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Children's Television Programming Report

FRN: **0006885586** | File Number: **CPR-149561** | Submit Date: **01/08/2014** | Call Sign: **KTVZ** | Facility ID: **55907** | City:  
**BEND** | State: **OR**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/08/2014** | Filing Status: **Active**

Report reflects information for : Fourth Quarter of 2013

General Information

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

**Applicant  
Information**

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

| Applicant | Address | Phone | Email | Applicant Type |
|-----------|---------|-------|-------|----------------|
|-----------|---------|-------|-------|----------------|

Contact  
Representatives  
(0)

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

Children's  
Television  
Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | NBC, FOX & CW       |
|              | Nielsen DMA           | Bend                |
|              | Web Home Page Address | WWW.KTVZ.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  | 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:  | 6.0      |
| 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(18)

| Digital Core<br>Program (1<br>of 18)   | Response   |
|--|--|
| Program Title  | CHICA  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SATURDAY 8 A   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 1  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 6 years to 10 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Chica is a five year old baby chick who spends her days with her parents in their costume shop, the Coop. The shops one employee, Kelly, doubles as Chicas nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure fantasy transformation to animation where Bunji and Stiches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response             |
|--|----------------------|
| Title of Program   | CHICA                |
| List date and time rescheduled   | 10.12.13 3 P         |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-05           |
| Episode #  | 10.05.13 ETCS 113 DH |
| Reason for Preemption  | Sports               |

| Digital Core Program (2 of 18)   | Response  |
|--|---|
| Program Title  | PAJANIMALS  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SATURDAY 8:30 A   |
| Total times aired at regularly scheduled time  | 12  |
| Total times aired  | 13  |
| Number of Preemptions  | 1   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pajanimals are a group of four preschool aged puppets that live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. |

|   |     |
|---|-----|
| 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   | PAJANIMALS           |
| List date and time rescheduled   | 10.12.13 3:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-05           |
| Episode #  | 10.05.13 EPAJ 119 DH |
| Reason for Preemption  | Sports               |

| Digital Core Program (3 of 18)                     | Response     |
|--|--------------|
| Program Title                                      | JUSTIN TIME  |
| Origination  | Network      |
| Days/Times Program Regularly Scheduled             | SATURDAY 9 A |
| Total times aired at regularly scheduled time      | 11           |
| Total times aired                                  | 13           |
| 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   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justins lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem does not work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

#### Digital Preemption Programs #1

| Questions  | Response             |
|--|----------------------|
| Title of Program   | JUSTIN TIME          |
| List date and time rescheduled   | 12.14.13 3:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-12-14           |
| Episode #  | 12.14.13 EJTM 124 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #2

| Questions  | Response             |
|--|----------------------|
| Title of Program   | JUSTIN TIME          |
| List date and time rescheduled   | 10.12.13 4 P         |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-05           |
| Episode #  | 10.05.13 EJTM 115 DH |
| Reason for Preemption  | Sports               |

| Digital Core Program (4 of 18) | Response    |
|--------------------------------|-------------|
| Program Title                  | TREE FU TOM |



|  |  |
|--|--|
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SATURDAY 9:30 A  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 6  |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 7  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 7  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 6 years to 10 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmtun and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

Digital Preemption Programs #1

| Questions                                | Response     |
|--|--------------|
| Title of Program                         | TREE FU TOM  |
| List date and time rescheduled           | 10.19.13 3 P |
| Is the rescheduled date the second home? | Yes          |

|  |                      |
|--|----------------------|
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-19           |
| Episode #  | 10.19.13 ETFT 117 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #2

| Questions  | Response             |
|--|----------------------|
| Title of Program   | TREE FU TOM          |
| List date and time rescheduled   | 12.28.13 3:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-12-28           |
| Episode #  | 12.28.13 ETFT 114 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #3

| Questions  | Response             |
|--|----------------------|
| Title of Program   | TREE FU TOM          |
| List date and time rescheduled   | 10.12.13 4:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-05           |
| Episode #  | 10.05.13 ETFT 116 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #4

| Questions  | Response             |
|--|----------------------|
| Title of Program   | TREE FU TOM          |
| List date and time rescheduled   | 11.30.13 3:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-11-30           |
| Episode #  | 11.30.13 ETFT 123 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #5

| Questions                      | Response        |
|--------------------------------|-----------------|
| Title of Program               | TREE FU TOM     |
| List date and time rescheduled | 11.09.13 3:30 P |

|  |               |
|--|---------------|
| Is the rescheduled date the second home?   | Yes           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes           |
| Date Preempted   | 2013-11-09    |
| Episode #  | 11.09.13 ETFT |
| Reason for Preemption  | Sports        |

