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Children's Television Programming Report

FRN: **0026809657** | File Number: **CPR-128559** | Submit Date: **04/05/2012** | Call Sign: **WCYB-TV** | Facility ID: **2455** |  
City: **BRISTOL** | State: **VA**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/05/2012** | Filing Status: **Active**

Report reflects information for : **First Quarter of 2012**

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,CW,LIVEWELL     |
|              | Nielsen DMA           | TriCitiesTN-VA      |
|              | Web Home Page Address | www.wcyb.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:  | 7.0      |
| 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(23)

| Digital Core<br>Program (1 of 23)   | Response   |
|---|--|
| Program Title   | Willa's Wild Life  |
| Origination   | Network  |
| Days/Times Program<br>Regularly Scheduled   | Saturday 7:00AM (WCYB DT1)   |
| Total times aired at<br>regularly scheduled<br>time   | 13   |
| Total times aired   |  |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions for<br>other than Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled   |  |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience   | 6 years to 10 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>Programming. | Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. |
| Does the Licensee<br>identify the program<br>by displaying<br>throughout the<br>program the symbol<br>E/I?                                    | Yes  |

| Digital Core<br>Program (2 of 23)               | Response                     |
|---|------------------------------|
| Program Title                                   | Turbo Dogs (1/7-2/4/12)      |
| Origination                                     | Network                      |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday 10:00 AM (WCYB DT1) |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 5   |
| 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   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is a show about six canine friends -Dash, GT, Clutch, Stinkbert,Strut and Mags - who have their own distinct characteristics but share a common love of racing cars. The fastest dogs in Racerville, the turbo dogs often compete with one another in races. The dogs each have their own racers which they maintain regularly and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the turbo dogs encountering a problem that must be resolved while preparing to compete. Usually the turbo dog learns his/her lesson through experience and accountability for negative behavior. Social-emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (3 of 23)         | Response                     |
|--|------------------------------|
| Program Title                          | Shelldon                     |
| Origination                            | Network                      |
| Days/Times Program Regularly Scheduled | Saturday 10:30 AM (WCYB DT1) |

|  |   |
|--|---|
| 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   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Shelldon is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk who was adopted by the Clam family and now lives with them in the family owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Sheldon's also live at the inn. Shelldon and his buddies Herman and Connie alays work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resourses. In each episode, the children learn a significant socio-emotional lesson and also share information relating to their ocean habitat and environmental protection. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (4 of 23)         | Response                          |
|--|-----------------------------------|
| Program Title                          | The Magic School Bus (1/7-2/4/12) |
| Origination                            | Network                           |
| Days/Times Program Regularly Scheduled | Saturday 11:00 AM) (WCYB DT1)     |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 5  |
| Total times aired  | 1  |
| 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   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is based on a series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Fizzle, an elementary school teacher and intrepid explorer, who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Fizzle, who nudges her students to make connections and answer their own questions with research. The content of the show is appropriate for children from ages 4 to 8 in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded in the story line. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (5 of 23)         | Response                |
|--|-------------------------|
| Program Title                          | Babar                   |
| Origination                            | Network                 |
| Days/Times Program Regularly Scheduled | Saturday 11:30 AM (DT1) |



