



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0027156975** | File Number: **CPR-145283** | Submit Date: **10/17/2013** | Call Sign: **KRNV-DT** | Facility ID: **60307** |

City: **RENO** | State: **NV**

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

**10/17/2013** | Filing Status: **Active**

Report reflects information for : Third Quarter of 2013

General Information

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

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

Applicant	Address	Phone	Email	Applicant Type
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Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Reno
	Web Home Page Address	www.mynews4.com

Digital Core  
Programming

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

Digital Core  
Programs(13)

Digital Core Program (1 of 13)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Sa 9am
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Justin Time, is an animated show specifically directed to the preschool audience and always conveys an embedded lesson that it is possible to understand and mater any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmate, Olivia and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested, he daydreams his way into an adventure that takes him to places all around the world. This is where he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a socio-emotional dilemma universally experienced by preschool children.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	09/22/2013 3PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	09/21/2013 JTM108
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	08/18/2013 330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	08/17/2013 JTM113
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	07/14/2013 330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/2013 JTM105
Reason for Preemption	Sports

Digital Core Program (2 of 13)	Response
Program Title	LazyTown
Origination	Network
Days/Times Program Regularly Scheduled	Sa 10am

Total times aired at regularly scheduled time	5
Total times aired	13
Number of Preemptions	8
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town is a show that is all about health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we see a visitor named Stephanie determined to coax her friends and relatives to begin healthful, active living. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, to leave their gaming consoles and candy stashes at home so they can go outside and play. She gets her Uncle, the Mayor and his friend Ms. Busy Body to support her efforts. But all of them are constantly foiled by Robbie Rotten, who lives underground and is determined to send Lazy Town back to inactivity and quiet. Coming to the rescue is the athlete Sportacus who lives in a spaceship and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he goes back to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	08/17/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	08/17/2013 LZT123

Reason for Preemption	Sports
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## Digital Preemption Programs #2

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	08/03/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-03
Episode #	08/03/2013 LZT118
Reason for Preemption	Sports

## Digital Preemption Programs #3

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	09/28/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	09/28/2013 LZT109
Reason for Preemption	Sports

## Digital Preemption Programs #4

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	08/24/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	08/24/2013 LZT102
Reason for Preemption	Sports

## Digital Preemption Programs #5

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	07/13/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13



Episode #	07/13/2013 LZT11
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	08/31/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	08/31/2013 LZT104
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	09/21/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	09/21/2013 LZT108
Reason for Preemption	Sports

Digital Preemption Programs #8

Questions	Response
Title of Program	LazyTown
List date and time rescheduled	09/14/2013 7AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	09/14/2013 LZT107
Reason for Preemption	Sports

Digital Core Program (3 of 13)		Response
Program Title		Noodle Doodle
Origination		Network

Days/Times Program Regularly Scheduled	Sa 10am
Total times aired at regularly scheduled time	5
Total times aired	13
Number of Preemptions	8
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	10
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.	Noodle and Doodle is a live action show hosted by Sean Roach that also blends animation and puppetry into the overall format. Sean drives a double decker bus into various communities to meet children who have written to him with a problem that they would like to solve using art and or a food experience. Sean is accompanied by Noodle, a puppet character and Doodle a digital character that lives inside a tablet computer and Doggity a faithful beagle. Doggity has a mini show of his own through an animated alter ego that appears during diversionary segments in a restaurant kitchen operated by Doggity and other canines. The show demonstrates how recycled materials can become art and how food art and problem solving can be combined to create a fun experience in everyday living. Every episode can be replicated at home with ease by parents and children playing together.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	09/28/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	2028-09-28
Episode #	09/28/2028 NADNAD102
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	07/13/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	07/13/2013 NAD111
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	08/03/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-03
Episode #	08/03/2013 NAD105
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	08/17/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	08/17/2013 NAD101
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	08/31/2013 730AM
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	08/31/2013 NAD110
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	09/14/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	09/14/2013 NAD106
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	08/24/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	08/24/2013 NAD112
Reason for Preemption	Sports

