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Federal Communications Commission

(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0028358455** | File Number: **CPR-119104** | Submit Date: **04/07/2011** | Call Sign: **KCWI-TV** | Facility ID: **51502** | City: **AMES** | State: **IA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **04/07/2011** | Filing Status: **Active**

Report reflects information for : First Quarter of 2011

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	CW
	Nielsen DMA	Des Moines-Ames
	Web Home Page Address	http://www.KCWI23.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	9.0
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	0.0
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:	0.0
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(20)

Digital Core Program (1 of 20)	Response
Program Title	Awesome Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Monday 7am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Awesome Adventures is designed to educate, inform and entertain children 16 and under about the world around them. The host, as well as two different teens, will travel each week to destinations around the world that can be both exotic and remote. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be preachy or overly pedantic, rather, the goal is to make the learning fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 20)	Response
Program Title	Jack Hannah's Into The Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday 7am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hannah's Into The Wild is suited for the young viewers by combining data-oriented scientific information with concern for the conservation status of wildlife. The viewers are introduced to the biodiversity of the highlighted region, how animals are adapted to this environment, and the changes humans have imposed on the environment. While providing a scientific foundation of different environments, the series engages the emotional appeal of the wild animals and the conservation message to encourage the audience to take an active interest in preserving wildlife.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 20)	**Response**
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Friday 7am
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real Life 101 jobs and careers are explored in an energetic style as an education and information presentation for teenage viewers. The careers and people chosen to reflect those categories offer a vital inside look at what it would be like to choose that profession. 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 (4 of 20)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesday 7am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids have their sights on saving oceans of the world. Pollution and abuse of these natural resources are taking their toll. Aqua Kids look for adventures and knowledge and tackle some ecological dilemmas. This group of knowledge seeking kids will start right in their own back yards, beginning with local streams that eventually lead to the oceans of the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 20)	Response
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursday 7am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Two intrepid young reporters, with the help of a skeptical magician and scientist, set out to explore some of the world's greatest myths and mysteries. Combining on-site reporting and exciting adventures, the Mystery Hunters use science and reasoning to try to uncover the truth. But they remain open to the unknown, to the things science can't yet explain.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 20)	**Response**
Program Title	9th Period
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 530am
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.	9th Period is a weekly half-hour drama series for teens that teaches positive consequences of thought and action when combined with friendship's effective influences. This series is comprised of three friends who meet every day after school to discuss the day's events. Their exchanges are witty and on par with the subject matter of the social interaction that today's children experience. These three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters: Peyton, Connor, and Meg. Every child will see him/herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together: bullies-both cyberspace and in your face- thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the schoolyard to their favorite restaurant, and as large as the town itself. Children will see their worlds mirrored on the small screen. They will also observe alternative ways to handle stress, learning difficulties, and the variety of endless manners that the group mentality, when positively united, can spread good in the world.

