

Children's Television Programming Report

 FRN: 0018223693
 File Number: CPR-120200
 Submit Date: 04/11/2011
 Call Sign: KMVT
 Facility ID: 35200
 City:

 TWIN FALLS
 State: ID

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

 04/11/2011
 Filing Status: Active

Report reflects information for : First Quarter of 2011

| General | Section | Question | Response |
|-------------|-------------|--------------------------------------------------------------------------------------|----------|
| Information | 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 |

| t | Contact Name | Address | Phone | Email | Contact Type |
|---|--------------|---------|-------|-------|--------------|
| - | | | | | |

Contact Representatives (0)

| Objildnende | Section | Question | Response | | |
|-----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|------------|---------------------|--|
| Children's Television Information | Station Type | | | Network Affiliation | |
| | | Affiliated network | CBS | | |
| | | Nielsen DMA | Twin Falls | | |
| | | Web Home Page Address | | | |
| | | | 1 | | |
| Digital Core | Question | | | Response | |
| Programming | State the average number of hours of Core Programming per week broadcast by the station on its main program stream | | | 3.0 | |
| | State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream | | | 336.0 | |
| | State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671: | | | 12.0 | |
| | 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 | | | Yes | |

station's main program stream or on another of the station's free digital program streams?

Digital Core Programs(30)

| Digital Core Program (1 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | DOODLEBOPS ROCKIN' ROAD SHOW - I (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:00am 1/01/11-1/29/11 |
| Total times aired at regularly scheduled time | 5 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 3 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (2 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | DOODLEBOPS ROCKIN' ROAD SHOW - II (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:30am 1/01/11-1/29/11 |
| Total times aired at regularly scheduled time | 5 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 3 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodle three animated young members of a band. The child then enters the animated world of the Doodlenet, ar sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulate the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

Digital Core Program (3 of 30) Response

| Program Title | SABRINA'S SECRET LIFE (D1) |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:00am LTC 1/29/11 |
| Total times aired at regularly scheduled time | 5 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 7 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This animated series follows the early-teen Sabrina, who is half human and half witch, as she struggles with the age-appropriate conflicts and problems. Sabrina serves as a role model intended to help pre-teer viewers to understand many of the social issues they confront in their day-to-day lives. Sabrina models positive character traits for viewers, combining self-assurance and uncertainty, self-reliance, competence and a willingness to learn from her mistakes. The program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (4 of 30) | Response |
|--------------------------------------|-----------------------------------|
| Program Title | SABRINA: THE ANIMATED SERIES (D1) |
| Origination | Network |

| Pi Ri | ays/Times rogram egularly cheduled | Saturday 9:30am LTC 1/29/11 |
|--------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ai re | otal times ired at egularly cheduled time | 5 |
| | otal times ired | |
| | umber of reemptions | 0 |
| Pi fo | umber of reemptions or other than reaking News | |
| Pi | lumber of reemptions escheduled | |
| | ength of rogram | 30 mins |
| | ge of Target hild Audience | 7 years to 12 years |
| ec ar in ob th ar m de C | escribe the ducational nd iformational bjective of ne program nd how it neets the efinition of ore rogramming. | The animated series, "Sabrina," involves the adventures of a modern, early adolescent girl who is part human and part witch. Sabrina has magical powers that must be kept a secret and also under control. While Sabrina is not your typical girl, the familial, social, peer-group, and school-related issues she experiences all serve as educational and instructional life-lessons for viewers, as they reflect many of the same learning experiences and teenage challenges faced by children today. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Li id pr di th pr | ooes the icensee lentify the rogram by isplaying nroughout the rogram the ymbol E/I? | Yes |

| Digital Core Program (5 of 30) | Response |
|--------------------------------------|----------------------------------|
| · · · · · | |
| Program Title | BUSYTOWN MYSTERIES - I (D1) |
| Origination | Network |
| Days/Times | Saturday 10:00am 1/01/11-1/29/11 |
| Program | |
| Regularly | |
| Scheduled | |

| Total times aired at regularly scheduled time | 4 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Total times aired | 5 |
| 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 | 3 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|----------------------------------------------------------------------------------|-----------------------------|
| Title of Program | BUSYTOWN MYSTERIES - I (D1) |
| List date and time rescheduled | January 23, 2011 12:00pm |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | January 22, 2011 |

| Digital Core Program (6 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | BUSYTOWN MYSTERIES - II (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:30am 1/01/11-1/29/11 |
| Total times aired at regularly scheduled time | 3 |
| Total times aired | 5 |
| Number of Preemptions | 2 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 2 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 3 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries bring the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from tho facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------------|
| Title of Program | BUSYTOWN MYSTERIES - II (D1) |
| List date and time rescheduled | January 23, 2011 12:30pm |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | January 22, 2011 |
| Reason for Preemption | Sports |

