



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: 0032111254 | File Number: CPR-148452 | Submit Date: 01/03/2014 | Call Sign: KIEM-TV | Facility ID: 53382 |

City: EUREKA | State: CA

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

01/03/2014 | Filing Status: Active

Report reflects information for : Fourth Quarter of 2013

General Information

Section	Question	Response
Attachments	Are attachments (other than associated schedules) being filed with this application?	

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type

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	NBC
	Nielsen DMA	Eureka
	Web Home Page Address	WWW.KIEM-TV.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	0.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	0.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core Programs(8)

Digital Core Program (1 of 8)	Response
Program Title	THE CHICA SHOW
Origination	Network
Days/Times Program Regularly Scheduled	SA 8-830AM
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CHICA IS A FIVE-YEAR OLD CHICK WHO SPENDS HER DAYS WITH HER PARENTS IN THEIR COSTUME SHOP, THE COOP. THE SHOP'S ONE EMPLOYEE, KELLY, DOUBLES AS CHICA'S NANNY AND THE ENSEMBLE IS ROUNDED OUT WITH BUNJI, A LARGE FLOPPY EARED RABBIT AND STITCHES, A STRAW MANNEQUIN THAT SITS IN THE WINDOW. IN EACH EPISODE CHICA DEVELOPS OR ENCOUNTERS A PROBLEM THAT SHE CANNOT IMMEDIATELY RESOLVE. USUALLY HER ISSUES INVOLVE IMPULSE CONTROL, DISTRACTIBILITY, JUDGEMENT AND INTER-PERSONAL BEHAVIOURS. SHE AND KELLY USUALLY WORK ON THE PROBLEM THROUGH AN ADVENTURE AND FANTASY TRANSFORMATION TO ANIMATION WHERE BUNJI AND STICHES COME ALIVE AND JOIN CHICA AND KELLY FOR THE PROBLEM SOLVING PROCESS. THE CORE EDUCATIONAL CONTENT IS PRIMARIOLY SOCIO-EMOTIONAL DEVELOPMENT, AND CHICA LEARNS HOW TO EXPRESS HERSELF PROPERLY, THINK BEFORE SHE ACTS, AND INTERACT WITH OTHERS EFFECTIVELY. SHE OFTEN LEARNS THT IT TAKES HARD WORK AND PRACTICE TO BECOME PROFICIENT AT DIFFERENT SKILLS.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 8)	Response
Program Title	THE PAJANIMALS
Origination	Network
Days/Times Program Regularly Scheduled	SA 830-9AM
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 8)	Response
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Program Title	JUSTIN TIME
Origination	Network
Days/Times Program Regularly Scheduled	SA 9-930AM
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	JUSTIN TIME FEATURES A LITTLE BOY, JUSTIN, WHO WANTS VERY MUCH TO MASTER HIS DESTINY, HAVE GREAT ADVENTURES AND SOLVE PROBLEMS. HE BEGINS WITH A PROBLEM THAT VEXES HIM AND DAYDREAMS HIS WAY INTO AN ADVENTURE THAT TAKES HIM TO DIFERENT PLACES AROUND THE WORLD, PROVIDING HIM WITH AN EXPERIENCE TO HELP SOLVE HIS PROBLEM WHEN HE RETURNS HOME. JUSTIN IS ACCOMPANIES BY TWO IMAGINARY FRIENDS THROUGHOUT HIS ADVENTURES OLIVE, A KNOWLEDGEABLE PLAYMATE AND SQUIDGY, THE MORPHING FLYING SPONGE WHO PROVIDES COMMENTARY ADN COMEDY ALONG THE WAY. SOME EXAMPLES OF JUSTIN'S LESSONS INVOLVE LEARNING THAT IT TAKES FOCUS TO ACHIEVE SUCCESS, OUR FAILURES CAN TEACH WHAT WE NEED TO DO TO SUCCEED NEXT TIME, OR WHEN ONE PATH TO SOLVE A PROBLEM DOESN'T WORK, YOU CAN FIND AN ALTERNATIVE WAY TO ACHIEVE YOUR GOAL. JUSTIN PROMOTES SELF DIRECTED LEARNING FROM A YOUNG CHILDS PERSPECTIVE AND IMAGINATION.
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	JUSTIN TIME

List date and time rescheduled	7/13 3-330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/13
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	JUSTIN TIME
List date and time rescheduled	9/21 3-330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/21
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	JUSTIN TIME
List date and time rescheduled	8/17 4-430PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/17
Reason for Preemption	Sports