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

Digital Core Program (7 of 20)	**Response**
Program Title	Animal Atlas
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 5am
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.	Many of the goals for students in the targeted ages of 13-16 are underpinnings for this series, which delivers content as an entertaining, humorous, and fascinating look at the animal kingdom.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 20)	**Response**
Program Title	Yu-Gi-Oh!
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9am
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 20)	**Response**
Program Title	Yu-Gi-Oh! 5D's
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11am
Total times aired at regularly scheduled time	5
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yu-Gi-Oh! 5D's takes place decades after the events of Yu-Gi-Oh! GX. Unlike GX, however, it does not follow on the story from the previous series, and almost all of the cards used are super brand new. The game of Duel Monsters has changed; a new addition has been introduced to the future of dueling as seen in 5D's: "Turbo Duels". These duels are played in giant stadiums, and duelists ride motorcycles with built-in duel equipment known as "Duel Runner" ("D-Wheel" in the original Japanese version). Domino City has also changed, under the guidance of the head of its public maintenance bureau, Rex Goodwin. Rich and powerful people live in what is now known as "New Domino City" ("Neo Domino City" in the Japanese version), while the poorer class are shunned and live mostly in the slums area, known as "the Satellite". They are referred to in the Japanese version as "Satellite scum" by the inhabitants of New Domino City. An aspiring duelist from Satellite, Yusei Fudo, builds his own Duel Runner, but is betrayed by his best friend, Jack Atlas, who steals his Duel Runner and his most precious monster, the Stardust Dragon. He does this by attempting to murder a small child as a distraction. Two years later, Yusei has built another Duel Runner, and sets out to win back his Dragon. Jack, now known as the Duel King (King of the Riding Duel in the Japanese version), has made a name for himself and his monster, the Red Dragon Archfiend (Red Demon's Dragon in the Japanese version), in New Domino City. Yusei and Jack face each other in a Turbo Duel, and during the duel Yusei is able to regain control of Stardust Dragon. As Stardust and Red Dragon Archfiend battle, a third dragon appears and brings an abrupt end to the fight. This attracts the attention of Rex Goodwin, who reveals to Jack a thousand year old secret, involving the "People of the Stars", a pre-Incan ivilization, the "Crimson Dragon", and "Signers". He also reveals to Jack that him, along with Yusei are descendants of them and are destined to face the Dark Signers. Yusei, along with Jack Atlas, Akiza Izinski (Aki Izayoi in the Japanese version), and Luna (Ruka in the Japanese version) head to the Satellite to face these foes, with the help of Leo (Rua in the Japanese version) and Crow Hogan, who becomes the fifth Signer. After defeating the Dark Signers, Yusei and his friends get ready for the upcoming WRGP tournament, whilst facing off against a new threat with the power to repeal Synchro Monsters. During this time, Yusei encounters a mysterious man who teaches him about Accel Synchro, a super mechanic named Bruno who had lost his memory and a girl named Sherry Leblanc, who is investigating Ylliaster who are reportedly responsible for her parents' deaths. Yusei also goes to a place called Crash Town to save his friend and former Dark Signer, Kalin. The WRGP soon begins, with Team 5D's facing up against tough opponents before eventually coming face to face against the members of Ylliaster themselves.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (10 of 20)	**Response**
Program Title	Sonic X
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8am
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In 2003, 4Kids Entertainment and VIZ Media co-licensed Sonic X for the United States, with the series being distributed and licensed on DVD by FUNimation, Alliance Films (Canada) and Paramount Home Entertainment (UK). The episodes were then localized for the intended demographic, including the complete replacement of the score, as well as removing suggestive content and changing the fate of several characters, as well as editing the story to be much lighter and younger in tone for US Release. Other continuity errors include mislabelling "Chaos Control" as Doctor Eggman's base. While both English and Japanese characters were digitally removed or replaced with incoherent symbols (This was done by TMS Entertainment, rather than 4Kids.), Chinese characters were unedited in The Adventures of Knuckles and Hawk, in coherence with the episode's setting. 4Kids did not dub the Sonic games at the time and went with their in-house VAs. Mike Pollock, the current voice actor for Doctor Eggman, stated during an interview that he was provided samples of the game's voice overs as a reference. The original 4Kids cast included Jason Griffith (as Sonic and Shadow), Lisa Ortiz (as Amy), Amy Palant (as Tails), Dan Green (as Knuckles), Rebecca Handler (as Cream), and Mike Pollock (as Dr. Eggman). As 4Kids owns the international distribution rights to Sonic X, the edited version of the show was then provided to most other countries around the world, including most of the countries of Latin America and Europe. The show was dubbed into the corresponding languages for each country, but the footage had the edits already made in the American version, along with the music changes. Furthermore, the scripts for the foreign dubs were based on the revised dub scripts of the American version rather than the original Japanese scripts, most likely as a way of maintaining consistency