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------------|
| Title of Program | BUSYTOWN MYSTERIES - II (D1) |
| List date and time rescheduled | February 6, 2010 10:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | January 29, 2011 |
| Reason for Preemption | Sports |

| Digital Core Program (7 of 30) | Response |
|----------------------------------------------------------------|------------------------------|
| Program Title | BUSYTOWN MYSTERIES - I (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:00am eff. 2/05/11 |
| 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 | 3 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from thos facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (8 of 30) | Response |
|----------------------------------------------------------------|------------------------------|
| Program Title | BUSYTOWN MYSTERIES - II (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:30am eff. 2/05/11 |
| 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 | 3 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from thos facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (9 of 30) | Response |
|----------------------------------------------------------------|-----------------------------------|
| Program Title | DOODLEBOPS ROCKIN' ROAD SHOW (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:00am eff. 2/05/11 |
| 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 | 3 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodler three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (10 of 30) |
|----------------------------------------------------------------|
| Program Title |
| Origination |
| Days/Times Program Regularly Scheduled |
| Total times aired at regularly scheduled time |
| Total times aired |
| Number of Preemptions |
| Number of Preemptions for other than Breaking News |

| Number of Preemptions Rescheduled | 1 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|----------------------------------------------------------------------------------|-----------------------|
| Title of Program | TROLLZ (D1) |
| List date and time rescheduled | March 8, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 12, 2011 |
| Reason for Preemption | Sports |

| Digital Core Program (11 of 30) | Response |
|-------------------------------------------------|-------------------------------|
| Program Title | HORSELAND - I (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:00am eff. 2/05/11 |

| Total times aired at regularly scheduled time | 4 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Total times aired | 8 |
| Number of Preemptions | 4 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 4 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 9 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------|
| Title of Program | HORSELAND - I (D1) |
| List date and time rescheduled | March 21, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 19, 2011 |

| Reason for Preemption | Sports |
|-----------------------|--------|
|-----------------------|--------|

| Questions | Response |
|----------------------------------------------------------------------------------|---------------------------|
| Title of Program | HORSELAND - I (D1) |
| List date and time rescheduled | February 27, 2011 10:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | February 26, 2011 |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|----------------------------------------------------------------------------------|-----------------------|
| Title of Program | HORSELAND - I (D1) |
| List date and time rescheduled | March 9, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 5, 2011 |
| Reason for Preemption | Sports |

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------|
| Title of Program | HORSELAND - I (D1) |
| List date and time rescheduled | March 14, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 12, 2011 |
| Reason for Preemption | Sports |

| Digital Core Program (12 of 30) | Response |
|-------------------------------------------------|-------------------------------|
| Program Title | HORSELAND - II (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:30am eff. 2/05/11 |

| Total times aired at regularly scheduled time | 3 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Total times aired | 8 |
| Number of Preemptions | 5 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 5 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 9 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|----------------------------------------------------------------------------------|---------------------------|
| Title of Program | HORSELAND - II (D1) |
| List date and time rescheduled | February 27, 2011 10:30am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | February 26, 2011 |

| Reason for Preemption | Sports |
|-----------------------|--------|
|-----------------------|--------|

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------|
| Title of Program | HORSELAND - II (D1) |
| List date and time rescheduled | March 10, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 5, 2011 |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------|
| Title of Program | HORSELAND - II (D1) |
| List date and time rescheduled | March 22, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 19, 2011 |
| Reason for Preemption | Sports |

Digital Preemption Programs #4

| Questions | Response |
|----------------------------------------------------------------------------------|------------------------|
| Title of Program | HORSELAND - II (D1) |
| List date and time rescheduled | March 15, 2011 11:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |
| Episode # | March 12, 2011 |
| Reason for Preemption | Sports |

| Questions | Response |
|----------------------------------------------------------------------------------|---------------------------|
| Title of Program | HORSELAND - II (D1) |
| List date and time rescheduled | February 20, 2011 10:00am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | |

| Episode # | February 12, 2011 |
|-----------------------|-------------------|
| Reason for Preemption | Sports |
| | |

