working with pets is expressed. The motivational and inspirational message of each guest empowers audiences of all ages to pursue more information and education about everything pets. Each segment of Pets.TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives. This program airs on our primary digital stream.

Other Matters (2 of 12)	Response
Program Title	Young Icons
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 7:30 AM - 8:00 AM
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 Young Icons is the newest offering from Entertainment Studios that falls under the Educational and Informational for children age 13 to 16 FCC classification. The Young Icons, a weekly half hour shot in high definition, features stories about world class athletes, accomplished artists, scholars, philanthropists, and entrepreneurs all under the age of 18. Examples of the kinds of stories the Young Icons will tell include that of Patrick Pedraja, a fourteen year old actor and philanthropist who traveled America by RV, raising awareness for cancer by signing donors up for the National Marrow Registry, track phenomenon, Turquoise Thompson, who sprinted her way into the record books and earned herself a full ride to UCLA, Kimberly Anyadike, who became the youngest pilot to fly across the country, and sisters Marni and Nerni Barta, who created Kidflicks, a non profit organization that donates new and used DVDs to childrens hospitals all across America. This program airs on our primary digital stream.
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Other Matters (3 of 12)	Response
Program Title	Jack Hannas Wild Countdown
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00 AM - 9:30 AM
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.	Wildlife expert and animal ambassador, Jack Hanna, brings the viewer face-to-face with the best of the beasts. In this weekly half hour series that will engage viewers thirteen to sixteen as well as the whole family, Jack highlights his favorite animals and adventures from around the world. Presented in countdown style, Jack offers up a different top ten each week in a variety of top categories. The questions and categories are interactive as they are derived direct from the viewers. As Jack reveals the categories, he gives viewers further insights and interesting facts about the animals allowing everyone the opportunity to be entertained as well as learn more about the fascinating animal kingdom.

Other Matters (4 of 12)	Response
Program Title	Ocean Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30 AM - 10:00 AM
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.	Ocean Mysteries offers a fresh approach to the quest for aquatic understanding by blending stories of fascinating sea creatures, comparisons to popular land animals, and analogies to the human experience. Ocean Mysteries engages viewers thirteen to sixteen and beyond by showing how animals share the same behaviors, challenges, and triumphs that humans do. Vital to the process is the shows host, Jeff Corwin, whose uncanny ability to instill empathy for even the tiniest of creatures, allows viewers to rally behind the featured animals and see how important they are to all life on our planet. Exploration, discovery and adventure are all parts of Jeff Corwins journey and viewers experience the high definition action from sea level and below.

Other Matters (5 of 12)	Response
Program Title	Born to Explore
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00 AM - 10:30 AM
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 worlds cultures and its geographical wonders come alive as the youngest president in Explorers Club History, Richard Wiese, takes viewers on a globetrotting adventure. Developed for thirteen to sixteen year olds, but engaging for the whole family, Richard uncovers amazing facts of nature and manmade treasures. Richard takes the role of the ultimate Social Studies teacher to a new level, bringing the viewing audience to the places and to the people of the world who form our cultures. Whether he climbs Mount Kilimanjaro, explores why people live at the base of an active volcano, or travels down the Nile River, viewers will travel the world without leaving their homes.

Other Matters (6 of 12)	Response
Program Title	Sea Rescue
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30 AM - 11:00 AM
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 half-hour weekly series, Sea Rescue, features the rescue, rehabilitation and in many instances release back into the wild of ocean wildlife. Produced for ages 13 to 16, Sea Rescue offers educational and entertaining television by demonstrating the welfare and medical benefits that rescue and rehabilitation programs provide animals. Viewers will also learn that there's a reciprocal benefit, rescued animals provide valuable insight into their biology and ecology. This information adds to the pool of knowledge necessary to conserve threatened and endangered species. Each week, Sea Rescue will leave its audience inspired by the real life stories of the featured animals and rescuers and with a fuller understanding of the rich array of sea life with which we share our planet.

Other Matters (7 of 12)	Response
Program Title	Everyday Health
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11:00 AM - 11:30 AM
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 this weekly half hour series developed and produced to educate and inform viewers ages 13 to 16, our hosts scan the country finding those who pay it forward to promote health and wellness. The remarkable people that viewers meet are referred to as agents of change, special individuals who are making big changes in peoples lives, one small step at a time. Everyday Health is a series that uniquely raises awareness to help fight obesity, raise self esteem, establish physical fitness habits and prevent negative health choices. An inspirational program about people who confront challenges by taking control, Everyday Health, through captivating storytelling, reports on amazing teens and other selfless Americans who are paying it forward, with good will and new ideas that will inspire other teens to take action.

Other Matters (8 of 12)	Response
Program Title	Food for Thought with Claire Thomas
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays 11:30 AM - 12:00 PM
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.	<p>Young enthusiastic and passionate about food, Claire Thomas is the twenty two year old hose who opens viewers eyes to how everyday life can inspire culinary creations. Each episode informs and educates teens about the power of food as a tool for exploring new places, meeting people and learning about different cultures. Claire serves as an excellent role model for the thirteen to sixteen year old viewers by showing her passion for her family, life, and healthy living by sharing stories in the kitchen. Creative inspiration can come from any place at any time, sometimes from family, sometimes from friends, or even from bloggers needing her help. We witness the big idea as it happens and wherever the food takes Claire is where we go, too.</p> <p>Based on her unique perspective gathered throughout each episode, Claire will teach the audience how to prepare the inspired dish while promoting a healthy attitude towards food and life.</p>

Other Matters (9 of 12)	Response
Program Title	Cubix Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00 AM - 7:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But its a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.s evil schemes to take control of Bubble Towns robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles bragging, Cubix being blamed for something that he didn't do, Endruix stage fright, or Antonios jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. This program airs on our secondary digital stream.
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Other Matters (10 of 12)	Response
Program Title	Cubix Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:30 AM - 8:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But its a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.s evil schemes to take control of Bubble Towns robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles bragging, Cubix being blamed for something that he didn't do, Endruix stage fright, or Antonios jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. This program airs on our secondary digital stream.

Other Matters (11 of 12)	Response
Program Title	Wild, LTD

Origination	Network
Days/Times Program Regularly Scheduled	Sundays 11:00 AM - 11:30 AM
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.	Wild LTD is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the camera follows 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 suggestion job opportunities in the conservation world. Michelle always teaches 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. This program airs on our secondary digital stream.

Other Matters (12 of 12)	Response
Program Title	Made in Hollywood Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 11:30 AM - 12:00 PM
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.	This educational informational weekly series showcases how and why movies are made, including behind the scenes filmmaking and special effects techniques, in addition to introducing teenagers to career opportunities within the motion picture industry. 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. This program was created to provide information and advice from top Hollywood professionals to 13 to 16 year old viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.

Certification

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

Attachments

No Attachments.