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# Children's Television Programming Report

FRN: **0009961889** | File Number: **CPR-141373** | Submit Date: **04/10/2013** | Call Sign: **KAIL-TV** | Facility ID: **4145** | City:  
**WAILUKU** | State: **HI**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/10/2013** | Filing Status: **Active**

Report reflects information for : **First 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	FOX/CW
	Nielsen DMA	Honolulu
	Web Home Page Address	www.khon2.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:	4.0
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(9)

Digital Core Program (1 of 9)	Response
Program Title	Edgemont - 1/1/13 - 3/31/13
Origination	Syndicated
Days/Times Program Regularly Scheduled	M-F at 4:30 p.m.
Total times aired at regularly scheduled time	66
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions among the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 9)	Response
Program Title	Think Big
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 9:00 a.m. - 1/5/13 - 3/30/13

Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THINK BIG is a television series serving the educational and informational needs of children 13 to 16 years of age. The series is an effective learning tool for teaching children the importance of having a working knowledge of math, science and physics. The series features children actively solving problems using scientific principles while combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving the physical sciences can be useful, challenging and fun. Each episode presents an invent-off challenge, whereby teams of teenagers take up the challenge to invent a machine designed to perform a specific task in a limited amount of time for the purpose of promoting creative thinking and practical skills. Each episode delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and older.
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	Think Big
List date and time rescheduled	Sunday, 1/6/13 7:00 a.m.
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 #	Saturday, 1/5/13

Reason for Preemption		Sports
<b>Digital Core Program (3 of 9)</b>		
		<b>Response</b>
Program Title	Dog and Cat Training with Joel Silverman	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Saturdays at 9:30 a.m. - 1/5/13 - 3/30/13	
Total times aired at regularly scheduled time	12	
Total times aired	13	
Number of Preemptions	1	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	1	
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dog and Cat Training with Joel Silverman is a television series serving the educational and informational needs of children 13 to 16 years of age. The host of the show, Joel Silverman, demonstrates the incremental steps in simple training of dogs and cats, which leads to achieving the desired behavior in pets. This series provides young people with the skills and resources they need for responsible pet ownership. The show further helps kids at that age to develop responsibility, patience, and persistence while giving them the knowledge they need to effectively train their pets. Every segment of Dog and Cat Training delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Preemption Programs #1

Questions	Response
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Title of Program	Dog and Cat Training with Joel Silverman
List date and time rescheduled	Sunday, 1/6/13 7:30 a.m.
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 #	Saturday, 1/5/13
Reason for Preemption	Sports

Digital Core Program (4 of 9)	Response
Program Title	Pets.TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 10:00 a.m. - 1/5/13 - 3/30/13
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pets.TV is a television series serving the educational and informational needs of children 13 to 16 years of age. It celebrates and exposes the target audience to everything pets. Pets from the everyday to the unique are showcased with educational information that shares how they evolved to become pets and their geographical origins. Professionals share personal experiences of featured animals. In these segments the excitement and love of working with pets is expressed. The motivational and inspirational message of each guest empowers the target audience to pursue more information and education about their pets. Every segment of Pets.TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives.



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	Pets.TV
List date and time rescheduled	Sunday, 1/6/13 8:00 a.m.
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 #	Saturday, 1/5/13
Reason for Preemption	Sports

Digital Core Program (5 of 9)	Response
Program Title	Live Life & Win
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 10:30 a.m. - 1/5/13 - 3/30/13
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Live Life and Win is a television series serving the educational and informational needs of children 13 to 16 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives.
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	Live Life & Win
List date and time rescheduled	Sunday, 1/6/13 8:30 a.m.
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 #	Saturday, 1/5/13
Reason for Preemption	Sports

Digital Core Program (6 of 9)	Response
Program Title	The Young Icons
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays at 7:00 a.m. - 1/6/13 - 3/31/13
Total times aired at regularly scheduled time	7
Total times aired	13

