

# Children's Television Programming Report

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 0009961889
 File Number:
 CPR-169364
 Submit Date:
 07/01/2015
 Call Sign:
 WOOD-TV
 Facility ID:
 36838

 City:
 GRAND RAPIDS
 State:
 MI

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

 07/01/2015
 Filing Status:
 Active
 Status:
 Status:
 Status:

# **Report reflects information for : Second Quarter of 2015**

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

Applicant	Applicant Name, Typ	e, and Contact Info	rmation		
Information	Applicant	Address	Phone	Email	Applicant Type

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question Response	
Television Information	Station Type	Station Type Network Affiliation	n
		Affiliated network NBC	
		Nielsen DMA Grand Rapids-Ka Crk	alaz-Battle
		Web Home Page Address www.woodtv.com	n
Digital Core Programming	Question State the average num stream	ber of hours of Core Programming per week broadcast by the station on its main program	Response
		State the average number of hours of Core Programming per week broadcast by the station on its main program stream	
	•	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	
		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:	
		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?	
	Does the Licensee cert	tify that at least 50% of the Core Programming counted toward meeting the additional	Yes

Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional<br/>programming guideline (applied to free video programming aired on other than the main Yes No program<br/>stream) did not consist of program episodes that had already aired within the previous seven days either on the<br/>station's main program stream or on another of the station's free digital program streams?Yes

# Digital Core Programs(18)

Digital Core Program (1 of 18)	Response
Program Title	ASTROBLAST
Origination	Network
Days/Times Program Regularly Scheduled	Saturday's @ 10:00am
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Astroblast! is an interplanetary comedic television series for kids ages 2-5 that's inspired by the books of the same name by author Bob Kolar. Astroblast! follows the zany adventures of a crew of space animals who run the Astroblast Space Stationthe coolest hangout in the galaxy. The team of animals who run itComet, Halley, Sputnik, Radar and Jetare the best of friends, all under the watchful eye of Sal the Octopus. They have very different personalities, which leads to messy situations. Through it all, the Astroblast! Crew learn to accept their differences, help one another and make new friends
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	ASTROBLAST
List date and time rescheduled	6/6/2015, 8:00am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	

Digital Core Program (2 of 18)	Response
Program Title	THE CHICA SHOW
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/10:30am
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The doors of "The Costume Shop" are now open for business! Step into the Coop as Chica, Kelly and the singing/dancing duo of Mr. and Mrs. C(also know as Chica's Mom and Dad)welcome you with open wings for fantastic adventures and dress-up fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	THE CHICA SHOW
List date and time rescheduled	6/6/2015, 8:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

Digital Core Program (3 of 18)	Response
Program Title	LAZYTOWN
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAYS/11:00am
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	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The citizens of Lazytown learn the importance of things like eating right and exercising from the ultra-athletic superhero, Sportucus, who must stop the evil plots of Robbie Rotten, who hates physical activity, among other things.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	LAZYTOWN
List date and time rescheduled	6/14/15, 1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

Digital Core Program (4 of 18)	Response
Program Title	EARTH TO LUNA
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY'S/11:30am
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Earth to Luna! follows the adventures of a little girl who's completely, undeniably and passionately into just one thing: science. For Luna, a six-year-old girl, the earth is a giant laboratory and she dives into every new experience with boundless energy and enthusiasm along with her little brother Jupiter and pet ferret Clive. What most of us ignore, Luna notices and cannot rest until she is able to answer the question, "Why is this happening?" There is nothing Luna won't do to find the answers to her scientific questions.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	EARTH TO LUNA
List date and time rescheduled	6/14/2015, 1:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

Digital Core Program (5 of 18)	Response
Program Title	POPPY CAT
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY'S/12:00PM
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	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Join Poppy Cat and her friends as they embark on extraordinary adventures through fantastical lands. Seen through the eyes of Poppy's imaginative young owner, a little girl called Lara, each episode tells the tale of a very special cat and her colorful band of friends

Questions	Response
Title of Program	POPPY CAT
List date and time rescheduled	05/30/2015, 9:00am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-30
Episode #	
Reason for Preemption	Sports

#### **Digital Preemption Programs #2**

Questions	Response
Title of Program	POPPY CAT
List date and time rescheduled	6/20/2015, 1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