with the edited footage. The only other countries to receive their footage of Sonic X directly from Japan without any of the edits made by 4Kids Entertainment--are France, China, and Thailand. The cast of the 4Kids production eventually became the official cast for Sega's Sonic titles, starting from Shadow the Hedgehog in 2005. When a producer for the series was asked about any prior experience with the Sonic franchise, he replied, "I've never played the game, seen the series or read the comics." As of July 2010, 4Kids Entertainment still owns the North American rights to Sonic X as of this day. The edited dub airs on Toonzai (formally The CW4Kids) in reruns, and the entire series can be viewed online at 4KidsTV. com, YouTube Shows, and Hulu. However, in July 2009, 4Kids uploaded a preview for a subtitled episode of the Japanese version of Sonic X. The First Season of the Japanese version with English subtitles were uploaded to Hulu, along with the dubbed version of the complete series. More recently, the Japanese opening and closings were added to 4Kids' YouTube channel. On June 7, 2010, 4Kids had begun releasing Season 1 in Japanese on their YouTube channel. By June 11, 2010, the dubbed version of the complete series and the First Season in Japanese with English subtitles became available on 4Kids' YouTube channel. Recently, Toonzaki was launched, and Season 1 and some episodes of Season 2 with subtitles became available to watch. The first eight episodes of season 2 were also uploaded to Hulu, but it is unknown if more subbed episodes will be uploaded to YouTube.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (11 of 20)	Response
Program Title	Cubix: Robots For Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7am
Total times aired at regularly scheduled time	4
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: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. Robots are made in RobixCorp. Everyone has a robot, each with its own unique duty. This show centers around the Botties, a special club for people who know how to fix robots. But robots are going crazy all over Bubble Town all of a sudden, and no one knows why.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 20)	Response
Program Title	Sonic X
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 930am
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ouTubeIn 2003, 4Kids Entertainment and VIZ Media co-licensed Sonic X for the United States, with the series being distributed and licensed on DVD by FUNimation, Alliance Films (Canada) and Paramount Home Entertainment (UK). The episodes were then localized for the intended demographic, including the complete replacement of the score, as well as removing suggestive content and changing the fate of several characters, as well as editing the story to be much lighter and younger in tone for US Release. Other continuity errors include mislabelling "Chaos Control" as Doctor Eggman's base. While both English and Japanese characters were digitally removed or replaced with incoherent symbols (This was done by TMS Entertainment, rather than 4Kids.), Chinese characters were unedited in The Adventures of Knuckles and Hawk, in coherence with the episode's setting. 4Kids did not dub the Sonic games at the time and went with their in-house VAs. Mike Pollock, the current voice actor for Doctor Eggman, stated during an interview that he was provided samples of the game's voice overs as a reference. The original 4Kids cast included Jason Griffith (as Sonic and Shadow), Lisa Ortiz (as Amy), Amy Palant (as Tails), Dan Green (as Knuckles), Rebecca Handler (as Cream), and Mike Pollock (as Dr. Eggman). As 4Kids owns the international distribution rights to Sonic X, the edited version of the show was then provided to most other countries around the world, including most of the countries of Latin America and Europe. The show was dubbed into the corresponding languages for each country, but the footage had the edits already made in the American version, along with the music changes. Furthermore, the scripts for the foreign dubs were based on the revised dub scripts of the American version rather than the original Japanese scripts, most likely as a way of maintaining consistency with the edited footage. The only other countries to receive their footage of Sonic X directly from Japan without any of the edits made by 4Kids Entertainment--are France, China, and Thailand. The cast of the 4Kids production eventually became the official cast for Sega's Sonic titles, starting from Shadow the Hedgehog in 2005. When a producer for the series was asked about any prior experience with the Sonic franchise, he replied, "I've never played the game, seen the series or read the comics." As of July 2010, 4Kids Entertainment still owns the North American rights to Sonic X as of this day. The edited dub airs on Toonzai (formally The CW4Kids) in reruns, and the entire series can be viewed online at 4KidsTV. com, YouTube Shows, and Hulu. However, in July 2009, 4Kids uploaded a preview for a subtitled episode of the Japanese version of Sonic X. The First Season of the Japanese version with English subtitles were uploaded to Hulu, along with the dubbed version of the complete series. More recently, the Japanese opening and closings were added to 4Kids' YouTube channel. On June 7, 2010, 4Kids had begun releasing Season 1 in Japanese on their YouTube channel. By June 11, 2010, the dubbed version of the complete series and the First Season in Japanese with English subtitles became available on 4Kids' YouTube channel. Recently, Toonzaki was launched, and Season 1 and some episodes of Season 2 with subtitles became available to watch. The first eight episodes of season 2 were also uploaded to Hulu, but it is unknown if more subbed episodes will be uploaded to Youtub.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 20)	**Response**