Digital Preemption Programs #8

Questions	Response
Title of Program	Noodle Doodle
List date and time rescheduled	09/21/2013 730AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	09/21/2013 NAD104
Reason for Preemption	Sports

Digital Core Program (4 of 13)		Response
Program Title	Pajanimals	
Origination	Network	

Days/Times Program Regularly Scheduled	Sa 830am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
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 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Pajanimals is all about teaching bedtime routines and practicing them so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, SweetPea Sue, a horse, and Cowbella, a purple and white cow-has a problem either with sleeping or with facing a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed goes to a specific place for the adventure: Squacky's bed goes to Eliie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollos' bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 13)	Response
Program Title	Tree Fu Tom
Origination	Network

Days/Times Program Regularly Scheduled	Sa 930 am
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
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.	Tree Fu Tom: aimed at assisting child development Between the ages of 3 and 7 years old we learn the majority of the movement skills we use in our lives. If, during this time, children are not exposed to, and do not or cannot learn, the full range of movements they need then they can suffer long term negative effects. The movements of the Tree Fu spells that children are encouraged and guided to copy are designed to help teach children, and allow them to practise, as many as 12 key developmentally crucial skills/attributes that they need for all future movement. The spells are linked sequences of simple 'foundation movements', the building blocks of all co-ordinated movement. They are designed by child development and movement experts to enhance gross and fine motor skills, strength, balance, co-ordination and neurological development. These skills are crucial for all complex movement, from everyday activities such as eating and dressing, to education and communication skills like writing, to sports, games and any other physical activity. Tree Fu Tom also aims to empower children and build confidence and self-esteem, we hope helping them to: Learn about leadership from Tom, a responsible and capable boy who uses his knowledge of the world, initiative, imagination and common sense to solve problems. Learn about friendship, morals and social and emotional issues. Engage in physical exercise by performing Tree Fu.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	08/18/2013 330PM

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	08/17/2013 TFT108
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	08/25/2013 930AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	08/24/2013 TFT109
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	09/01/2013 930AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	08/31/2013 TFT110
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	09/14/2013 4PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	09/14/2013 TFT112
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Tree Fu Tom

List date and time rescheduled	09/22/2013 9AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	09/21/2013 TFT113
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	09/29/2013 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	09/28/2013 TFT113
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	07/14/2013 330PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	07/13/2013 TFT102
Reason for Preemption	Non-breaking News

Digital Core Program (6 of 13)	Response
Program Title	Green Screen Adventures 4.2
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 7am
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 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four as well as the three - Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 13)		Response
Program Title		Wimzies House 4.2
Origination		Network
Days/Times Program Regularly Scheduled		Sa 8am 830am
Total times aired at regularly scheduled time		26
Total times aired		13
Number of Preemptions		0
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 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 13)		Response
Program Title		Busy World of Richard Scary 4.2
Origination		Network
Days/Times Program Regularly Scheduled		Sa 730am
Total times aired at regularly scheduled time		13
Total times aired		13
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		1
Length of Program		30 mins
Age of Target Child Audience		2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 13)		Response
Program Title		Country Mouse City Mouse 4.2
Origination		Network
Days/Times Program Regularly Scheduled		Sa 9am
Total times aired at regularly scheduled time		13
Total times aired		13
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		1
Length of Program		30 mins
Age of Target Child Audience		4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (10 of 13)		Response
Program Title		Danger Mouse 4.2