Digital Core Program (6 of 18)	Response
Program Title	TREE FU TOM
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY'S 12:30pm
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7

Yes

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tree Fu Tom follows the adventures of Tom a boy who straps on a power belt and through the power of movement magic called 'Tree Fu', can transform into a tiny, mighty magical superhero and travel to a wondrous enchanted kingdom called Treetopolis that exists inside a tree in his back garden. Tree Fu Tom encourages viewers to be active by jumping, making physical moves and saying specific words to "send the magic" to Tom. Tree Fu Tom combines its innovative elements of heroic action, fantasy and magic, coupled with unique interactive physical activity. All of the Tree Fu movements are developed from therapeutic techniques used to help children with movement disorders, and they are also designed to enhance the development of all children at a crucial time in their growth.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	4/11/2015, 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-11
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	4/18/2015, 9:30am
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-18
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	4/25/2015, 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-25
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #4

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	6/20/2015, 1:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #5

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	5/2/2015, 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-02
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	4/4/2015, 9:30am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-04
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	5/30/2015, 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-30
Episode #	
Reason for Preemption	Sports

#### Digital Core Program (7 of 18) Response

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Program Title	Culture Click/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday's/10:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Culture Click is a half-hour series that explores the genesis of - and reasons behind- cultural events that permeate our everyday lives. Host Nzinga Blake opens each episode with a list of what's trending on search engines that week which serves as a jumping-off point for a deep dive into the culture that teens will embrace
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Program Title	Live Life & Win/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/10:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Live Life and Win is a television series serving the educational and informational needs of children 13 to years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieve dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life a Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (9 of 18)	Response
Program Title	Animal Atlas/Multicast .2
Origination	Network

Days/Times Program Regularly Scheduled	Saturday's/11:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Animal Atlas" continues to make nature and the animal world entertaining and enlightening. The series uses humor, natural visuals, and an everyday attitude to reach the minds of its target group of 13-16- year olds. Without pandering, pontificating, or watering down material, it broadens the knowledge and perspective of young viewers through a friendly and fascinating presentation of information about the animal world. Those viewers that want deep information will find it here but those that just want to be entertained by well-assembled sequences of unusual animals and interesting facts will get that, too.
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	Safari Tracks/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday's/11:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Safari Tracks is a program with content grounded in the natural world and delivered using an approach that, while entertaining to a young audience, highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. There is no question that an audience of young people would gain worthwhile information and concepts delivered with an enlightened attitude toward nature and the environment. Viewers receive topic points that help build the ethical decision-making necessary to becoming a citizen of the planet.
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	Jack Hanna's Animal Adventures/Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's @ 9:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/1/2015, 9:00am
Is the rescheduled date the second home?	Νο
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-29
Episode #	
Reason for Preemption	Other

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/7/2015, 9:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-06
Episode #	
Reason for Preemption	Other

Digital Core Program (12 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's @ 9:30am
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	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/7/2015, 9:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-06
Episode #	
Reason for Preemption	Other

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/1/2015, 9:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-29
Episode #	
Reason for Preemption	Other

Digital Core Program (13 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's @ 10:00am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/1/2015, 10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-29
Episode #	
Reason for Preemption	Other

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/7/2015, 10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-06
Episode #	
Reason for Preemption	Other

Digital Core Program (14 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/Multicast .3
Origination	Syndicated

Days/Times Program Regularly Scheduled	Wednesday's @ 10:30am
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	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3
List date and time rescheduled	5/1/2015, 10:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-29
Episode #	
Reason for Preemption	Other

Questions	Response	
Title of Program	Jack Hanna's Animal Adventures/Multicast . 3	
List date and time rescheduled	5/7/2015, 10:30am	
Is the rescheduled date the second home?	No	
Were promotional efforts made to notify the public of rescheduled date and time?	Yes	
Date Preempted	2015-05-06	
Episode #		

Reason for Preemption Other	
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Digital Core Program (15 of	
18)	Response
Program Title	Jack Hanna's Animal Adventures/Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's @ 11:00am
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response	
Title of Program	Jack Hanna's Animal Adventures/Multicast	
List date and time rescheduled	5/1/2015, 11:00am	
Is the rescheduled date the second home?	No	
Were promotional efforts made to notify the public of rescheduled date and time?	Yes	
Date Preempted	2015-04-29	
Episode #		
Reason for Preemption	Other	