#### Digital Preemption Programs #6

| Questions  | Response             |
|--|----------------------|
| Title of Program   | TREE FU TOM          |
| List date and time rescheduled   | 11.23.13 4 P         |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-11-23           |
| Episode #  | 11.23.13 ETFT 122 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #7

| Questions  | Response            |
|--|---------------------|
| Title of Program   | TREE FU TOM         |
| List date and time rescheduled   | 12.14.13 4 P        |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-12-14          |
| Episode #  | 12.14.13 ETFT 125DH |
| Reason for Preemption  | Sports              |

| Digital Core Program (5 of 18)                | Response         |
|---|------------------|
| Program Title                                 | LAZY TOWN        |
| Origination                                   | Network          |
| Days/Times Program Regularly Scheduled        | SATURDAY 10:00 A |
| Total times aired at regularly scheduled time | 6                |
| Total times aired                             | 13               |

|  |  |
|--|--|
| Number of Preemptions  | 7  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 7  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

#### Digital Preemption Programs #1

| Questions  | Response             |
|--|----------------------|
| Title of Program   | LAZY TOWN            |
| List date and time rescheduled   | 11.30.13 3:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-11-30           |
| Episode #  | 11.30.13 ETFT 123 DH |
| Reason for Preemption  | Sports               |

#### Digital Preemption Programs #2

| Questions                      | Response     |
|--------------------------------|--------------|
| Title of Program               | LAZY TOWN    |
| List date and time rescheduled | 10.12.13 4 P |

|  |                      |
|--|----------------------|
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-05           |
| Episode #  | 10.05.13 ELZT 302 DH |
| Reason for Preemption  | Sports               |

### Digital Preemption Programs #3

| Questions  | Response             |
|--|----------------------|
| Title of Program   | LAZY TOWN            |
| List date and time rescheduled   | 12.14.13 4 P         |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-12-14           |
| Episode #  | 12.14.13 ETFT 125 DH |
| Reason for Preemption  | Sports               |

### Digital Preemption Programs #4

| Questions  | Response             |
|--|----------------------|
| Title of Program   | LAZY TOWN            |
| List date and time rescheduled   | 11.09.13 4 P         |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-11-09           |
| Episode #  | 11.09.13 ELZT 305 DH |
| Reason for Preemption  | Sports               |

### Digital Preemption Programs #5

| Questions  | Response             |
|--|----------------------|
| Title of Program   | LAZY TOWN            |
| List date and time rescheduled   | 12.28.13 4 P         |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-12-28           |
| Episode #  | 12.28.13 ELZT 110 DH |
| Reason for Preemption  | Sports               |

### Digital Preemption Programs #6

| Questions        | Response  |
|------------------|-----------|
| Title of Program | LAZY TOWN |

|  |                      |
|--|----------------------|
| List date and time rescheduled   | 10.19.13 3:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-10-19           |
| Episode #  | 10.19.13 ELZT 310 DH |
| Reason for Preemption  | Sports               |

**Digital Preemption Programs #7**

| Questions  | Response             |
|--|----------------------|
| Title of Program   | LAZY TOWN            |
| List date and time rescheduled   | 11.23.13 4:30 P      |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-11-23           |
| Episode #  | 11.23.13 ELZT 307 DH |
| Reason for Preemption  | Sports               |

| Digital Core Program (6 of 18)                     | Response            |
|--|---------------------|
| Program Title                                      | MAKE WAY FOR NODDY  |
| Origination  | Network             |
| Days/Times Program Regularly Scheduled             | SATURDAY 10:30 A    |
| 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                       | 6 years to 10 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems. |
| 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   | MAKE WAY FOR NODDY  |
| List date and time rescheduled   | 11.23.13 7:30 A     |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-11-23          |
| Episode #  | 11.23.13 EMWN 108 D |
| Reason for Preemption  | Sports              |