Program Title	Yu-Gi-Oh! 5D's
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 1130a
Total times aired at regularly scheduled time	13
Total times aired	10
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yu-Gi-Oh! 5D's takes place decades after the events of Yu-Gi-Oh! GX. Unlike GX, however, it does not follow on the story from the previous series, and almost all of the cards used are super brand new. The game of Duel Monsters has changed; a new addition has been introduced to the future of dueling as seen in 5D's: "Turbo Duels". These duels are played in giant stadiums, and duelists ride motorcycles with built-in duel equipment known as "Duel Runner" ("D-Wheel" in the original Japanese version). Domino City has also changed, under the guidance of the head of its public maintenance bureau, Rex Goodwin. Rich and powerful people live in what is now known as "New Domino City" ("Neo Domino City" in the Japanese version), while the poorer class are shunned and live mostly in the slums area, known as "the Satellite". They are referred to in the Japanese version as "Satellite scum" by the inhabitants of New Domino City. An aspiring duelist from Satellite, Yusei Fudo, builds his own Duel Runner, but is betrayed by his best friend, Jack Atlas, who steals his Duel Runner and his most precious monster, the Stardust Dragon. He does this by attempting to murder a small child as a distraction. Two years later, Yusei has built another Duel Runner, and sets out to win back his Dragon. Jack, now known as the Duel King (King of the Riding Duel in the Japanese version), has made a name for himself and his monster, the Red Dragon Archfiend (Red Demon's Dragon in the Japanese version), in New Domino City. Yusei and Jack face each other in a Turbo Duel, and during the duel Yusei is able to regain control of Stardust Dragon. As Stardust and Red Dragon Archfiend battle, a third dragon appears and brings an abrupt end to the fight. This attracts the attention of Rex Goodwin, who reveals to Jack a thousand year old secret, involving the "People of the Stars", a pre-Incan civilization, the "Crimson Dragon", and "Signers". He also reveals to Jack that him, along with Yusei are descendants of them and are destined to face the Dark Signers. Yusei, along with Jack Atlas, Akiza Izinski (Aki Izayoi in the Japanese version), and Luna (Ruka in the Japanese version) head to the Satellite to face these foes, with the help of Leo (Rua in the Japanese version) and Crow Hogan, who becomes the fifth Signer. After defeating the Dark Signers, Yusei and his friends get ready for the upcoming WRGP tournament, whilst facing off against a new threat with the power to repeal Synchro Monsters. During this time, Yusei encounters a mysterious man who teaches him about Accel Synchro, a super mechanic named Bruno who had lost his memory and a girl named Sherry Leblanc, who is investigating Ylliaster who are reportedly responsible for her parents' deaths. Yusei also goes to a place called Crash Town to save his friend and former Dark Signer, Kalin. The WRGP soon begins, with Team 5D's facing up against tough opponents before eventually coming face to face against the members of Ylliaster themselves.