Digital Core Program (16 of 18)	Response
Program Title	ECO Company/ Multicast .3
Origination	Syndicated

Days/Times Program Regularly Scheduled	Wednesday's @ 11:30am
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What does it mean to "go green" as a teen? More and more young people want to know the answer to that question. Now there's "Eco Company" - a dynamic and diverse group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	ECO Company/ Multicast .3
List date and time rescheduled	5/1/2015, 11:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-29
Episode #	
Reason for Preemption	Other

#### Digital Core Program (17

Program (17 of 18)	Response
Program Title	Live Life and Win/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:00am
Total times aired at regularly scheduled time	13

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Live Life and Win is a television series serving the educational and informational needs of children 13 to 10 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life and Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities, commitment, and perseverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (18 of 18)	Response
Program Title	The Real Winning Edge/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This series consists of stories of young achievers filmed all over the U.S., introduced by celebrities in their field of talent. Youth profiled in the program show their adoptions of pro-social values and principle that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them "the real winning edge The Real Winning Edge promotes the values through these very engaging positive youth role models. The celebrities involved in the program reinforce these values by calling attention to these youths' qualities as they are exhibited in the program.
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	Julie Pierce
	Address	120 College SE
	City	Grand Rapids
	State	MI
	Zip	49503
	Telephone Number	616-771-9607
	Email Address	julie.pierce@woodtv.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.	After due review of internal station records and documentation provided to us by program suppliers, the licensee hereby certifies that the station fully complied with the FCC's commercial limits in children's programs, as specified at 47 C.F.R. Section 73.670.

# Other Matters (18)

Other Matters (1 of 18)	Response
Program Title	RUFF RUFF TWEET & DAVE
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAYS/10:00am
Total times aired at regularly scheduled time	13 e
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the education and informational objec of the program and how meets the definition of Core Programming.	tive (an excitable puppy), Tweet (a lovable and thoughtful chick), and Dave (a unique, blue panda)
Other Matters (2 of 18)	Response
Program Title	ASTROBLAST
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAYS/10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Astroblast!" follows the adventures of a crew of space animals who run the Astroblast Space Station - the coolest hangout in the galaxy. The team of animals who run it are the best of friends - Comet, Halley, Sputnik, Radar and Jet - all under the watchful eye of Sal the Octopus. But when you stick five friends with very different personalities in one place - things are bound to get messy. Through it all, the "Astroblast!" crew accept their differences, help one another, make new friends, and discover that getting along is always out of this world.

Other Matters (3 of 18)	Response
Program Title	LAZYTOWN
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11:00am

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Designed to encourage healthy eating and exercise, LazyTown is a mix of live and animated characters that come to life in an energetic and colorful world motivating kids through play to be active and make positive life choices. Seen exclusively in the U.S. on Sprout (and soon to be on NBC Kids), LazyTown is the fictional home of Sportacus, Stephanie, Trixie, Pixel, Ziggy, Stingy and Robbie Rotten. The four puppet characters - Ziggy, Pixel, Stingy and Trixie - represent some of the challenges all kids face in daily life: making healthy choices, sharing, making friends, and more. Sportacus is the larger-than-life action hero, who is the flipside of Robbie Rotten, representing positive and negative approaches to life. Stephanie is visiting LazyTown and her enthusiasm about making healthy choices helps pull it all together. LazyTown takes the important lessons of eating right and exercising and makes them simple and fun for both parents and preschoolers. At Sprout, our programming has always been about inspiring parent-child interaction through unique, learning-based entertainment, so LazyTown was the perfect addition to the network's gold-standard line-up and also for NBC Kids, which was designed to address the development needs of 2-5 year-olds through educational series that promote active, healthy lifestyles for younger children.

Other Matters (4 of 18)	Response
Program Title	EARTH TO LUNA
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Earth to Luna! follows the adventures of a little girl who's completely, undeniably and passionately into just one thing: science. For Luna, a six-year-old girl, the earth is a giant laboratory and she dives into every new experience with boundless energy and enthusiasm along with her little brother Jupiter and pet ferret Clive. What most of us ignore, Luna notices and cannot rest until she is able to answer the question, "Why is this happening?" There is nothing Luna won't do to find the answers to her scientific questions.