### Digital Preemption Programs #2

| Questions  | Response            |
|--|---------------------|
| Title of Program   | MAKE WAY FOR NODDY  |
| List date and time rescheduled   | 11.30.13 7:30 A     |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-11-30          |
| Episode #  | 11.30.13 EMWN 109 D |
| Reason for Preemption  | Sports              |

### Digital Preemption Programs #3

| Questions  | Response           |
|--|--------------------|
| Title of Program   | MAKE WAY FOR NODDY |
| List date and time rescheduled   | 12.28.13 7:30 A    |
| Is the rescheduled date the second home?   | No                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |

|                       |                     |
|-----------------------|---------------------|
| Date Preempted        | 2013-12-28          |
| Episode #             | 12.28.13 EMWN 113 D |
| Reason for Preemption | Sports              |

#### Digital Preemption Programs #4

| Questions  | Response            |
|--|---------------------|
| Title of Program   | MAKE WAY FOR NODDY  |
| List date and time rescheduled   | 11.02.13 4:30 P     |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-11-02          |
| Episode #  | 11.02.13 EMWN 105 D |
| Reason for Preemption  | Sports              |

#### Digital Preemption Programs #5

| Questions  | Response              |
|--|-----------------------|
| Title of Program   | MAKE WAY FOR NODDY    |
| List date and time rescheduled   | 10.12.13 102 D 5:30 P |
| Is the rescheduled date the second home?   | Yes                   |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                   |
| Date Preempted   |                       |
| Episode #  | 10.05.13 EMWN 102 D   |
| Reason for Preemption  | Sports                |

#### Digital Preemption Programs #6

| Questions  | Response            |
|--|---------------------|
| Title of Program   | MAKE WAY FOR NODDY  |
| List date and time rescheduled   | 11.09.13 7:30 A     |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-11-09          |
| Episode #  | 11.09.13 EMWN 106 D |
| Reason for Preemption  | Sports              |

#### Digital Preemption Programs #7

| Questions                                | Response           |
|--|--------------------|
| Title of Program                         | MAKE WAY FOR NODDY |
| List date and time rescheduled           | 10.19.13 7:30 A    |
| Is the rescheduled date the second home? | No                 |



|  |                     |
|--|---------------------|
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-10-19          |
| Episode #  | 10.19.13 EWMN 104 D |
| Reason for Preemption  | Sports              |

**Digital Preemption Programs #8**

| Questions  | Response            |
|--|---------------------|
| Title of Program   | MAKE WAY FOR NODDY  |
| List date and time rescheduled   | 12.14.13 7:30 A     |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2013-12-14          |
| Episode #  | 12.14.13 EMWN 111 D |
| Reason for Preemption  | Sports              |

| Digital Core Program<br>(7 of 18)  | Response   |
|--|--|
| Program Title  | AWESOME ADVENTURES   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SATURDAY 7 A   |
| 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. | AWESOME ADVENTURES is a half hour adventure series. Our host, as well as two different teens, will travel each week to destinations around the world that can be both exotic and remote. Awesome adventures is designed to educate, informed and entertain children 16 and under about the world around them. Each journey is a lesson in the beauty of nature, it creatures, and the people who inhabit the land. The shows are not designed to be preachy, but rather the goal is to make the leaning fun. |

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

| Digital Core Program (8 of 18)   |  | Response   |
|--|--|--|
| Program Title  |  | WILD ABOUT ANIMALS   |
| Origination  |  | Syndicated   |
| Days/Times Program Regularly Scheduled   |  | SATURDAY 7:30 A  |
| Total times aired at regularly scheduled time  |  | 13   |
| Total times aired  |  |  |
| Number of Preemptions  |  | 0  |
| Number of Preemptions for other than Breaking News   |  |  |
| Number of Preemptions Rescheduled  |  |  |
| Length of Program  |  | 30 mins  |
| Age of Target Child Audience   |  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. |  | Wild about animals is a half hour magazine series. The show is hosted by the Emmy award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. As the producers of wild about animals, it is the objective to educate and inform children by bringing them entertaining and interesting stories about the worlds most fascinating animals. Each episode will consist of four different stories designed to teach children about both exotic and unique animals, as well to educate them further about animals they see every day. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              |  | Yes  |