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

Digital Core Program (14 of 20)	**Response**
Program Title	Yu-Gi-Oh!
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11am
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 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 20)	**Response**

Program Title	Sonic X
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 830am
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	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ouTubeIn 2003, 4Kids Entertainment and VIZ Media co-licensed Sonic X for the United States, with the series being distributed and licensed on DVD by FUNimation, Alliance Films (Canada) and Paramount Home Entertainment (UK). The episodes were then localized for the intended demographic, including the complete replacement of the score, as well as removing suggestive content and changing the fate of several characters, as well as editing the story to be much lighter and younger in tone for US Release. Other continuity errors include mislabelling "Chaos Control" as Doctor Eggman's base. While both English and Japanese characters were digitally removed or replaced with incoherent symbols (This was done by TMS Entertainment, rather than 4Kids.), Chinese characters were unedited in The Adventures of Knuckles and Hawk, in coherence with the episode's setting. 4Kids did not dub the Sonic games at the time and went with their in-house VAs. Mike Pollock, the current voice actor for Doctor Eggman, stated during an interview that he was provided samples of the game's voice overs as a reference. The original 4Kids cast included Jason Griffith (as Sonic and Shadow), Lisa Ortiz (as Amy), Amy Palant (as Tails), Dan Green (as Knuckles), Rebecca Handler (as Cream), and Mike Pollock (as Dr. Eggman). As 4Kids owns the international distribution rights to Sonic X, the edited version of the show was then provided to most other countries around the world, including most of the countries of Latin America and Europe. The show was dubbed into the corresponding languages for each country, but the footage had the edits already made in the American version, along with the music changes. Furthermore, the scripts for the foreign dubs were based on the revised dub scripts of the American version rather than the original Japanese scripts, most likely as a way of maintaining consistency with the edited footage. The only other countries to receive their footage of Sonic X directly from Japan without any of the edits made by 4Kids Entertainment--are France, China, and Thailand. The cast of the 4Kids production eventually became the official cast for Sega's Sonic titles, starting from Shadow the Hedgehog in 2005. When a producer for the series was asked about any prior experience with the Sonic franchise, he replied, "I've never played the game, seen the series or read the comics." As of July 2010, 4Kids Entertainment still owns the North American rights to Sonic X as of this day. The edited dub airs on Toonzai (formally The CW4Kids) in reruns, and the entire series can be viewed online at 4KidsTV. com, YouTube Shows, and Hulu. However, in July 2009, 4Kids uploaded a preview for a subtitled episode of the Japanese version of Sonic X. The First Season of the Japanese version with English subtitles were uploaded to Hulu, along with the dubbed version of the complete series. More recently, the Japanese opening and closings were added to 4Kids' YouTube channel. On June 7, 2010, 4Kids had begun releasing Season 1 in Japanese on their YouTube channel. By June 11, 2010, the dubbed version of the complete series and the First Season in Japanese with English subtitles became available on 4Kids' YouTube channel. Recently, Toonzaki was launched, and Season 1 and some episodes of Season 2 with subtitles became available to watch. The first eight episodes of season 2 were also uploaded to Hulu, but it is unknown if more subbed episodes will be uploaded to Youtub.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 20)	**Response**
Program Title	Cubix: Robots For Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 730am
Total times aired at regularly scheduled time	4
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: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. Robots are made in RobixCorp. Everyone has a robot, each with its own unique duty. This show centers around the Botties, a special club for people who know how to fix robots. But robots are going crazy all over Bubble Town all of a sudden, and no one knows why.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 20)	**Response**
Program Title	Dragonball Z Kai
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10am
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 20)	**Response**
Program Title	Dragonball Z Kai
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 1030am
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 20)	**Response**
Program Title	Magi Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7am
Total times aired at regularly scheduled time	9
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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 20)	**Response**
Program Title	Magi Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 730am
Total times aired at regularly scheduled time	9
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.

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	Candace Freeman
Address	2701 SE Convenience Blvd
City	Ankeny
State	IA
Zip	50021
Telephone Number	515-289-4306
Email Address	cfreeman@kcwi23.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.	KCWI airs general audience programs and public service announcements that hold educational and information value for children. Some non broadcast events included sponsorship of kid-friendly events such as a local winter coat drive.

Other Matters (17)

Other Matters (1 of 17)	Response
Program Title	Awesome Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Monday 7am
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.	Awesome Adventures is designed to educate, inform and entertain children 16 and under about the world around them. The host, as well as two different teens, will travel each week to destinations around the world that can be both exotic and remote. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be preachy or overly pedantic, rather, the goal is to make the learning fun.

Other Matters (2 of 17)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesday 7am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids have their sights on saving oceans of the world. Pollution and abuse of these natural resources are taking their toll. Aqua Kids look for adventures and knowledge and tackle some ecological dilemmas. This group of knowledge seeking kids will start right in their own back yards, beginning with local streams that eventually lead to the oceans of the world.