Other Matters (5 of 18)	Response
Program Title	POPPY CAT
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/12Noon

Total times aired at	
regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the award-winning books by British illustrator and author Lara Jones, Poppy Cat is an adorable and curious feline who loves to explore with her colorful mix of animal friends. First published in 2003 in the UK (with over 2.5 million copies sold worldwide since then), Poppy Cat was specifically written, and now animated, for a preschool audience. Each adventure is told from the point-of-view of Lara, a young girl with a vivid imagination and extraordinary storytelling ability who talks to her faithful cat Poppy. They travel to destinations full of fantasy and magic for fun-filled adventures in pirate ships, hot air balloons an rocket rides. Poppy Cat is aired exclusively in the U.S. on Sprout and on NBC Kids.
Other	
Matters (6 of 18)	Response
Program Title	TREE FU TOM
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/12:30pm
Total times aired at regularly scheduled	13
time	
time Length of Program	30 mins
Length of	30 mins 2 years to 5 years
Length of Program Age of Target Child Audience	2 years to 5 years Focuses on the amazing adventures of a young boy called Tom who, with the power of 'Big World' magic that depends upon specific movements, can transform into a tiny but mighty magical super hero who travel to the wondrous enchanted kingdom of Treetopolis. During each program Tom calls upon the audience to follow his moves and send him the "Big World" magic he needs to solve the problem he and his friends are
Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core	2 years to 5 years Focuses on the amazing adventures of a young boy called Tom who, with the power of 'Big World' magic that depends upon specific movements, can transform into a tiny but mighty magical super hero who travel to the wondrous enchanted kingdom of Treetopolis. During each program Tom calls upon the audience to follow his moves and send him the "Big World" magic he needs to solve the problem he and his friends are facing. These friends include Ariella, a butterfly who is also a rancher and has rope lassoing skills, Twigs, a acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are action adventure sequences that are key to resolving the challenge of the day.