| Digital Core Program (9 of 18) |  | Response                  |
|--------------------------------|--|---------------------------|
| Program Title                  |  | JACK HANNAS INTO THE WILD |
| Origination                    |  | Syndicated                |

|  |  |
|--|--|
| Days/Times Program Regularly Scheduled   | SATURDAY 8 A   |
| 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 topic is suitable for both the secondary classroom and general audience with content addressing several academic outcomes designated by state and national life science standards. The viewer is introduced to the biodiversity of the area, how animals are adapted to the environment, and the changes humans have imposed on the environment as well as the positive impact of local conservative efforts in the regions. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (10 of 18)                    | Response             |
|--|----------------------|
| Program Title                                      | ECO                  |
| Origination  | Syndicated           |
| Days/Times Program Regularly Scheduled             | SATURDAY 8:30        |
| 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. | Eco Companys teen hosts report on environmental stories from their perspective. Every week they explores all aspects of being green and understanding how we impact our world. From checking out the latest technologies in energy, recycling, conservation and organics to sharing the stories of young people making a positive impact on the environment, Eco Company is on it. The show is now in its third season of national syndication in over 160 markets reaching over 92 per cent of U.S. households and countries around the world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (11 of 18)  | Response   |
|--|--|
| Program Title  | ANIMAL RESCUE  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SUNDAY 7 A   |
| 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. | Animal rescue is a weekly half hour reality series showcasing spectacular rescues of all types of animals. The series focuses on the dedicated people around the world who help sick, injured or abused animals. The program also instructs children on the proper care of animals and provides safety tips on how to care for all kinds of creatures in the animal kingdom. The show is aimed at children and families who want to learn about animal treatment, care and protection. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (12 of 18) | Response |
|---------------------------------|----------|
|---------------------------------|----------|

|  |  |
|--|--|
| Program Title  | THE REAL WINNINGS EDGE   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SUNDAY 7:30 A  |
| 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 Real Winning Edge is a weekly half hour television series that meets the educational and informational objectives of the FCCs Childrens Programming requirements for children ages 13 to 16. The program highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16 olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (13 of 18)               |  | Response      |
|---|--|---------------|
| Program Title                                 |  | CHAT ROOM     |
| Origination                                   |  | Network       |
| Days/Times Program Regularly Scheduled        |  | SATURDAY 12 P |
| 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. | Chat Room is a program about issues and concerns that face teens. The program focuses on some of the ethical choices todays teens must make with regard to social issues. Questions are framed by real life stories from the teen cast. Two young women and two young men talk about their own experiences with topics in the program. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (14 of 18)  | Response   |
|--|--|
| Program Title  | ON THE SPOT  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAY 12:30 P   |
| 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 series also succeeds in modeling all ages, ethnicities, and both genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too often misunderstood importance for the targeted 13 to 16 year old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group and this series does that very well. |

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

| Digital Core Program (15 of 18)  | Response  |
|--|---|
| Program Title  | ANIMAL SCIENCE  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SUNDAY 11 A   |
| 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. | Animal Science is an educational and informational program that provides interesting factoids about a variety of animals. It targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children, 8 to 12. With a quick moving segments, and cool graphics, this program is sure to capture the interest of the intended audience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (16 of 18)                    | Response                 |
|--|--------------------------|
| Program Title                                      | STANTONS GREAT BIG WORLD |
| Origination  | Network                  |
| Days/Times Program Regularly Scheduled             | SUNDAY 11:30 A           |
| 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. | Various age appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (17 of 18)      Response  |  |
|--|--|
| Program Title  | LIVE LIFE & WIN  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAY 12:00 P   |
| 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. | Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (18 of 18)      Response |                                 |
|---|---------------------------------|
| Program Title                                 | MADE IN HOLLYWOOD TEEN ADDITION |
| Origination                                   | Network                         |
| Days/Times Program Regularly Scheduled        | SUNDAY 12:30 P                  |



|  |  |
|--|--|
| 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. | To provide for adolescent boys and girls in the 13 -16 year old age group an opportunity to 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, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields. |
| 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)?   |                              |
| Name of children's programming liaison  | BOB<br>SINGER                |
| Address   | 62990 O.<br>B. RILEY<br>ROAD |
| City  | BEND                         |
| State   | OR                           |
| Zip   | 97701                        |
| Telephone Number  | 541-383-<br>2121             |
| Email Address   | ktvz@ktvz.<br>com            |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. |                              |