| Digital Core Program (13 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | DOG TALES (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 7:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The show provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. It also includes dog safety and care tips, as well as lessons on the responsibility of owning a dog. The weekly series also includes recommended reading lists about dogs, and promotes children's writing and creative skills with essay and art contests. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (14 of 30) | Response |
|----------------------------------------------------------|-----------------|
| Program Title | 9th PERIOD (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 7:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |

| Number of Preemptions Rescheduled | |
|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | During the school day, they're top-notch students, working hard to make the grade. But come 9th period the textbooks are gone and the 3 kids team together and use the observation and deductive reasoning skills they've developed in class to solve the town's mysteries and crimes. Every episode includes a moral lesson as well integrating interesting science facts and other classroom knowledge. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (15 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | AQUA KIDS (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 8:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (16 of 30) | Response |
|-------------------------------------------|------------------|
| Program Title | ECO COMPANY (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 8:30am |

| Total times aired at regularly scheduled time | 12 |
|-----------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This kid-friendly series uses peer reporting to address various environmental issues from a youthful point of view. By doing so, it enthusiastically encourages young adults to become more proactive about environmentalism rather than just talking about the importance of living green. It also stresses the positive impact that young people's efforts, no matter how small they might seem, can have on the larger world around them. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (17 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | REAL LIFE (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 9:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 7 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Real Life 101, which is aimed at teens and young adults, introduces you to real peopl doing real jobs. From doctors, lawyers and veterinarians to career counselors, drug counselors, and special effects directors, we cover them all. Join our energetic hosts a weekly half-hour of fun and entertainment. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (18 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | SWAP TV (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 9:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "SWAP TV" is about two teenagers from different backgrounds "swapping" lives for a weekend. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (19 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | TRAVELING TRIO (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 10:00am |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Traveling Trio is an adventure-filled educational series hosted by three siblings; ten- year old Olivia and her eight-year old twin brothers, Ingram and Everett. The children present the geography, history, language and culture of exciting destinations as they visi both famous landmarks and off-the-beaten-path attractions. |

| Does the Licensee identify the |
|--------------------------------|
| program by displaying |
| throughout the program the |
| symbol E/I? |

Yes

| Digital Core Program (20 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | IN THE ZONE (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 10:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Earvin "Magic" Johnson along with his friends, Carmelo Anthony, Kenny "The Jet" Smith, Jimmy Connors, Mike Schmidt and many more] teach kids of all ages the importance of conditioning, exercise, nutrition and education, both on and off the court. The show will feature all sports not just basketball. It also shows kids that with dedication and the right attitude, they have the ability to make a difference. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (21 of 30) | Response |
|----------------------------------------------------------|----------------------|
| Program Title | CURIOSITY QUEST (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday 9:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |

| Number of Preemptions Rescheduled | |
|-----------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Curiosity Quest" is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewer's letters o curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (22 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | BETA RECORDS (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday 10:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | BETA Records TV is a weekly half-hour music centric show that follows a magazine format with segments ranging from major & indie artist interviews and unplugged performances in BETA's studios, "Electro" Ross Blomgren's tutorials and how-to's, producer & music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (23 of 30) | Response |
|------------------------------------|-------------------------|
| Program Title | ARIEL & ZOEY & ELI (D3) |
| Origination | Syndicated |

| Days/Times Program Regularly Scheduled | Saturday 8:30am 3/05/11 & 10:00am eff. 3/26/11 |
|-----------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Total times aired at regularly scheduled time | 2 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. They have toured across the country performing concerts for the children of our heroic troops and the National Anthem at numerous events including before a New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit Pistons basketball game and before 54,000 fans at Shea Stadium. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (24 of 30) | Response |
|--------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | SONIC X (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 7:00am, 7:30am & 8:30am |
| Total times aired at regularly scheduled time | 39 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Follow the adventures of SonicX and friends. They must stop the evil genius Dr.Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets h hands on the Chaos Emeralds, he will take over the world! |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (25 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | YU-GI-OH! (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 1/11/11-3/26/11 8:00am & 10:00am; 1/22/11-3/26/11 10:30am; 2/12/11 9:30am |
| Total times aired at regularly scheduled time | 37 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfath Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be t spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories ar his name, with the Duel Monsters card game an ever prevalent backdrop. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (26 of 30) | Response |
|-----------------------------------------------|-------------------------------------------|
| Program Title | DRAGONBALL Z KAI (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:00am & 9:30am (except 2/12/11) |
| Total times aired at regularly scheduled time | 25 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions for other than Breaking News | |
|--------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (27 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | YU-GI-OH! 5D (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:30am (1/01/11-1/15/11) |
| Total times aired at regularly scheduled time | 3 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfath Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories at his name, with the Duel Monsters card game an ever prevalent backdrop. |