Digital Core Program (4 of 8)		Response
Program Title		TREE FU TOM
Origination		Network
Days/Times Program Regularly Scheduled		SA 930-10AM
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TREE FU TOM IS A LIVE ACTION ANIMATED SERIES ABOUT A LITTLE BOY WHO LIVES IN A RURAL AREA AND HAS A RICH FANTASY LIFE IN THE WOODS BEHIND HIS HOME. TOM USES SPECIFIC MOVEMENTS TO SUMMON UP MAGIC POWERS THAT PERMIT HIM TO MORPH INTO AN ANIMATED HERO AND FLY AROUND IN TREETOPOLIS, THE FANTASY VERSION OF HIS WOODS. WHILE IN TREETOPOLIS, TOM AND HIS FRIENDS ARIELLA TWIGS SQUIRMUM AND ZIGZOO WILL INVARIABLY RUN INTO A PROBLEM OR DISASTER THAT NEEDS FIXING. TOM CALLS UPON THE AUDIENCE TO PRACTICE ORIGINAL DANCE MOVES THAT WILL BRING HIM BIG WORLD MAGIC SO HE AND HIS FRIENDS CAN RESOLVE THEIR CHALLENGE OF THE DAY. EDUCATIONAL MESSAGES REINFORCE POSITIVE SOCIO-EMOTIONAL CONTENT, WITH EXAMPLES THAT MODEL BEING LOYAL TO GOOD FRIENDS, KNOWING HOW TO ASK FOR HELP DOING THE RIGHT THINGS INSTEAD OF WHAT IS CONVENIENT, MAKING THE EFFORT TO SHARE RATHER THAN BEING SELFISH OR RELYING ON TEAMWORK IN ORDER TO ACCOMPLISH A GOAL.
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	TREE FU TOM
List date and time rescheduled	9/21 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/21
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	TREE FU TOM

List date and time rescheduled	9/28 430-5PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/28
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	8/31 430-5PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/31
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	9/14 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/14
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	7/13 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/13
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
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Title of Program	TREE FU TOM
List date and time rescheduled	8/24 3-330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/24
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	8/17 430-5PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/17
Reason for Preemption	Sports

Digital Core Program (5 of 8)	Response
Program Title	LAZYTOWN
Origination	Network
Days/Times Program Regularly Scheduled	SA 10-1030AM
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.
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	LAZYTOWN
List date and time rescheduled	8/25 10-1030AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/24
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	LAZYTOWN
List date and time rescheduled	9/21 7-730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/21
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	LAZYTOWN

List date and time rescheduled	9/14 3-330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/14
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	LAZYTOWN
List date and time rescheduled	9/28 4-430PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/28
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	LAZYTOWN
List date and time rescheduled	8/17 7-730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/17
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	LAZYTOWN
List date and time rescheduled	8/31 4-430PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/31
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
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Title of Program	LAZYTOWN
List date and time rescheduled	7/13 7-730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/13
Reason for Preemption	Sports

Digital Core Program (6 of 8)	Response
Program Title	NOODLE AND DOODLE
Origination	Network
Days/Times Program Regularly Scheduled	SA 1030-11AM
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Preemption Programs #1

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	9/28 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/28
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	9/21 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/21
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	8/24 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/24
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
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Title of Program	NOODLE AND DOODLE
List date and time rescheduled	9/14 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/14
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	8/31 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/31
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	8/17 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/17
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	7/13 730-8AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/13
Reason for Preemption	Sports

Digital Core Program (7 of 8)		Response
Program Title	DRAGONFLY TV	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	SA 11-1130AM	
Total times aired at regularly scheduled time	4	
Total times aired	11	
Number of Preemptions	9	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	7	
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 PROGRAM HIGHLIGHTS CHILDREN DOING PROJECTS WITH REAL HANDS ON EXPERIENCES AND DEMONSTRATES PRACTICAL APPLICATIONS OF MATHEMATICS AND SCIENCE. IT INTRODUCES YOUNG VIEWERS TO A VARIETY OF SCIENTIFIC DISCIPLINES AND CHALLENGES THEM IN CRITICAL THINKING AND PROBLEM SOLVING SKILLS, WHILE PROVIDING VALUABLE INFORMATION TO REACH ANSWERS. EACH EPISODE IS ENGAGING. ENTERTAINING AND EDUCATIONAL IN STRUCTURE, ALLOWING CHILDREN TO INVESTIGATE SCIENCE ON THEIR OWN.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Preemption Programs #1

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	7/21 1030-11AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/20

Reason for Preemption	Sports
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Digital Preemption Programs #2

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	9/29 1030-11AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/28
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	9/15 3-330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/14
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	N/A
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/21
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	8/17 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	

Episode #	8/17
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	9/8 10-1030AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/7
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	N/A
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/13
Reason for Preemption	Sports

Digital Preemption Programs #8

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	8/24 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/24
Reason for Preemption	Sports