Other Matters (18)

| Other Matters (1 of 18)  | Response   |
|--|--|
| Program Title  | CHICA  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAY 8 A   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five year old baby chick who spends her days with her parents in their costume shop, the Coop. The shops one employee, Kelly, doubles as Chicas nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure fantasy transformation to animation where Bunji and Stiches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| Other Matters (2 of 18)                       | Response            |
|---|---------------------|
| Program Title                                 | PAJANIMALS          |
| Origination                                   | Network             |
| Days/Times Program Regularly Scheduled        | SATURDAY 8:30 A     |
| Total times aired at regularly scheduled time | 13                  |
| Length of Program                             | 30 mins             |
| Age of Target Child Audience from             | 6 years to 10 years |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pajanimals are a group of four preschool aged puppets that live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. |
|--|---|

| Other Matters (3 of 18)                       | Response            |
|---|---------------------|
| Program Title                                 | JUSTIN TIME         |
| Origination                                   | Network             |
| Days/Times Program Regularly Scheduled        | SATURDAY 9 A        |
| Total times aired at regularly scheduled time | 13                  |
| Length of Program                             | 30 mins             |
| Age of Target Child Audience from             | 6 years to 10 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justins lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem does not work, you can find an alternative way to achieve your goal. Justin promotes self directed learning from the young child's perspective and imagination. |
|--|--|

| Other Matters (4 of 18)                | Response        |
|--|-----------------|
| Program Title                          | TREE FU TOM     |
| Origination                            | Network         |
| Days/Times Program Regularly Scheduled | SATURDAY 9:30 A |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom is a live action animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him Big World magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal. |

| Other Matters (5 of 18)  | Response  |
|--|---|
| Program Title  | LAZY TOWN   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SATURDAY 10 A   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends human puppets and her Uncle Mayor Milford Means well navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating sports candy aka fruits and vegetables, always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |

| Other Matters<br>(6 of 18)  | Response   |
|---|--|
| Program Title   | MAKE WAY FOR NODDY   |
| Origination   | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SATURDAY 10:30 A   |
| Total times<br>aired at<br>regularly<br>scheduled time  | 13   |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 6 years to 10 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems. |

| Other Matters (7 of 18)  | Response   |
|--|--|
| Program Title  | AWESOME ADVENTURES   |
| Origination  | Syndicated   |
| Days/Times Program<br>Regularly Scheduled  | SATURDAY 7 A   |
| Total times aired at<br>regularly scheduled<br>time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience from   | 13 years to 16 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition of<br>Core Programming. | AWESOME ADVENTURES is a half hour adventure series. Our host, as well as two different teens, will travel each week to destinations around the world that can be both exotic and remote. Awesome adventures is designed to educate, informed and entertain children 16 and under about the world around them. Each journey is a lesson in the beauty of nature, it creatures, and the people who inhabit the land. The shows are not designed to be preachy, but rather the goal is to make the leaning fun. |

| Other Matters (8 of 18) | Response           |
|-------------------------|--------------------|
| Program Title           | WILD ABOUT ANIMALS |



|   |  |
|---|--|
| Origination   | Syndicated   |
| Days/Times<br>Program Regularly<br>Scheduled  | SATURDAY 7:30 A  |
| Total times aired at<br>regularly<br>scheduled time   | 13   |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the<br>definition of Core<br>Programming. | Wild about animals is a half hour magazine series. The show is hosted by the Emmy award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. As the producers of wild about animals, it is the objective to educate and inform children by bringing them entertaining and interesting stories about the worlds most fascinating animals. Each episode will consist of four different stories designed to teach children about both exotic and unique animals, as well to educate them further about animals they see every day. |