| identify the | | |
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| program by | | |
| displaying | | |
| throughout the | | |
| program the | | |
| symbol E/I? | | |

| Digital Core Program (28 of 30) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | EDGEMONT (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11:00am & 11:30am |
| Total times aired at regularly scheduled time | 26 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Program Title | EDGEMONT (D2) |
|-----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday 11:0am & 11:30am |
| Total times aired at regularly scheduled time | 26 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witnes the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (30 of 30) | Response |
|--------------------------------------------------------|--------------------------------------|
| Program Title | MADE IN HOLLYWOOD: TEEN EDITION (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday 10:00am & 10:30am |
| Total times aired at regularly scheduled time | 26 |

| Total times aired | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It is during the adolescent years that career exploration, planning, education, and decision-making beg 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. I provides career information and advice from top Hollywood professionals. Helps viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Non-Core Educational and Informational Programming (0) Sponsored Core Programming (0)

| Liaison Contact | Question | Response |
|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| | Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)? | Yes |
| | Name of children's programming liaison | Deborah Flores |
| | Address | 1100 Blue Lakes Blvd. North |
| | City | Twin Falls |
| | State | ID |
| | Zip | 83301 |
| | Telephone Number | (208) 733-1100 x3020 |
| | Email Address | deborahflores@neuhoffmedia. com |
| | Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. | While Question 7b. was answered "Yes", it should be noted that analog programming is no longer aired |

Other Matters (22)

| Other Matters (1 of 22) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | BUSYTOWN I (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Other Matters (2 of 22) | Response |
| Program Title | BUSYTOWN II (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:30am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 8 years |

Describe the educational and informational objective of the program and how it meets the definition of Core Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Programming.

Regularly Scheduled

| Other Matters (3 of 22) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | DOODLEBOPS ROCKIN' ROAD SHOW (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Other Matters (4 of 22) | Response |
| Program Title | TROLLZ (D1) |
| Origination | Network |
| Days/Times Program Regularly | Saturday 9:30am |

| Total times aired at regularly scheduled time | 13 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Length of Program | 30 mins |
| Age of Target Child Audience from | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live to the credo B.F.F.L Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Other Matters (5 of 22) | Response |
| Program Title | HORSELAND I (D1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 7 years |
| Describe the educational and informational objective of the program and how it | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and |

| Other Matters (6 of 22) | Response | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | HORSELAN | JD II (D1) |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Saturday 10 |):30am |
| Total times aired at regularly scheduled time | 13 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience from | 3 years to 7 | years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | houses a fa similar to its characters a which viewe group of cul compromise emotional g develop. Th has education | ND is an animated series about five girls and two boys who live in spectacular countryside that rm called Horseland. Each of these main characters has a special horse whose personality is a owner's. Horseland and its unique approach of integrating the personality of the main and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in ers experience and learn from the social interactions, hopes, dreams, and even fears of this turally diverse adolescents. From this background, the experiences of sharing, caring, e, friendship, respect, and competition emerge to provide the young viewers with social and uidelines for better understanding many of the life-lessons they need to learn as they grow and is program is specifically designed to further the educational and informational needs of children, ng and informing children as a significant purpose, and otherwise meets the definition of Core ng as specified in the Commission's rules. |
| Othor Mattors (| 7 of 22) | Posnonso |
| Other Matters (| 7 01 22) | |
| Program Title | | DOG TALES (D3) Syndicated |
| Origination Days/Times Pro Regularly Scher | - | Saturday 7:00am |
| Total times aire | | 13 |
| Length of Progr | am | 30 mins |
| Age of Target C Audience from | child | 13 years to 16 years |
| Describe the ed and information of the program a meets the defini Core Programm | al objective and how it ition of | The show provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. It also includes dog safety and care tips, as well as lessons on the responsibility of owning a dog. The weekly series also includes recommended reading lists about dogs, and promotes children's writing and creative skills with essay and art contests. |
| Other Matters (| 8 of 22) | Response |
| Program Title | | 9th PERIOD (D3) |
| | | |