Other Matters (3 of 17)	Response
Program Title	Jack Hannah's Into The Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesday 7am
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 Hannah's Into The Wild is suited for the young viewers by combining data-oriented scientific information with concern for the conservation status of wildlife. The viewers are introduced to the biodiversity of the highlighted region, how animals are adapted to this environment, and the changes humans have imposed on the environment. While providing a scientific foundation of different environments, the series engages the emotional appeal of the wild animals and the conservation message to encourage the audience to take an active interest in preserving wildlife.

Other Matters (4 of 17)	**Response**
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursday 7am
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.	Two intrepid young reporters, with the help of a skeptical magician and scientist, set out to explore some of the world's greatest myths and mysteries. Combining on-site reporting and exciting adventures, the Mystery Hunters use science and reasoning to try to uncover the truth. But they remain open to the unknown, to the things science can't yet explain.

Other Matters (5 of 17)	**Response**
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Friday 7am
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 jobs and careers are explored in an energetic style as an education and information presentation for teenage viewers. The careers and people chosen to reflect those categories offer a vital inside look at what it would be like to choose that profession. A co-host approach allows for interchange of questions and responses adding viewer stimulation and insight.

Other Matters (6 of 17)	**Response**
Program Title	9th Period
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 530am

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.	9th Period is a weekly half-hour drama series for teens that teaches positive consequences of thought and action when combined with friendship's effective influences. This series is comprised of three friends who meet every day after school to discuss the day's events. Their exchanges are witty and on par with the subject matter of the social interaction that today's children experience. These three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters: Peyton, Connor, and Meg. Every child will see him/herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together: bullies-both cyberspace and in your face-thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the schoolyard to their favorite restaurant, and as large as the town itself. Children will see their worlds mirrored on the small screen. They will also observe alternative ways to handle stress, learning difficulties, and the variety of endless manners that the group mentality, when positively united, can spread good in the world.

Other Matters (7 of 17)	**Response**
Program Title	Animal Atlas
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 5am
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.	Many of the goals for students in the targeted ages of 13-16 are underpinnings for this series, which delivers content as an entertaining, humorous, and fascinating look at the animal kingdom.

Other Matters (8 of 17)	**Response**
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7am
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.	"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.

Other Matters (9 of 17)	**Response**
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 730am
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.	"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 wor

Other Matters (10 of 17)	**Response**
Program Title	Sonic X
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8am
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.	In 2003, 4Kids Entertainment and VIZ Media co-licensed Sonic X for the United States, with the series being distributed and licensed on DVD by FUNimation, Alliance Films (Canada) and Paramount Home Entertainment (UK). The episodes were then localized for the intended demographic, including the complete replacement of the score, as well as removing suggestive content and changing the fate of several characters, as well as editing the story to be much lighter and younger in tone for US Release. Other continuity errors include mislabelling "Chaos Control" as Doctor Eggman's base. While both English and Japanese characters were digitally removed or replaced with incoherent symbols (This was done by TMS Entertainment, rather than 4Kids.), Chinese characters were unedited in The Adventures of Knuckles and Hawk, in coherence with the episode's setting. 4Kids did not dub the Sonic games at the time and went with their in-house VAs. Mike Pollock, the current voice actor for Doctor Eggman, stated during an interview that he was provided samples of the game's voice overs as a reference. The original 4Kids cast included Jason Griffith (as Sonic and Shadow), Lisa Ortiz (as Amy), Amy Palant (as Tails), Dan Green (as Knuckles), Rebecca Handler (as Cream), and Mike Pollock (as Dr. Eggman). As 4Kids owns the international distribution rights to Sonic X, the edited version of the show was then provided to most other countries around the world, including most of the countries of Latin America and Europe. The show was dubbed into the corresponding languages for each country, but the footage had the edits already made in the American version, along with the music changes. Furthermore, the scripts for the foreign dubs were based on the revised dub scripts of the American version rather than the original Japanese scripts, most likely as a way of maintaining consistency with the edited footage. The only other countries to receive their footage of Sonic X directly from Japan without any of the edits made by 4Kids Entertainment--are France, China, and Thailand. The cast of the 4Kids production eventually became the official cast for Sega's Sonic titles, starting from Shadow the Hedgehog in 2005. When a producer for the series was asked about any prior experience with the Sonic franchise, he replied, "I've never played the game, seen the series or read the comics." As of July 2010, 4Kids Entertainment still owns the North American rights to Sonic X as of this day. The edited dub airs on Toonzai (formally The CW4Kids) in reruns, and the entire series can be viewed online at 4KidsTV.com, YouTube Shows, and Hulu. However, in July 2009, 4Kids uploaded a preview for a subtitled episode of the Japanese version of Sonic X. The First Season of the Japanese version with English subtitles were uploaded to Hulu, along with the dubbed version of the complete series. More recently, the Japanese opening and closings were added to 4Kids' YouTube channel. On June 7, 2010, 4Kids had begun releasing Season 1 in Japanese on their YouTube channel. By June 11, 2010, the dubbed version of the complete series and the First Season in Japanese with English subtitles became available on 4Kids' YouTube channel. Recently, Toonzaki was launched, and Season 1 and some episodes of Season 2 with subtitles became available to watch. The first eight episodes of season 2 were also uploaded to Hulu, but it is unknown if more subbed episodes will be uploaded to YouTube.