Number of Preemptions	6
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	6
Length of Program	30 mins
Age of Target Child Audience	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 a television series serving the educational and informational needs of children 13 to 16 years of age. The show features accomplished teens who have set goals and are giving back to their communities as mentors, scholars, entrepreneurs and philanthropists. Each guest shares their personal stories of what motivated them to take on their passion and/or focus in their chosen field of endeavor. The program provides a motivational and inspirational message that empowers its audience that hard work, dedication and looking beyond oneself will pay dividends. Each segment of The Young Icons delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives.
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	The Young Icons
List date and time rescheduled	Saturday, 1/12/13 11:00 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 1/13/13
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	The Young Icons
List date and time rescheduled	Saturday, 1/26/13 11:00 a.m.

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 1/27/13
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	The Young Icons
List date and time rescheduled	Sunday, 3/17/13 11:00 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 3/17/13
Reason for Preemption	Sports

### Digital Preemption Programs #4

Questions	Response
Title of Program	The Young Icons
List date and time rescheduled	Sunday, 1/6/13 9:00 a.m.
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 #	Sunday, 1/6/13
Reason for Preemption	Sports

### Digital Preemption Programs #5

Questions	Response
Title of Program	The Young Icons
List date and time rescheduled	Saturday, 1/19/13 11:00 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 1/20/13
Reason for Preemption	Sports

### Digital Preemption Programs #6

Questions	Response
Title of Program	The Young Icons

List date and time rescheduled	Sunday, 2/24/13 1:00 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 2/24/13
Reason for Preemption	Sports

Digital Core Program (7 of 9)	Response
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays at 7:30 a.m. - 1/6/13 - 3/31/13
Total times aired at regularly scheduled time	7
Total times aired	13
Number of Preemptions	6
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	6
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mystery Hunters is a television series serving the educational and informational needs of children 13 to 16 years of age. Through critical observation, analytical thinking, and scientific testing, Mystery Hunters encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, the show offers a profound focus on history, culture, geography, and international customs that supports current social, intellectual and emotional aspects of the target audience.
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	Mystery Hunters

List date and time rescheduled	Sunday, 3/17/13 11:30 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 3/17/13
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Mystery Hunters
List date and time rescheduled	Sunday, 1/6/13 9:30 a.m.
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 #	Sunday, 1/6/13
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Mystery Hunters
List date and time rescheduled	Sunday, 2/24/13 1:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 2/24/13
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Mystery Hunters
List date and time rescheduled	Saturday, 1/19/13 11:30 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 1/20/13
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
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Title of Program	Mystery Hunters
List date and time rescheduled	Saturday, 1/26/13 11:30 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 1/27/13
Reason for Preemption	Sports

**Digital Preemption Programs #6**

Questions	Response
Title of Program	Mystery Hunters
List date and time rescheduled	Sunday, 1/13/13 11:30 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Sunday, 1/13/13
Reason for Preemption	Sports

Digital Core Program (8 of 9)		Response
Program Title	Rescue Heroes	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays, 1/5/13 - 3/2/13 7:00 a.m. and 7:30 a.m.	
Total times aired at regularly scheduled time	18	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	

Age of Target Child Audience	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes is two thirty-minute programs designed to serve the educational and informational needs of children 6 to 11 years of age. Each week the Rescue Heroes are called into action to mobilize around the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded in the stories using action and humor to convey messages to keep an open mind, ask for help, face your fears, persistence pays off, be prepared, and emphasizes procedure training and teamwork. At the end of each episode, the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 9)	Response
Program Title	Nanoboy
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 3/9/13 - 3/30/13, 7:00 a.m. and 7:30 a.m.
Total times aired at regularly scheduled time	8
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins



Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>On an episode by episode basis, Oscar, in the role of his alter-ego, Nanoboy, harnesses and uses the power of science and technology to save his world from the meanest and ugliest villains around. In doing so, he teaches target viewers the elements of science and enticingly demonstrates how knowledge can be used to solve difficult problems and meet important aims. This learning becomes all the more impactful because young viewers can readily relate to Oscar. He's bright and fun-loving, and like all kids, he's not perfect. Oscar is small for his age, athletically challenged, and perhaps even a bit nerdy. But when Oscar and his friends are faced with peril, Oscar magically transforms from every-kid into amazing Nanoboy. Through observation, viewers gain the motivation to use learning, knowledge, and action to transform themselves to meet challenges in their own lives. The target audience for Nanoboy is made up of six to eleven year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be interesting and meaningful to children throughout the age range -- challenging younger viewers and reinforcing learning for older ones.</p>
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	Gelene Welch
Address	88 Piikoi Street
City	Honolulu
State	HI
Zip	96814
Telephone Number	808-591-4223
Email Address	gwelch@khon2.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.	The licensee has reviewed internal station records and documentation provided to us by program suppliers for compliance with the FCC's commercial limits in children's programs (47 C.F.R. Section 73.670) and the licensee hereby certifies that the station fully complied with these limits for all programs specifically designed for children ages twelve (12) and under. In addition to the programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve (12) and under: Dragon Ball Z Kai; Justice League Unlimited; Power Rangers Lost Galaxy; Sonic X; Transformers Prime; WWE Saturday Morning Slam; Yu-GiOh!; and Yu-Gi-Oh! Zexal. The aforementioned shows were broadcast on our .2 tier. The station lists its .1 digital programming in response to Questions 2-4 due to the .1 stream was its previous analog channel.

Other Matters (10)

Other Matters (1 of 10)	Response
Program Title	Think Big
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 9:00 a.m. (digital - 2.1)
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.	THINK BIG is a television series serving the educational and informational needs of children 13 to 16 years of age. The series is an effective learning tool for teaching children the importance of having a working knowledge of math, science and physics. The series features children actively solving problems using scientific principles while combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving the physical sciences can be useful, challenging and fun. Each episode presents an invent-off challenge, whereby teams of teenagers take up the challenge to invent a machine designed to perform a specific task in a limited amount of time for the purpose of promoting creative thinking and practical skills. Each episode delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audiece.

Other Matters (2 of 10)	Response
Program Title	Dog and Cat Training with Joel Silverman
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 9:30 a.m. (digital - 2.1)
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.	Dog and Cat Training with Joel Silverman is a television series serving the educational and informational needs of children 13 to 16 years of age. The host of the show, Joel Silverman, demonstrates the incremental steps in simple training of dogs and cats, which leads to achieving the desired behavior in pets. This series provides young people with the skills and resources they need for responsible pet ownership. The show further helps kids at that age to develop responsibility, patience, and persistence while giving them the knowledge they need to effectively train their pets. Every segment of Dog and Cat Training delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience.
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Other Matters (3 of 10)	Response
Program Title	Pets.TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 10:00 a.m. (digital - 2.1)
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.	Pets.TV is a television series serving the educational and informational needs of children 13 to 16 years of age. It celebrates and exposes the target audience to everything pets. Pets from the everyday to the unique are showcased with educational information that shares how they evolved to become pets and their geographical origins. Professionals share personal experiences of featured animals. In these segments the excitement and love of working with pets is expressed. The motivational and inspirational message of each guest empowers the target audience to pursue more information and education about their pets. Every segment of Pets.TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives.

Other Matters (4 of 10)	Response
Program Title	Live Life & Win
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 10:30 a.m. (digital - 2.1)

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.	Live Life and Win is a television series serving the educational and informational needs of children 13 to 16 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives.