|  |   |
|--|---|
| 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   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Babar is a young orphaned elephant who returns to the jungle where he builds the city of Celestville and is crowned King of the Elephants. A dedicated ruler and family-elephant, Babar experiences many challenges as he journeys through life and learns to rise above them through strength and optimism. Each episode begins with a look into Babar's present life, primarily in his role as the father who teaches his children the value of people, things and relationships through his own experiences from the jungle to the city. Each episode in the show carries with it a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (6 of 23)         | Response                  |
|--|---------------------------|
| Program Title                          | Pearlie                   |
| Origination                            | Network                   |
| Days/Times Program Regularly Scheduled | Sunday 7:00 AM (WCYB DT1) |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 1   |
| 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   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (7 of 23)         | Response                   |
|--|----------------------------|
| Program Title                          | Magi-Nation (1/7-2/11/12)  |
| Origination                            | Network                    |
| Days/Times Program Regularly Scheduled | Saturday 7:00AM (WCYB DT2) |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 6   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Magi-Nation follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful and sometimes less than successful attempts to analyze difficult situations, set appropriate goals and creatively seek solutions to the dire dilemmas in which they find themselves. This series encourages viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition, even in the force of opposition. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (8 of 23)         | Response                   |
|--|----------------------------|
| Program Title                          | Magi-Nation(1/7-2/11/12)   |
| Origination                            | Network                    |
| Days/Times Program Regularly Scheduled | Saturday 7:30AM (WCYB DT2) |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 6   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Magi-Nation follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful and sometimes less than successful attempts to analyze difficult situations, set appropriate goals and creatively seek solutions to the dire dilemmas in which they find themselves. This series encourages viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition, even in the force of opposition. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program<br>(9 of 23)             |  | Response                  |
|---|--|---------------------------|
| Program Title                                 |  | Dragonfly                 |
| Origination                                   |  | Syndicated                |
| Days/Times Program Regularly Scheduled        |  | Monday 9:00 AM (WCYB DT2) |
| Total times aired at regularly scheduled time |  | 13                        |
| Total times aired                             |  | 12                        |

|  |   |
|--|---|
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 0   |
| 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. | A Half hour science television series that highlights children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (10 of 23)                    |                            |
|--|----------------------------|
|  | Response                   |
| Program Title                                      | Live, Life, Win            |
| Origination  | Syndicated                 |
| Days/Times Program Regularly Scheduled             | Tuesday 9:00 AM (WCYB DT2) |
| 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 goals of this series are to encourage the audience to explore, discover and learn to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life & Win. The series features 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 (11 of 23)  |  | Response   |
|--|--|--|
| Program Title  |  | Made in Hollywood: Teen Edition  |
| Origination  |  | Syndicated   |
| Days/Times Program Regularly Scheduled   |  | Wednesday 9:00 AM (WCYB DT2)   |
| 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. |  | Made in Hollywood: Teen Edition is an educational, informational series which provides its target age group with behind the screen backgrounds and techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              |  | Yes  |

| Digital Core Program (12 of 23) |  | Response           |
|---------------------------------|--|--------------------|
| Program Title                   |  | Wild About Animals |

|  |   |
|--|---|
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Thursday 9:00 AM (WCYB DT2)   |
| 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 hosted by Mariette Hartley who has committed herself to fighting for the rights of animals for over 20 years. This series is produced for children with the objective to educate and inform by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four different stories designed to teach children about both exotic and unique animals as well as to educate them further about animals they see everyday. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program<br>(13 of 23)                 | Response                  |
|--|---------------------------|
| Program Title                                      | Real Life 101             |
| Origination  | Syndicated                |
| Days/Times Program Regularly Scheduled             | Friday 9:00 AM (WCYB DT2) |
| 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. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series's young audience. A co-host approach allows for interchange of questions and responses adding viewer stimulation and insight. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (14 of 23)  |  | Response  |
|--|--|---|
| Program Title  |  | Taste Buds  |
| Origination  |  | Network   |
| Days/Times Program Regularly Scheduled   |  | Sunday 9:00 AM (WCYB DT3)   |
| 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. |  | This series encourages the audience to think about what they eat, be creative in the kitchen and explore foods from the world around them. Viewers learn and laugh as the hosts cook up age-appropriate recipes and go on fun food adventures. With a group of young hosts who are culinary explorers, viewers will delve into the culture, history, science and art behind the food. Each episode explores a new food theme, beginning with the simple phrase "Foods that..." and rounding off with hosts creating and customizing the theme-inspired recipes that kids and parents will want to make together. Taste Buds communicates a positive message about healthy eating, kitchen safety, and environmental responsibility. |