Other Matters (11 of 17)	**Response**
Program Title	Sonic X
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 830am
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.	In 2003, 4Kids Entertainment and VIZ Media co-licensed Sonic X for the United States, with the series being distributed and licensed on DVD by FUNimation, Alliance Films (Canada) and Paramount Home Entertainment (UK). The episodes were then localized for the intended demographic, including the complete replacement of the score, as well as removing suggestive content and changing the fate of several characters, as well as editing the story to be much lighter and younger in tone for US Release. Other continuity errors include mislabelling "Chaos Control" as Doctor Eggman's base. While both English and Japanese characters were digitally removed or replaced with incoherent symbols (This was done by TMS Entertainment, rather than 4Kids.), Chinese characters were unedited in The Adventures of Knuckles and Hawk, in coherence with the episode's setting. 4Kids did not dub the Sonic games at the time and went with their in-house VAs. Mike Pollock, the current voice actor for Doctor Eggman, stated during an interview that he was provided samples of the game's voice overs as a reference. The original 4Kids cast included Jason Griffith (as Sonic and Shadow), Lisa Ortiz (as Amy), Amy Palant (as Tails), Dan Green (as Knuckles), Rebecca Handler (as Cream), and Mike Pollock (as Dr. Eggman). As 4Kids owns the international distribution rights to Sonic X, the edited version of the show was then provided to most other countries around the world, including most of the countries of Latin America and Europe. The show was dubbed into the corresponding languages for each country, but the footage had the edits already made in the American version, along with the music changes. Furthermore, the scripts for the foreign dubs were based on the revised dub scripts of the American version rather than the original Japanese scripts, most likely as a way of maintaining consistency with the edited footage. The only other countries to receive their footage of Sonic X directly from Japan without any of the edits made by 4Kids Entertainment--are France, China, and Thailand. The cast of the 4Kids production eventually became the official cast for Sega's Sonic titles, starting from Shadow the Hedgehog in 2005. When a producer for the series was asked about any prior experience with the Sonic franchise, he replied, "I've never played the game, seen the series or read the comics." As of July 2010, 4Kids Entertainment still owns the North American rights to Sonic X as of this day. The edited dub airs on Toonzai (formally The CW4Kids) in reruns, and the entire series can be viewed online at 4KidsTV.com, YouTube Shows, and Hulu. However, in July 2009, 4Kids uploaded a preview for a subtitled episode of the Japanese version of Sonic X. The First Season of the Japanese version with English subtitles were uploaded to Hulu, along with the dubbed version of the complete series. More recently, the Japanese opening and closings were added to 4Kids' YouTube channel. On June 7, 2010, 4Kids had begun releasing Season 1 in Japanese on their YouTube channel. By June 11, 2010, the dubbed version of the complete series and the First Season in Japanese with English subtitles became available on 4Kids' YouTube channel. Recently, Toonzaki was launched, and Season 1 and some episodes of Season 2 with subtitles became available to watch. The first eight episodes of season 2 were also uploaded to Hulu, but it is unknown if more subbed episodes will be uploaded to YouTube.