Syndicated

Origination

| Days/Times Program Regularly Scheduled | Saturday 7:30am |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | During the school day, they're top-notch students, working hard to make the grade. But come 9th period the textbooks are gone and the 3 kids team together and use the observation and deductive reasoning skills they've developed in class to solve the town's mysteries and crimes Every episode includes a moral lesson as well integrating interesting science facts and other classroom knowledge. |
| Other Matters (9 of 22) | Response |
| Program Title | AQUA KIDS (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 8:00am |
| Total times aired at regularly scheduled time | / 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective | Aqua Kids motivates young people to take an active role in preserving aquatic environment and wildlife, by showing how other kids just like them can do the same. Whether it's saving |
| of the program and how it meets the definition of Core Programming. | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| of the program and how it meets the definition of Core Programming. | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the |
| of the program and how it meets the definition of Core Programming. | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) Program Title | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. Response ECO COMPANY (D3) |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) Program Title Origination Days/Times Program | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. Response ECO COMPANY (D3) Syndicated |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. Response ECO COMPANY (D3) Syndicated Saturday 8:30am |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| of the program and how it meets the definition of Core Programming. Other Matters (10 of 22) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core | sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. Response ECO COMPANY (D3) Syndicated Saturday 8:30am 13 30 mins 8 years to 16 years This kid-friendly series uses peer reporting to address various environmental issues from a youthful point of view. By doing so, it enthusiastically encourages young adults to become more proactive about environmentalism rather than just talking about the importance of living green. also stresses the positive impact that young people's efforts, no matter how small they might |

| Origination | Syndicated |
|-------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Days/Times Program Regul Scheduled | arly Saturday 9:00am |
| Total times aired at regularly scheduled time | / 13 |
| Length of Program | 30 mins |
| Age of Target Child Audienc | e 7 years to 10 years |
| Describe the educational an informational objective of the program and how it meets the definition of Core Programm | e doing real jobs. From doctors, lawyers and veterinarians to career counselors, d ne counselors, and special effects directors, we cover them all. Join our energetic h |
| Other Matters (12 of 22) | Response |
| Program Title | SWAP TV (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 9:30am |
| Total times aired at regularly scheduled time | / 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational an informational objective of the program and how it meets the definition of Core Programming. | |
| Other Matters (13 of 22) | Response |
| Program Title | ARIEL & ZOEY (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 10:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the | Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things have a positive message. They have toured across the country performing concerts for th children of our heroic troops and the National Anthem at numerous events including befo New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit P basketball game and before 54,000 fans at Shea Stadium. |

Other Matters (14 of 22) Response

| Program Title | IN THE ZONE (D3) |
|-----------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturday 10:30am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Earvin "Magic" Johnson along with his friends, Carmelo Anthony, Kenny "The Jet" Smith, Jimmy Connors, Mike Schmidt and many more] teach kids of all ages the importance of conditioning, exercise, nutrition and education, both on and off the court. The show will feature all sports not just basketball. It also shows kids that with dedication and the right attitude, they have the ability to make a difference. |

| Other Matters (15 of 22) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | CURIOSITY QUEST (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday 9:30am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Curiosity Quest" is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. |

| Other Matters (16 of 22) | Response |
|--------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | BETA RECORDS (D3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday 10:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | BETA Records TV is a weekly half-hour music centric show that follows a magazine format with segments ranging from major & indie artist interviews and unplugged performances in BETA's studios, "Electro" Ross Blomgren's tutorials and how-to's, producer & music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture. |

| Other Matters (17 of 22) | Response |
|--------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | SONIC X (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 7:00am, 7:30am, & 8:30am |
| Total times aired at regularly scheduled time | 39 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 8 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Follow the adventures of SonicX and friends. They must stop the evil genius Dr.Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world! |

| Other Matters (18 of 22) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | YU-GI-OH! (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8:00am & 10:00am |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop. |
| Other Matters (19 of | f 22) Response |
| Program Title | |

| Program Title | DRAGONBALL Z KAI (D2) |
|-----------------------------------------------|--------------------------|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:00am & 9:30am |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 8 years to 12 years |

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

| Other Matters (20 of 22) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | YU-GI-OH 5D! |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:30am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 8 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop. |
| Other Matters (21 of 22) Program Title | Response EDGEMONT (D2) |
| Origination | Network |
| Days/Times Program | Sunday 10:00am, 10:30am, 11:00am & 11:30am |
| Regularly Scheduled | |
| Regularly | 52 |
| Regularly Scheduled Total times aired at regularly | 52 30 mins |
| Regularly Scheduled Total times aired at regularly scheduled time Length of | |

| Other Matters (22 of 22) | Response |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Program Title | MADE IN HOLLYWOOD: TEEN EDITION (D2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11:00am & 11:30am |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. It provides career information and advice from top Hollywood professionals. Helps viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries. |

| Certification |
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Question

Attachments No Attachments.