Origination	Network
Days/Times Program Regularly Scheduled	Sa 930am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 13)      Response	
Program Title	Doodlebops 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Su 730am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops are kids' favorite rock band. This musical comedy series for children stars Deedee, Rooney and Moe Doodle - three multi-talented rock stars who are always singing, dancing and learning from each other. They are the ultimate rock and roll band! Join The Doodlebops as they hang out and practice their song and dance routines in the coolest rehearsal space imaginable, and travel from show to show in their super cool tour bus! The Doodlebops will get kids twisting, turning, bopping and learning with their upbeat energetic music and funny stories.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (12 of 13)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Sa 8am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
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 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Promoting social-emotional development in preschoolers through creative play, The Chica Show is a mix of live action and animation that follows the imaginative adventures of Chica and her cast of friends (including Stitches, an animated character voiced by Mario Lopez) as they explore all the whimsical, humorous costumes and accessories in the Costume Coop - a playful shop filled with every costume imaginable. Each episode takes the viewer on a journey into Chica's imagination where problems are solved, questions are answered and adventure filled lands are explored. Chica helps her mom and dad in the Costume Coop, and when it closes, she and her friends magically transform into animated characters and set off on adventures that offer teachable moments for preschoolers - whether it's going undersea to learn more about clean-up time, embarking on a voyage with Vikings to discover why manners are important, or even jetting off to a rock star concert to discover why practice makes perfect.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (13 of 13)	Response
Program Title	The Doodlebops Rockin Road Show 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Su
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Together kids favorite rockin' band, The Doodlebops, and their fans explore the world of the Doodlenet on their magical tour bus. Deedee, Rooney, and Moe Doodle help their fans, and themselves, solve preschool relatable problems by journeying to fun, new destinations. Want to visit a gigantic water park for a day to conquer your fear of swimming? No problem! Ready to travel into a giant's mouth to see why you should brush your teeth? Hold on tight! With a little song, dance, and teamwork the Doodlebops are always ready to rock into a new adventure!
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	Barbara Monroy
Address	1790 Vassar Street
City	Reno
State	NV
Zip	89502
Telephone Number	775-322-4444
Email Address	bmonroy@mynews4.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	The following appears on KARNV's website, www.mynews4.com At KARNV News 4 we care about the future of our children in our communities. We offer a variety of weekly educational and informational television shows with the intent to further the positive development of children ages 16 and under. We maintain a current public file listing education objectives. Please feel free to review the public file by visiting our offices at 1790 Vassar Street, Reno NV between 9:00 a.m and 5:00 p.m. You can also view the file online.

Other Matters (16)

Other Matters (1 of 16)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Sa 9am
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.	Justin Time, is an animated show specifically directed to the preschool audience and always conveys an embedded lesson that it is possible to understand and mater any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmate, Olivia and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested, he daydreams his way into an adventure that takes him to places all around the world. This is where he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a socio-emotional dilemma universally experienced by preschool children.

Other Matters (2 of 16)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Sa 10am
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.	Lazy Town is a show that is all about health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we see a visitor named Stephanie determined to coax her friends and relatives to begin healthful, active living. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, to leave their gaming consoles and candy stashes at home so they can go outside and play. She gets her Uncle, the Mayor and his friend Ms. Busy Body to support her efforts. But all of them are constantly foiled by Robbie Rotten, who lives underground and is determined to send Lazy Town back to inactivity and quiet. Coming to the rescue is the athlete Sportacus who lives in a spaceship and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he goes back to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.
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Other Matters (3 of 16)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Sa 830am
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.	Pajanimals is all about teaching bedtime routines and practicing them so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, SweetPea Sue, a horse, and Cowbella, a purple and white cow-has a problem either with sleeping or with facing a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed goes to a specific place for the adventure: Squacky's bed goes to Eliie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollos' bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest.

Other Matters (4 of 16)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Sa 930am

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.	<p>Tree Fu Tom: aimed at assisting child development Between the ages of 3 and 7 years old we learn the majority of the movement skills we use in our lives. If, during this time, children are not exposed to, and do not or cannot learn, the full range of movements they need then they can suffer long term negative effects. The movements of the Tree Fu spells that children are encouraged and guided to copy are designed to help teach children, and allow them to practise, as many as 12 key developmentally crucial skills/attributes that they need for all future movement. The spells are linked sequences of simple 'foundation movements', the building blocks of all co-ordinated movement. They are designed by child development and movement experts to enhance gross and fine motor skills, strength, balance, co-ordination and neurological development. These skills are crucial for all complex movement, from everyday activities such as eating and dressing, to education and communication skills like writing, to sports, games and any other physical activity. Tree Fu Tom also aims to empower children and build confidence and self-esteem, we hope helping them to: Learn about leadership from Tom, a responsible and capable boy who uses his knowledge of the world, initiative, imagination and common sense to solve problems. Learn about friendship, morals and social and emotional issues.Engage in physical exercise by performing Tree Fu.</p>