Digital Preemption Programs #9

Questions	Response
Title of Program	DRAGONFLY TV
List date and time rescheduled	9/1 10-1030AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	
Episode #	8/31
Reason for Preemption	Sports

Digital Core Program (8 of 8)	Response
Program Title	ANIMAL RESCUE
Origination	Syndicated
Days/Times Program Regularly Scheduled	SU 930-10AM
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	PROGRAM CONTENT INCLUDES SAFETY TIPS AND REAL LIVE IN THE FIELD EXPERIENCES OF PROFESSIONAL AND ORDINARY PEOPLE TAKING CARE OF TREATING AND HELPING ANIMALS.
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	ANIMAL RESCUE
List date and time rescheduled	8/11 9-930AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	8/11
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	ANIMAL RESCUE
List date and time rescheduled	7/27 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	

Episode #	7/28
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	ANIMAL RESCUE
List date and time rescheduled	7/14 330-4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/14
Reason for Preemption	Sports

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	SHAWNA BRISCO
Address	5650 SOUTH BROADWAY
City	EUREKA
State	CA
Zip	95503
Telephone Number	707-443-3123
Email Address	KIEM-TV@SONIC.NET
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 (8)

Other Matters (1 of 8)	Response
Program Title	THE CHICA SHOW
Origination	Network
Days/Times Program Regularly Scheduled	SA 8-830AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CHICA IS A FIVE-YEAR OLD CHICK WHO SPENDS HER DAYS WITH HER PARENTS IN THEIR COSTUME SHOP, THE COOP. THE SHOP'S ONE EMPLOYEE, KELLY, DOUBLES AS CHICA'S NANNY AND THE ENSEMBLE IS ROUNDED OUT WITH BUNJI, A LARGE FLOPPY EARED RABBIT AND STITCHES, A STRAW MANNEQUIN THAT SITS IN THE WINDOW. IN EACH EPISODE CHICA DEVELOPS OR ENCOUNTERS A PROBLEM THAT SHE CANNOT IMMEDIATELY RESOLVE. USUALLY HER ISSUES INVOLVE IMPULSE CONTROL, DISTRACTIBILITY, JUDGEMENT AND INTER-PERSONAL BEHAVIOURS. SHE AND KELLY USUALLY WORK ON THE PROBLEM THROUGH AN ADVENTURE AND FANTASY TRANSFORMATION TO ANIMATION WHERE BUNJI AND STICHES COME ALIVE AND JOIN CHICA AND KELLY FOR THE PROBLEM SOLVING PROCESS. THE CORE EDUCATIONAL CONTENT IS PRIMARIOLY SOCIO-EMOTIONAL DEVELOPMENT, AND CHICA LEARNS HOW TO EXPRESS HERSELF PROPERLY, THINK BEFORE SHE ACTS, AND INTERACT WITH OTHERS EFFECTIVELY. SHE OFTEN LEARNS THT IT TAKES HARD WORK AND PRACTICE TO BECOME PROFICIENT AT DIFFERENT SKILLS.

Other Matters (2 of 8)	Response
Program Title	THE PAJANIMALS
Origination	Network
Days/Times Program Regularly Scheduled	SA 830-9AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.

Other Matters (3 of 8)	Response
Program Title	JUSTIN TIME
Origination	Network
Days/Times Program Regularly Scheduled	SA 9-930AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	JUSTIN TIME FEATURES A LITTLE BOY, JUSTIN, WHO WANTS VERY MUCH TO MASTER HIS DESTINY, HAVE GREAT ADVENTURES AND SOLVE PROBLEMS. HE BEGINS WITH A PROBLEM THAT VEXES HIM AND DAYDREAMS HIS WAY INTO AN ADVENTURE THAT TAKES HIM TO DIFERENT PLACES AROUND THE WORLD, PROVIDING HIM WITH AN EXPERIENCE TO HELP SOLVE HIS PROBLEM WHEN HE RETURNS HOME. JUSTIN IS ACCOMPANIED BY TWO IMAGINARY FRIENDS THROUGHOUT HIS ADVENTURES OLIVE, A KNOWLEDGEABLE PLAYMATE AND SQUIDGY, THE MORPHING FLYING SPONGE WHO PROVIDES COMMENTARY AND COMEDY ALONG THE WAY. SOME EXAMPLES OF JUSTIN'S LESSONS INVOLVE LEARNING THAT IT TAKES FOCUS TO ACHIEVE SUCCESS, OUR FAILURES CAN TEACH WHAT WE NEED TO DO TO SUCCEED NEXT TIME, OR WHEN ONE PATH TO SOLVE A PROBLEM DOESN'T WORK, YOU CAN FIND AN ALTERNATIVE WAY TO ACHIEVE YOUR GOAL. JUSTIN PROMOTES SELF DIRECTED LEARNING FROM A YOUNG CHILDS PERSPECTIVE AND IMAGINATION