Other Matters (5 of 10)	Response
Program Title	The Young Icon
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 11:00 a.m. (digital - 2.1)
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 a television series serving the educational and informational needs of children 13 to 16 years of age. The show features accomplished teens who have set goals and are giving back to their communities as mentors, scholars, entrepreneurs and philanthropists. Each guest shares their personal stories of what motivated them to take on their passion and/or focus in their chosen field of endeavor. The program provides a motivational and inspirational message that empowers its audience that hard work, dedication and looking beyond oneself will pay dividends. Each segment of The Young Icons delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives.

Other Matters (6 of 10)		Response
Program Title	Mystery Hunters	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Saturdays at 11:30 a.m. (digital - 2.1)	
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.	Mystery Hunters is a television series serving the educational and informational needs of children 13 to 16 years of age. Through critical observation, analytical thinking, and scientific testing, Mystery Hunters encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, the show offers a profound focus on history, culture, geography, and international customs that supports current social, intellectual and emotional aspects of the target audience.	
Other Matters (7 of 10)		
	Response	
Program Title	MLB Player Poll	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays at 9:00 and 9:30 a.m.	
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.	MLB Player Poll will serve the educational and informational needs of teenagers, ages 13 -16, by providing insight into the opinions and perspectives of Major League Baseball players. Specifically, the 2013 season of MLB Player Poll will educate young viewers on how the game of baseball is played and provide instructions regarding the techniques that successful players use. The show will also glean insight into players' preferences in areas outside of baseball with topics like "What Career Interests You After You Retire from Baseball?," or "What Is Your Favorite City To Play In?" or "What Player From History Would You Most Like To Watch/Play For/Play Against?" In addition, MLB Player Poll will provide examples of healthy debate, expressing an opinion using supporting evidence and analyzing statistics to confirm or refute a previous held belief. The results of the poll question that will serve as the heart of each episode will be represented graphically using traditional charts and graphs in a manner designed to help teenagers process similar information they will encounter in newspapers, magazines and textbooks. Finally, the emphasis on physical education in each episode of MLB Player Poll will inspire young viewers to get off the couch, go outside and exercise. MLB Productions, with continued guidance and advice from NASPE (National Association for Sport and Physical Education), will strive to make every episode of MLB Player Poll meet the FCC's E/I standards for young adult programming.
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Other Matters (8 of 10)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	M-F 4:30 p.m. (digital - 2.2)
Total times aired at regularly scheduled time	65
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.	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions among the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships.

Other Matters (9 of 10)	Response
Program Title	Rescue Heroes
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, beginning 4/20 at 7:00 and 7:30 a.m. (digital - 2.2)
Total times aired at regularly scheduled time	22

Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes is two thirty-minute programs designed to serve the educational and informational needs of children 6 to 11 years of age. Each week the Rescue Heroes are called into action to mobilize around the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded in the stories using action and humor to convey messages to keep an open mind, ask for help, face your fears, persistence pays off, be prepared, and emphasizes procedure training and teamwork. At the end of each episode, the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.

Other Matters (10 of 10)	Response
Program Title	Nanoboy
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 4/6 - 4/13 at 7:00 and 7:30 a.m. (digital - 2.2)
Total times aired at regularly scheduled time	4
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.	On an episode by episode basis, Oscar, in the role of his alter-ego, Nanoboy, harnesses and uses the power of science and technology to save his world from the meanest and ugliest villains around. In doing so, he teaches target viewers the elements of science and enticingly demonstrates how knowledge can be used to solve difficult problems and meet important aims. This learning becomes all the more impactful because young viewers can readily relate to Oscar. He's bright and fun-loving, and like all kids, he's not perfect. Oscar is small for his age, athletically challenged, and perhaps even a bit nerdy. But when Oscar and his friends are faced with peril, Oscar magically transforms from every-kid into amazing Nanoboy. Through observation, viewers gain the motivation to use learning, knowledge, and action to transform themselves to meet challenges in their own lives. The target audience for Nanoboy is made up of six to eleven year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be interesting and meaningful to children throughout the age range -- challenging younger viewers and reinforcing learning for older ones.

Certification

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

**Attachments**

No Attachments.