Origination

Network

from       Culture Click is a half-hour series that explores the genesis of - and reasons behing informational objective of the program man how it meets the definition of Core Programming.       Culture Click is a half-hour series that explores the genesis of - and reasons behing informational objective of the cultural events that permeate our everyday lives. Host Nzinga Blakeropens each equivalence of Core Programming.         Other Matters (8 of 18)       Response       Program Table       Live Life and Win/Multicast.2         Origination       Network       Program Table       Live Life and Win/Multicast.2         Origination       Network       Program Table       Saturdays/10:30am         Program Regularly       Saturdays/10:30am       Program Regularly         Scheduled       13       Image: Saturdays/10:30am         Program Regularly       30 mins       Program Regularly         Age of Target Child       30 exers to 16 years       Image: Saturdays/10:30am         Age of Target Child       Live Life and Win is a television series serving the educational and informational needs of children 13 educational         Age of Target Child       Live Life and Win is a television series serving the educational and informational needs of children 13 elevision series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) earn about the personal attributes important for achi informational and informational meeds and children 13 educational and informational aned dreams; (3) explore volunteerism as an opportunity t	Scheduled       13         Total times aired at regularly scheduled time       13         Length of Program       30 mins         Age of Target Child Audience       13 years to 16 years trom         Describe the educational and performational objective of the orgram and byte method       Culture Click is a halt-hour series that explores the genesis of - and reasons behin cultural events that permeate our everyday lives. Host Nzinga Blake openesis as jumpile of the orgram and how it meets the with a tist of what's trending on search engines that week which serves as a jumpile point for a deep dive into the culture that teens will embrace         Other Matter       Response         Program Title       Live Life and Win/Multicast .2         Origination       Network         Program Regularly Scheduled       31 years to 16 years         Age of Target       31 years to 16 years         Child Audience       13 years to 16 years         Child Audience       14 years to 16 years         Child Audience       14 years to 16 years         Child			
scheduled time  Length of Program I 30 mins Age of Target Child Audience I 39 years to 16 years from Culture Click is a half-hour series that explores the genesis of - and reasons behind cultural events that permeate our everyday lives. Host Nainga Blake opens each eg morgram and how it meets the definition of Core Programming. Divint for a deep dive into the culture that teens will embrace Cher Matters Response Program Title Live Life and Win/Multicast .2 Origination Network Case Age of Target I 31 years to 16 years Child Audience I 13 years to 16 years Child Audience Total line Length of I 30 mins Program Age of Target Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to (1) explore, doisour, a gene mather audience in the series are to encourage the target audience to (1) explore, doisour, a gene mather audience in the resonal dreams; (2) explore volunteerism as an opportunity to build character and to uncover personal appasio and (4) gain knowledge about the life skills necessary to Live Life and Vin live life about the life skills necessary to Live Life and Vin live life about the life skills necessary to Live Life and Vin live diverse are to encourage the target audience to (1) explore, doisour, a definition of age. The goals of the series are to encourage the target audience to (1) explore, doisour, a definition of age. The goals of the series are to encourage the target audience to (1) explore, doisour, a definition of age. The goals of the target audience. The show effectively instills a grounded balance of priorities commitment, and persevance children en apply to their lives.	scheduled time Length of Program I and informational objective of the program and how it meets the definition of Core Program Title Uve Life and Win/Multicast .2 Origination Network Core Program Title Uve Life and Win/Multicast .2 Origination Network Core Program Regularly Scheduled I and I a gass to 16 years Core Program Regularly Scheduled I and I a gass to 16 years Core Program Regularly Scheduled I and I a gass to 16 years Core Program Regularly Scheduled I and I a gass to 16 years Core Program Regularly Scheduled I and I a gass to 16 years Core Program Regularly Scheduled I and I a gass I a ga	•	ogram Regularly	Saturdays/10:00am
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from       Culture Click is a half-hour series that explores the genesis of - and reasons behin         Describe the educational and informational objective of the program and how it meets the definition of Core Programming.       Culture Click is a half-hour series that explores the genesis of - and reasons behin outural events that permeate our evenyday lives. Host Nzinga Blake opens each e with a list of what's trending on search engines that week which serves as a jumpir point for a deep dive into the culture that teens will embrace         Other Matters (8 of 18)       Response         Program Title       Live Life and Win/Multicast.2         Origination       Network         Days/Times Scheduled       Saturdays/10:30am         Program Regularly Scheduled       30 mins         Program Regularly Scheduled       30 mins         Program Regularly Scheduled       31 years to 16 years         Age of Target Child Audience trom       Live Life and Win is a television series serving the educational and informational needs of children 13 elevans strategies to achieve personal dreams; (2) lean about the personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal personal amd (how it meets the definition of Cree Programming.         Other Matters (9)       Support volunteerism as an opportunity to build character and to uncover personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal personal amd (how it houveidega about the fife skills necessary to Lufe and Win Every segment of Live Lif Wi	from       Culture Click is a half-hour series that explores the genesis of - and reasons behin cultural events that permeate our evendydy lives. Host Nzinga Blake opens each explores and how it meets the definition of Core Programming.         Cher Matters (8 of 18)       Response         Origination       Network         Days/Times Program Title       Live Life and Win/Multicast .2         Origination       Network         Days/Times Program Title       Saturdays/10:30am         Program Title       Saturdays/10:30am         Program Title       13         Length of Program Title       13         Length of Program Title       13 years to 16 years         Age of Target Child and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) team about the personal attributes important for ach dreams; (3) explore volunteerism as a coparturity to build character and to uncover personal presonal and informational and informational and informational and informational and encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) team about the personal attributes important for ach dreams; (3) explore volunteerism as a opportunity to build character and to uncover personal passation and enginetism in informational and informational and informational and informational and informational meets of the target audience. The show effectively instills a grounded balance of priorite cormitment, and perseverance children can app	Length of Prog	ram	30 mins
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Response         Response           Program Title         Live Life and Win/Multicast .2           Origination         Network           Days/Times         Saturdays/10:30am           Program         Regularly           Scheduled         13           Total times aired at regularly scheduled time         13           Length of Program         30 mins           Program         30 are scheduled time           Length of Program         13 years to 16 years           Age of Target Child Audience from         Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, at learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach emotional and informational and informational and sects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.	(8 of 18)       Response         Program Title       Live Life and Win/Multicast .2         Origination       Network         Days/Times       Saturdays/10:30am         Program       Saturdays/10:30am         Program       Saturdays/10:30am         Program       Ia         Scheduled       Ia         Total times       aired at regularly         scheduled       Ia         Length of Yoogram       30 mins         Program       Ia years to 16 years         Child Audience from       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, at learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach informational objective of the program         Uher Hatters(F)       Uher Life and Win is a television series are to encourage the target audience to: (1) explore, discover, at learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach informational and informational media dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and the wit         Programming.       Win delivers an educational and informational messes d	informational of program and he	bjective of the ow it meets the	cultural events that permeate our everyday lives. Host Nzinga Blake opens each ep with a list of what's trending on search engines that week which serves as a jumpin