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

| Digital Core Program (15 of 23)  | Response  |
|--|---|
| Program Title  | Aqua Kids Adventures  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 9:30 AM (WCYB DT3)   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids is designed and produced to educate children 13-16 about the importance of protecting aquatic environments and the animals that live in marine habitats. The series strives to show teens that with a little dedication and the right attitude, they can make a difference within their own communities. In each episode Host Molly and the Aqua Kids crew travel the globe while sharing their adventures and what they learn about perserving a world for everyone to explore. Whether they talk about saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core<br/>Program (16 of 23)</b>   | <b>Response</b>   |
|--|---|
| Program Title  | Real Life 101   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 10 AM (WCYB DT3)   |
| 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. | Real Life is produced for viewers 13-16. Each week the teen hosts explore two or three exciting professions. From doctors, lawyers and veterinarians to career counselors, drug counselors and special effects wizards. Real Life 101 takes viewers on the job to understand why these professionals love what they do. Through the hosts interviews of adults in these varying professions, teen viewers learn about the different career paths available, as well as how certain education-based decisions may help shape their future. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core<br/>Program (17 of 23)</b>    | <b>Response</b>            |
|---|----------------------------|
| Program Title                                 | Major Decision             |
| Origination                                   | Network                    |
| Days/Times Program Regularly Scheduled        | Sunday 10:30 AM (WCYB DT3) |
| 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. | Major Decision is designed for children 13-16. Hosted by lively and entertaining teens, the series helps guide viewers on the journey to choose the ideal career path. Each episode focuses on one career with an in-depth interview, a multi-faceted review, and career ranking. The importance of career guidance is highlighted in this series, which gives viewers a glimpse into the life of a different profession in each episode. As teens prepare for the life after high school, Major Decision provides more information about the options available to them as adults. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (18 of 23)                    | Response                   |
|--|----------------------------|
| Program Title                                      | Animal Atlas               |
| Origination  | Network                    |
| Days/Times Program Regularly Scheduled             | Sunday 11:00 AM (WCYB DT3) |
| 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 Atlas is a weekly series that travels the globe to educate viewers 13-16 about the animal kingdom. Every week viewers are given an in-depth look at many different kinds of animals, their biology and habitats, their eating and socializing habits and much more. The series features an upbeat the entertaining narration over beautifully shot animal footage from zoos and wildlife habitats all over the world. Without pandering, pontificating or watering down material, it broadens the knowledge and perspective of young viewers through a friendly and facinating presentation of information about the animal world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (19 of 23)   |  | Response  |
|--|--|---|
| Program Title  |  | Mystery Hunter  |
| Origination  |  | Network   |
| Days/Times Program Regularly Scheduled   |  | Sunday 11:30 AM (WCYB DT3)  |
| 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. |  | Mystery Hunters is a weekly program designed and produced for viewers 13-16. Each episode takes viewers on a journey around the globe to investigate the mysteries that have baffled people throughout the ages. Through critical observation, analytical thinking and scientific testing, this series encourages teens to question the world around them. Armed with video cameras and their instincts, the hosts gather facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories and unexplained phenomena. |

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

| Digital Core Program (20 of 23)  | Response  |
|--|---|
| Program Title  | The Zula Patrol (2/11-3/31/12)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 10:00 AM WCYB DT1  |
| Total times aired at regularly scheduled time  | 8   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Zula Patrol is designed to promote an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. Each character in the Zula Paterol exhibits unique behaviors and characteristics that promote positive behavior. Stalwart Captain Bula, brainiac Professor Multo, feisty hot-doggin space pilot Zeeter, the amazing space pet Gorga and twin flying companions Wizzy & Wigg are the lovable, wacky characters who will take out pre-kindergarten through 2nd graders on a roller coaster fun ride across the Universe and teach them critical facts about science and astronomy in the process. The Zula Patrol is an entertaining and educational TV series that combines family entertainment with proven educational elements. With a secondary goal of encouraging core values of non-violence and toldrance, the show encourages whole-family participation and interest in learning about science and astronomy in a fun, comic style. |