| Other Matters (9 of 18)   | Response   |
|---|--|
| Program Title   | JACK HANNAS INTO THE WILD  |
| Origination   | Syndicated   |
| Days/Times Program<br>Regularly Scheduled   | SATURDAY 8 A   |
| Total times aired at<br>regularly scheduled time  | 13   |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience from  | 13 years to 16 years   |
| Describe the educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>Programming. | <p>The topic is suitable for both the secondary classroom and general audience with content addressing several academic outcomes designated by state and national life science standards.</p> <p>The viewer is introduced to the biodiversity of the area, how animals are adapted to the environment, and the changes humans have imposed on the environment as well as the positive impact of local conservative efforts in the regions.</p> |

| Other Matters (10 of 18)                            | Response        |
|---|-----------------|
| Program Title                                       | ECO             |
| Origination   | Syndicated      |
| Days/Times<br>Program Regularly<br>Scheduled        | SATURDAY 8:30 A |
| Total times aired at<br>regularly scheduled<br>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. | Eco Companys teen hosts report on environmental stories from their perspective. Every week they explores all aspects of being green and understanding how we impact our world. From checking out the latest technologies in energy, recycling, conservation and organics to sharing the stories of young people making a positive impact on the environment, Eco Company is on it. The show is now in its third season of national syndication in over 160 markets reaching over 92 per cent of U.S. households and countries around the world. |

| Other Matters (11 of 18)   | Response   |
|--|--|
| Program Title  | ANIMAL RESCUE  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SUNDAY 7 A   |
| 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. | Animal rescue is a weekly half hour reality series showcasing spectacular rescues of all types of animals. The series focuses on the dedicated people around the world who help sick, injured or abused animals. The program also instructs children on the proper care of animals and provides safety tips on how to care for all kinds of creatures in the animal kingdom. The show is aimed at children and families who want to learn about animal treatment, care and protection. |

| Other Matters (12 of 18)                      | Response               |
|---|------------------------|
| Program Title                                 | THE REAL WINNINGS EDGE |
| Origination                                   | Syndicated             |
| Days/Times Program Regularly Scheduled        | SUNDAY 7:30 A          |
| Total times aired at regularly scheduled time | 13                     |
| Length of Program                             | 30 mins                |
| Age of Target Child Audience from             | 13 years to 16 years   |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Real Winning Edge is a weekly half hour television series that meets the educational and informational objectives of the FCCs Childrens Programming requirements for children ages 13 to 16. The program highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16 olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. |
|--|--|

| Other Matters (13 of 18)   | Response   |
|--|--|
| Program Title  | CHAT ROOM  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAY 12 P  |
| 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. | Chat Room is a program about issues and concerns that face teens. The program focuses on some of the ethical choices todays teens must make with regard to social issues. Questions are framed by real life stories from the teen cast. Two young women and two young men talk about their own experiences with topics in the program. |

| Other Matters (14 of 18)   | Response   |
|--|--|
| Program Title  | ON THE SPOT  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAY 12:30 P   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series also succeeds in modeling all ages, ethnicities, and both genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too often misunderstood importance for the targeted 13 to 16 year old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group and this series does that very well. |

| Other Matters (15 of 18) | Response       |
|--------------------------|----------------|
| Program Title            | ANIMAL SCIENCE |
| Origination              | Network        |

|  |   |
|--|---|
| Days/Times Program Regularly Scheduled   | SUNDAY 11 A   |
| 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. | Animal Science is an educational and informational program that provides interesting factoids about a variety of animals. It targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children, 8 to 12. With a quick moving segments, and cool graphics, this program is sure to capture the interest of the intended audience. |

| Other Matters (16 of 18)   | Response   |
|--|--|
| Program Title  | STANTONS GREAT BIG WORLD   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAY 11:30 A   |
| 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. | Various age appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |

| Other Matters (17 of 18)   | Response   |
|--|--|
| Program Title  | LIVE LIFE & WIN  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAY 12 P  |
| 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. | Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. |

| Other Matters (18 of 18) | Response                       |
|--------------------------|--------------------------------|
| Program Title            | MADE IN HOLLYWOOD TEEN EDITION |

|  |  |
|--|--|
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAY 12:30 P   |
| 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. | To provide for adolescent boys and girls in the 13 -16 year old age group an opportunity to 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, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields. |

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>NPG OF OREGON, INC.</b></p> |

**Attachments**

No Attachments.