Origination       Network         Days/Times       Saturdays/10:30am         Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30 mins         Program       30 mins         Program       13 years to 16 years         Child       Age of Target       13 years to 16 years         Child       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achildreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passio and (4) gain knowledge about the life skills necessary to Live Life and Win Every segment of Live Life the program         and mhow it       emotional aspects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.         definition of Core       programming.	Origination       Network         Days/Times       Saturdays/10:30am         Program       Saturdays/10:30am         Program       Image Program         Regularly       Scheduled         Total times       13         aired at       regularly         scheduled       Image Program         Length of       30 mins         Program       13 years to 16 years         Child       Juse Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, at learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and (4) gain knowledge about the life skills necessary to Live Life and Wini Every segment of Live Life the program         and how it meets the definition of core       core         Core       Program strategies to of the target audience. The show effectively instills a grounded balance of prioritie corre         Core       Program strategies to the target audience coil, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of prioritie corre         Program strategies to achieve personal core and pay to their lives.       correl to prioritie corre         Audience       core       program strategies to the target audience		Response	
Days/Times       Saturdays/10:30am         Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30 mins         Program       30 mins         Program       30 mins         Program       13 years to 16 years         Child       Audience         from       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, at learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achie dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passion and (4) gain knowledge about the life skills necessary to Live Life and Win Every segment of Live Life the program and how it meets the definition of core Programming.         Other Matters (9	Days/Times       Saturdays/10:30am         Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30 mins         Program       30 mins         Program       30 mins         Age of Target       13 years to 16 years         Child       Audience         from       Live Life and Win is a television series serving the educational and informational needs of children 13         years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, at learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and (4) gain knowledge about the life skills necessary to Live Life and Win levery segment of Live Liff win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of prioritie commitment, and perseverance children can apply to their lives.         Coree       roormitment, and perseverance children can apply to their lives.         Win delivers (9       the target audience. The show effectively instills a grounded balance of prioritie commitment, and perseverance children can apply to their lives.	Program Title	Live Life and Wi	in/Multicast .2
Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30 mins         Program       30 mins         Program       13 years to 16 years         Child       Audience         from       13 years to 16 years         Describe the       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) learn about the personal attributes important to achi dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passio and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life the program and how it meets the definition of Core Programming.         Child Kin delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.         Core       Programming.	Program       Regularly         Scheduled       13         Total times       13         aired at       regularly         scheduled       30         time       30 mins         Program       30 mins         Age of Target       13 years to 16 years         Child       Audience         rom       13 years to 16 years         Describe the       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and the personal attributes important for ach dreams; (2) earn about the personal attributes important for ach dreams; (2) earn about the personal attributes important for ach dreams; (2) earn show effectively instills a grounded balance of prioritie commitment, and perseverance children can apply to their lives.         offinition of core       core         Core       core         Program       and informational appects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.         Other Matters (9       United target audience in apply to their lives.	Origination	Network	
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Program         Age of Target Child Audience from       13 years to 16 years         Describe the educational educational and informational objective of and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life the program and how it meets the definition of Core Programming.       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, ar learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achie dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passion and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life the program and how it meets the definition of Core Programming.         Other Matters (9	Program         Age of Target Child Audience from       13 years to 16 years         Describe the educational and informational objective of the program and how it meets the definition of Core Programming.       Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Liff Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of prioritier commitment, and perseverance children can apply to their lives.         Other Matters (9	aired at regularly scheduled	13	
Child Audience from Describe the educational additional educational and informational educational educational educational and informational objective of the program and how it meets the definition of Core Programming. Child Audience from Describe the envious and Win is a television series serving the educational and informational and informational and personal and informational dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passio and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.	Child Audience from Describe the educational and informational educational and informational bipective of the program and how it meets the definition of Core Programming. Live Life and Win is a television series serving the educational and informational needs of children 13 years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.	•	30 mins	
educational years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achied dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passion and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life the program and how it meets the commitment, and perseverance children can apply to their lives. definition of Core Programming.	educational years of age. The goals of the series are to encourage the target audience to: (1) explore, discover, a learn strategies to achieve personal dreams; (2) learn about the personal attributes important for ach dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passic and (4) gain knowledge about the life skills necessary to Live Life and Win! Every segment of Live Life Win delivers an educational and informational message that supports current social, intellectual and emotional aspects of the target audience. The show effectively instills a grounded balance of priorities commitment, and perseverance children can apply to their lives.  Other Matters (9	Child Audience	13 years to 16 y	'ears
		educational and informational objective of the program and how it meets the definition of Core	years of age. Th learn strategies dreams; (3) exp and (4) gain kno Win delivers an emotional aspec	The goals of the series are to encourage the target audience to: (1) explore, discover, and to achieve personal dreams; (2) learn about the personal attributes important for achieve lore volunteerism as an opportunity to build character and to uncover personal passion powledge about the life skills necessary to Live Life and Win! Every segment of Live Life educational and informational message that supports current social, intellectual and cts of the target audience. The show effectively instills a grounded balance of priorities