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

| Digital Core Program (21 of 23)  |   | Response |
|--|---|----------|
| Program Title  | Jane & The Dragon (2/11-3-31/12)  |          |
| Origination  | Network   |          |
| Days/Times Program Regularly Scheduled   | Saturday 11:00 AM WCYB DT1  |          |
| Total times aired at regularly scheduled time  | 8   |          |
| Total times aired  |   |          |
| Number of Preemptions  | 0   |          |
| Number of Preemptions for other than Breaking News   |   |          |
| Number of Preemptions Rescheduled  |   |          |
| Length of Program  | 30 mins   |          |
| Age of Target Child Audience   | 6 years to 10 years   |          |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Jane & The Dragon is a coming of age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the Kings Guard. Accompanied by her best friend, a giant green dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode takes us through gthe problems and challenges Jane encounters and the process she goes through to find the solutions for them. |          |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |          |

| Digital Core<br>Program (22 of 23)  |  | Response |
|---|--|----------|
| Program Title   | Cubix (2/18-3/31/12)   |          |
| Origination   | Network  |          |
| Days/Times<br>Program Regularly<br>Scheduled  | Saturday 7:00 AM WCYB DT2  |          |
| Total times aired at<br>regularly scheduled<br>time   | 7  |          |
| Total times aired   |  |          |
| Number of<br>Preemptions  | 0  |          |
| Number of<br>Preemptions for<br>other than Breaking<br>News   |  |          |
| Number of<br>Preemptions<br>Rescheduled   |  |          |
| Length of Program   | 30 mins  |          |
| Age of Target Child<br>Audience   | 6 years to 11 years  |          |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>Programming. | Cubix takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix and the members of a special club known as Botties. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's in a good and evil world that Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town robots. |          |
| Does the Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |          |

| Digital Core<br>Program (23 of 23)                  |                           | Response |
|---|---------------------------|----------|
| Program Title                                       | Cubix (2/18-3/31/12)      |          |
| Origination   | Network                   |          |
| Days/Times<br>Program Regularly<br>Scheduled        | Saturday 7:30 AM WCYB DT2 |          |
| Total times aired at<br>regularly scheduled<br>time | 7                         |          |
| Total times aired                                   |                           |          |

|  |  |
|--|--|
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 6 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix and the members of a special club known as Botties. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's in a good and evil world that Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town robots. |
| 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  | Cheryl Stout   |
| Address   | 101 Lee Street   |
| City  | Bristol  |
| State   | VA   |
| Zip   | 24201  |
| Telephone Number  | 276-645-1535   |
| Email Address   | cstout@wcyb.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. | WCYB went to full time digital operations on June 12,2009. WCYB Meterologist, Dave Dierks- public appearances 1Q 2012 for Children include: Jan. 26- Abingdon Elementary school;Feb 9 - Holston View Elementary School; March 2 - John Sevier Middle School; March 9 - Central Heights Elementary School; march 12 - Bristol Area Cub Scouts; March 15 - Avoca Elementary School; March 21 - Spring Garden Preschool; March 23 - Abingdon Elementary School. WCYB/WCYB-DT2/WCYB-DT3 did not exceed commercial limits in core children's programming during 1Q 2012 |

Other Matters (19)

| Other Matters (1 of 19)  | Response   |
|--|--|
| Program Title  | Willa's Wild Life  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 7:00 AM (WCYB DT1)  |
| 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. | Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. |

| Other Matters (2 of 19)  | Response  |
|--|---|
| Program Title  | The Zula Patrol   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 10:00 AM (WCYB DT1)  |
| 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. | The Zula Patrol is designed to promote an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. Each character in the Zula Paterol exhibits unique behaviors and characteristics that promote positive behavior. Stalwart Captain Bula, brainiac Professor Multo, feisty hot-doggin space pilot Zeeter, the amazing space pet Gorga and twin flying companions Wizzy & Wigg are the lovable, wacky characters who will take out pre-kindergarten through 2nd graders on a roller coaster fun ride across the Universe and teach them critical facts about science and astronomy in the process. The Zula Patrol is an entertaining and educational TV series that combines family entertainment with proven educational elements. With a secondary goal of encouraging core values of non-violence and toldrance, the show encourages whole-family participation and interest in learning about science and astronomy in a fun, comic style. |

| Other Matters (3 of 19) | Response |
|-------------------------|----------|
|-------------------------|----------|