Other Matters (4 of 8)	Response
Program Title	TREE FU TOM
Origination	Network

Days/Times Program Regularly Scheduled	SA 930-10AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TREE FU TOM IS A LIVE ACTION ANIMATED SERIES ABOUT A LITTLE BOY WHO LIVES IN A RURAL AREA AND HAS A RICH FANTASY LIFE IN THE WOODS BEHIND HIS HOME. TOM USES SPECIFIC MOVEMENTS TO SUMMON UP MAGIC POWERS THAT PERMIT HIM TO MORPH INTO AN ANIMATED HERO AND FLY AROUND IN TREETOPOLIS, THE FANTASY VERSION OF HIS WOODS. WHILE IN TREETOPOLIS, TOM AND HIS FRIENDS ARIELLA TWIGS SQUIRMIUM AND ZIGZOO WILL INVARIABLY RUN INTO A PROBLEM OR DISASTER THAT NEEDS FIXING. TOM CALLS UPON THE AUDIENCE TO PRACTICE ORIGINAL DANCE MOVES THAT WILL BRING HIM BIG WORLD MAGIC SO HE AND HIS FRIENDS CAN RESOLVE THEIR CHALLENGE OF THE DAY. EDUCATIONAL MESSAGES REINFORCE POSITIVE SOCIO-EMOTIONAL CONTENT, WITH EXAMPLES THAT MODEL BEING LOYAL TO GOOD FRIENDS, KNOWING HOW TO ASK FOR HELP DOING THE RIGHT THINGS INSTEAD OF WHAT IS CONVENIENT, MAKING THE EFFORT TO SHARE RATHER THAN BEING SELFISH OR RELYING ON TEAMWORK IN ORDER TO ACCOMPLISH A GOAL.

Other Matters (5 of 8)	Response
Program Title	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	SA 10-1030AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.
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Other Matters (6 of 8)	Response
Program Title	MAKE ROOM FOR NODDY
Origination	Network
Days/Times Program Regularly Scheduled	SA 1030-11AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BASED ON A RECURRING CHARACTER IN THE ENID BLYTON BOOK SERIES FOR VERY YOUNG READERS, NODDY A BOY DOLL LIVES IN A LITTLE COTTAGE IN THE VILLAGE OF TOYLAND. HE TOOLS AROUND IN HIS SPORTY CONVERTIBLE DELIVERS THE MAIL AND IS A FRIEND TO ALL. BECAUSE HE IS VERY KIND TO OTHERS, HE INVARIABLY IS ASKED TO HELP SOLVE PROBLEMS. BUT BECAUSE HE DOESN'T KNOW EVERYTHING, HE ALSO HAS A LOT TO LEARN. IN EACH EPISODE NODDY ACTIVELY FINDS A WAY TO MANAGE A PROJECT, SOOTHE HURT FEELINGS, SETTLE ARGUMENTS, OR LEARN HOW TO DO SOMETHING NOW BY FOLLOWING DIRECTIONS. THE EXPAMPLES IN EACH EPISODE ARE AGE APPROPRIATE FOR CHILDREN IN THE TARGET AUDIENCE AND MODEL CLEAR AND CONCRETE SOLUTIONS TO PROBLEMS.

Other Matters (7 of 8)	Response
Program Title	DRAGONFLY TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 11-1130AM
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 PROGRAM HIGHLIGHTS CHILDREN DOING PROJECTS WITH REAL HANDS ON EXPERIENCES AND DEMONSTRATES PRACTICAL APPLICATIONS OF MATHEMATICS AND SCIENCE. IT INTRODUCES YOUNG VIEWERS TO A VARIETY OF SCIENTIFIC DISCIPLINES AND CHALLENGES THEM IN CRITICAL THINKING AND PROBLEM SOLVING SKILLS, WHILE PROVIDING VALUABLE INFORMATION TO REACH ANSWERS. EACH EPISODE IS ENGAGING. ENTERTAINING AND EDUCATIONAL IN STRUCTURE, ALLOWING CHILDREN TO INVESTIGATE SCIENCE ON THEIR OWN.
Other Matters (8 of 8)	Response
Program Title	ANIMAL RESCUE
Origination	Syndicated
Days/Times Program Regularly Scheduled	SU 930-10AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	PROGRAM CONTENT INCLUDES SAFETY TIPS AND REAL LIVE IN THE FIELD EXPERIENCES OF PROFESSIONAL AND ORDINARY PEOPLE TAKING CARE OF TREATING AND HELPING ANIMALS.

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>POLLACK/BELZ BROADCASTING. CO. LLC</p>

Attachments

No Attachments.