of 18)	Response
Program Title	Animal Atlas/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11:00am

Total times aired	13
at regularly	
scheduled time	
Length of Program	30 mins
Age of Target	13 years to 16 years
Child Audience	
from	
Describe the	"Animal Atlas" continues to make nature and the animal world entertaining and enlightening. The serie
educational and	uses humor, natural visuals, and an everyday attitude to reach the minds of its target group of 13-16-
informational	year olds. Without pandering, pontificating, or watering down material, it broadens the knowledge and
objective of the	perspective of young viewers through a friendly and fascinating presentation of information about the
program and how	animal world. Those viewers that want deep information will find it here but those that just want to be
it meets the	entertained by well-assembled sequences of unusual animals and interesting facts will get that, too.
definition of Core	
Programming.	
Fiogramming.	

Other Matters (10 of 18)	Response
Program Title	Safari Tracks/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Safari Tracks is a program with content grounded in the natural world and delivered using an approach that, while entertaining to a young audience, highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. There is no question that an audience of young people would gain worthwhile information and concepts delivered with an enlightened attitude toward nature and the environment. Viewers receive topic points that help build the ethical decision-making necessary to becoming a citizen of the planet.

Other Matters (11 of 18)	Response
Program Title	Live Life and Win/Multicast .2
Origination	Network
Days/Times	Sundays/10:00am
Program	
Regularly	
Scheduled	
Total times	13
aired at	
regularly	
scheduled	
time	

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

Other Matters (12 of 18)	Response
Program Title	Real Winning Edge/Multicast .2
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This series consists of stories of young achievers filmed all over the U.S., introduced by celebrities in their field of talent. Youth profiled in the program show their adoptions of pro-social values and principl that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them "the real winning edge The Real Winning Edge promotes the values through these very engaging positive youth role models. The celebrities involved in the program reinforce these values by calling attention to these youths' qualities as they are exhibited in the program.

Other Matters (13 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's/9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins

#### Age of Target Child Audience from

13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.

Other Matters (14 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/ Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's/9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Other Matters (15 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/ Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's/10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe.
Other Matters (16 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/ Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's/10:30am
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Eac episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe
Other Matters (17 of 18)	Response
Program Title	Jack Hanna's Animal Adventures/ Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's/11am
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.	Jack Hanna spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Eac episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within a environmentally responsible universe
Other Matters (18 of 18)	Response

Other Matters (18 of 18)	Response
Program Title	ECO Company/ Multicast .3
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday's/11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What does it mean to "go green" as a teen? More and more young people want to know the answer to that question. Now there's "Eco Company" - a dynamic and diverse group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit.

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. FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID 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. 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). I certify that this application includes all required and relevant attachments. WOOD I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. License Company, LLC

Attachments No Attachments.