|  |  |
|--|--|
| Program Title  | Shelldon   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 10:30 AM (WCYB DT1)   |
| 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. | Shelldon is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk who was adopted by the Clam family and now lives with them in the family owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Sheldon's also live at the inn. Shelldon and his buddies Herman and Connie always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant socio-emotional lesson and also share information relating to their ocean habitat and environmental protection. |

| Other Matters (4 of 19) | Response |
|-------------------------|----------|
|-------------------------|----------|

|   |                              |
|---|------------------------------|
| Program Title                                 | Jane & The Dragon            |
| Origination                                   | Network                      |
| Days/Times Program Regularly Scheduled        | Saturday 11:00 AM (WCYB DT1) |
| 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. | Jane & The Dragon is a coming of age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the Kings Guard. Accompanied by her best friend, a giant green dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode takes us through gthe problems and challenges Jane encounters and the process she goes through to find the solutions for them. |
|--|---|

| Other Matters (5 of 19)  | Response  |
|--|---|
| Program Title  | Babar   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 11:30 AM (WCYB DT1)  |
| 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. | Babar is a young orphaned elephant who returns to the jungle where he builds the city of Celestville and is crowned King of the Elephants. A dedicated ruler and family-elephant, Babar experiences many challenges as he journeys through life and learns to rise above them through strength and optimism. Each episode begins with a look into Babar's present life, primarily in his role as the father who teaches his children the value of people, things and relationships through his own experiences from the jungle to the city. Each episode in the show carries with it a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |

| Other Matters (6 of 19)                       | Response                  |
|---|---------------------------|
| Program Title                                 | Pearlie                   |
| Origination                                   | Network                   |
| Days/Times Program Regularly Scheduled        | Sunday 7:00 AM (WCYB DT1) |
| 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. | Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |

| Other Matters (7 of 19)  | Response   |
|--|--|
| Program Title  | Cubix  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAY 7:00 AM (WCYB DT2)  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix and the members of a special club known as Botties. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's in a good and evil world that Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town robots. |

| Other Matters (8 of 19)                       | Response                    |
|---|-----------------------------|
| Program Title                                 | Cubix                       |
| Origination                                   | Network                     |
| Days/Times Program Regularly Scheduled        | Saturday 7:30 AM (WCYB DT2) |
| Total times aired at regularly scheduled time | 13                          |
| Length of Program                             | 30 mins                     |

|  |  |
|--|--|
| Age of Target Child Audience from  | 6 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix and the members of a special club known as Botties. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's in a good and evil world that Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town robots. |

Other Matters (9 of 19)

Response

|  |   |
|--|---|
| Program Title  | DragonflyTV   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Monday 9:00 AM (WCYB DT2)   |
| 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. | A Half hour science television series that highlights children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. |

Other Matters (10 of 19)

Response

|   |                            |
|---|----------------------------|
| Program Title                                 | Live Life & Win            |
| Origination                                   | Syndicated                 |
| Days/Times Program Regularly Scheduled        | Tuesday 9:00 AM (WCYB DT2) |
| 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 goals of this series are to encourage the audience to explore, discover and learn to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life & Win. The series features 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 (11 of 19)   | Response   |
|--|--|
| Program Title  | Made in Hollywood Teen Edition   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Wednesday 9:00 AM (WCYB DT2)   |
| 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. | Made in Hollywood: Teen Edition is an educational, informational series which provides its target age group with behind the screen backgrounds and techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |

| Other Matters (12 of 19)   | Response  |
|--|---|
| Program Title  | Wild About Animals  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Thursday 9:00 Am (WCYB DT2)   |
| 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. | Wild About Animals is hosted by Mariette Hartley who has committed herself to fighting for the rights of animasl for over 20 years. This series is produced for children with the objective to educate and inform by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four different stories designed to teach children about both exotic and unique animals as well as to educate them further about animals they see everyday. |

| Other Matters (13 of 19) | Response      |
|--------------------------|---------------|
| Program Title            | Real Life 101 |
| Origination              | Syndicated    |