Other Matters (5 of 16)	Response
Program Title	Make Way for Noddy
Origination	Network
Days/Times Program Regularly Scheduled	Sa 1030am
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.	<p>Make Way for Noddy follows the adventures of Noddy, a little wooden boy who lives in the magical place of Toyland. Based on "Noddy in Toyland" created by world-renowned children's author, Enid Blyton, the episodes combine all the magic of the original stories with the best in modern animation technology. Make Way for Noddy is designed to introduce gentle life-skill lessons to its preschool audience. As an innocent boy in a sometimes puzzling and complex world, Noddy continually makes mistakes. In overcoming these setbacks, children learn with Noddy the significance and importance of values such as patience, responsibility, teamwork, respect and confidence.</p>

Other Matters (6 of 16)	Response
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Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Sa 8am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Promoting social-emotional development in preschoolers through creative play, The Chica Show is a mix of live action and animation that follows the imaginative adventures of Chica and her cast of friends (including Stitches, an animated character voiced by Mario Lopez) as they explore all the whimsical, humorous costumes and accessories in the Costume Coop - a playful shop filled with every costume imaginable. Each episode takes the viewer on a journey into Chica's imagination where problems are solved, questions are answered and adventure filled lands are explored. Chica helps her mom and dad in the Costume Coop, and when it closes, she and her friends magically transform into animated characters and set off on adventures that offer teachable moments for preschoolers - whether it's going undersea to learn more about clean-up time, embarking on a voyage with Vikings to discover why manners are important, or even jetting off to a rock star concert to discover why practice makes perfect.

Other Matters (7 of 16)	Response
Program Title	Green Screen Adventures 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Sa 7am
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four as well as the three - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (8 of 16)	Response
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Program Title	Wimzies House 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Sa 8am 830am
Total times aired at regularly scheduled time	8
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.

Other Matters (9 of 16)	Response
Program Title	Busy World of Richard Scary 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Sa 730am
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.

Other Matters (10 of 16)	Response
Program Title	Country Mouse City Mouse 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Sa 9am
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.
Other Matters (11 of 16)	Response
Program Title	Danger Ranger 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Sa 930am
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.
Other Matters (12 of 16)	Response
Program Title	Doodlebops Rockin Road Show 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Su 7am
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Together kids favorite rockin' band, The Doodlebops, and their fans explore the world of the Doodlenet on their magical tour bus. Deedee, Rooney, and Moe Doodle help their fans, and themselves, solve preschool relatable problems by journeying to fun, new destinations. Want to visit a gigantic water park for a day to conquer your fear of swimming? No problem! Ready to travel into a giant's mouth to see why you should brush your teeth? Hold on tight! With a little song, dance, and teamwork the Doodlebops are always ready to rock into a new adventure!
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Other Matters (13 of 16)	Response
Program Title	Doodlebops 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Su 730am
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops are kids' favorite rock band. This musical comedy series for children stars Deedee, Rooney and Moe Doodle - three multi-talented rock stars who are always singing, dancing and learning from each other. They are the ultimate rock and roll band! Join The Doodlebops as they hang out and practice their song and dance routines in the coolest rehearsal space imaginable, and travel from show to show in their super cool tour bus! The Doodlebops will get kids twisting, turning, bopping and learning with their upbeat energetic music and funny stories.

Other Matters (14 of 16)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Su 7am 730am
Total times aired at regularly scheduled time	18
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.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.
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Other Matters (15 of 16)	Response
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Su 8am 830am
Total times aired at regularly scheduled time	18
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the realworld.

Other Matters (16 of 16)	Response
Program Title	On the Spot
Origination	Network
Days/Times Program Regularly Scheduled	Su 9am 930am
Total times aired at regularly scheduled time	18

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.	On The Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of smart people is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star-and is demonstrated by every type of person.

Certification

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

**Attachments**

No Attachments.