|  |   |
|--|---|
| Days/Times Program Regularly Scheduled   | Friday 9:00 AM (WCYB DT2)   |
| 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. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series's young audience. A o-host approach allows for interchange of questions and responses adding viewer stimulation and insight. |

| Other Matters (14 of 19)   | Response  |
|--|---|
| Program Title  | Taste Buds  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 9:00 AM (WCYB DT3)   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This series encourages the audience to think about what they eat, be creative in the kitchen and explore foods from the world around them. Viewers learn and laugh as the hosts cook up age-appropriate recipes and go on fun food adventures. With a group of young hosts who are culinary explorers, viewers will delve into the culture, history, science and art behind the food. Each episode explores a new food theme, beginning with the simple phrase "Foods that..." and rounding off with hosts creating and customizing the theme-inspired recipes that kids and parents will want to make together. Taste Buds communicates a positive message about healthy eating, kitchen safety, and environmental responsibility. |

| Other Matters (15 of 19)               | Response                  |
|--|---------------------------|
| Program Title                          | Aqua Kids Adventures      |
| Origination                            | Network                   |
| Days/Times Program Regularly Scheduled | Sunday 9:30 AM (WCYB DT3) |

|  |   |
|--|---|
| 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. | Aqua Kids is designed and produced to educate children 13-16 about the importance of protecting aquatic environments and the animals that live in marine habitats. The series strives to show teens that with a little dedication and the right attitude, they can make a difference within their own communities. In each episode Host Molly and the Aqua Kids crew travel the globe while sharing their adventures and what they learn about perserving a world for everyone to explore. Whether they talk about saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |

| Other Matters (16 of 19)   | Response  |
|--|---|
| Program Title  | Real Life 101   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 10 AM (WCYB DT3)   |
| 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. | Real Life is produced for viewers 13-16. Each week the teen hosts explore two or three exciting professions. From doctors, lawyers and veterinarians to career counselors, drug counselors and special effects wizards. Real Life 101 takes viewers on the job to understand why these professionals love what they do. Through the hosts interviews of adults in these varying professions, teen viewers learn about the different career paths available, as well as how certain education-based decisions may help shape their future. |

| Other Matters (17 of 19)                      | Response                   |
|---|----------------------------|
| Program Title                                 | Major Decision             |
| Origination                                   | Network                    |
| Days/Times Program Regularly Scheduled        | Sunday 10:30 AM (WCYB DT3) |
| 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. | Major Decision is designed for children 13-16. Hosted by lively and entertaining teens, the series helps guide viewers on the journey to choose the ideal career path. Each episode focuses on one career with an in-depth interview, a multi-faceted review, and career ranking. The importance of career guidance is highlighted in this series, which gives viewers a glimpse into the life of a different profession in each episode. As teens prepare for the life after high school, Major Decision provides more information about the options available to them as adults.  |
| <b>Other Matters (18 of 19)</b>  |   |
| Program Title  | Animal Atlas  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 11AM (WCYB DT3)  |
| 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 Atlas is a weekly series that travels the globe to educate viewers 13-16 about the animal kingdom. Every week viewers are given an in-depth look at many different kinds of animals, their biology and habitats, their eating and socializing habits and much more. The series features an upbeat the entertaining narration over beautifully shot animal footage from zoos and wildlife habitats all over the world. Without pandering, pontificating or watering down material, it broadens the knowledge and perspective of young viewers through a friendly and facinating presentation of information about the animal world. |
| <b>Other Matters (19 of 19)</b>  |   |
| Program Title  | Mystery Hunter  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 1130 AM (WCYB DT3)   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |

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|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mystery Hunters is a weekly program designed and produced for viewers 13-16. Each episode takes viewers on a journey around the globe to investigate the mysteries that have baffled people throughout the ages. Through critical observation, analytical thinking and scientific testing, this series encourages teens to question the world around them. Armed with video cameras and their instincts, the hosts gather facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories and unexplained phenomena. |
|--|---|

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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>Bluestone<br/>License<br/>Holdings,<br/>Inc</b></p> |

**Attachments**

No Attachments.