Other Matters (12 of 17)	**Response**
Program Title	Yu-Gi-Oh!
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9am
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.	Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop.

Other Matters (13 of 17)	Response
Program Title	Sonic X
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 930am
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.	In 2003, 4Kids Entertainment and VIZ Media co-licensed Sonic X for the United States, with the series being distributed and licensed on DVD by FUNimation, Alliance Films (Canada) and Paramount Home Entertainment (UK). The episodes were then localized for the intended demographic, including the complete replacement of the score, as well as removing suggestive content and changing the fate of several characters, as well as editing the story to be much lighter and younger in tone for US Release. Other continuity errors include mislabelling "Chaos Control" as Doctor Eggman's base. While both English and Japanese characters were digitally removed or replaced with incoherent symbols (This was done by TMS Entertainment, rather than 4Kids.), Chinese characters were unedited in The Adventures of Knuckles and Hawk, in coherence with the episode's setting. 4Kids did not dub the Sonic games at the time and went with their in-house VAs. Mike Pollock, the current voice actor for Doctor Eggman, stated during an interview that he was provided samples of the game's voice overs as a reference. The original 4Kids cast included Jason Griffith (as Sonic and Shadow), Lisa Ortiz (as Amy), Amy Palant (as Tails), Dan Green (as Knuckles), Rebecca Handler (as Cream), and Mike Pollock (as Dr. Eggman). As 4Kids owns the international distribution rights to Sonic X, the edited version of the show was then provided to most other countries around the world, including most of the countries of Latin America and Europe. The show was dubbed into the corresponding languages for each country, but the footage had the edits already made in the American version, along with the music changes. Furthermore, the scripts for the foreign dubs were based on the revised dub scripts of the American version rather than the original Japanese scripts, most likely as a way of maintaining consistency with the edited footage. The only other countries to receive their footage of Sonic X directly from Japan without any of the edits made by 4Kids Entertainment--are France, China, and Thailand. The cast of the 4Kids production eventually became the official cast for Sega's Sonic titles, starting from Shadow the Hedgehog in 2005. When a producer for the series was asked about any prior experience with the Sonic franchise, he replied, "I've never played the game, seen the series or read the comics." As of July 2010, 4Kids Entertainment still owns the North American rights to Sonic X as of this day. The edited dub airs on Toonzai (formally The CW4Kids) in reruns, and the entire series can be viewed online at 4KidsTV.com, YouTube Shows, and Hulu. However, in July 2009, 4Kids uploaded a preview for a subtitled episode of the Japanese version of Sonic X. The First Season of the Japanese version with English subtitles were uploaded to Hulu, along with the dubbed version of the complete series. More recently, the Japanese opening and closings were added to 4Kids' YouTube channel. On June 7, 2010, 4Kids had begun releasing Season 1 in Japanese on their YouTube channel. By June 11, 2010, the dubbed version of the complete series and the First Season in Japanese with English subtitles became available on 4Kids' YouTube channel. Recently, Toonzaki was launched, and Season 1 and some episodes of Season 2 with subtitles became available to watch. The first eight episodes of season 2 were also uploaded to Hulu, but it is unknown if more subbed episodes will be uploaded to YouTube.

Other Matters (14 of 17)	Response
Program Title	Dragonball Z Kai
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 10am
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.	The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta.

Other Matters (15 of 17)	**Response**
Program Title	Dragonball Z Kai
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 1030am
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.	The last descendants of an evil race of warriors known as the Saiyans are on a collision course with Earth, and Goku - the strongest fighter on the planet - is all that stands between humanity and extinction. To save his friends and the world he loves, Goku must travel to a realm from which few return, but should he survive, he'll discover the power to face the villainous Prince Vegeta.

Other Matters (16 of 17)	**Response**
Program Title	Yu-Gi-Oh!
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11am
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.	Yu-Gi-Oh! tells the tale of Yugi Moto, a shorter-than-average high school student who was given the fragmented pieces of an ancient Egyptian artifact, known as the Millennium Puzzle, by his grandfather. Upon reassembling the Puzzle, he is possessed by another personality who is later revealed to be the spirit of a 5,000-year-old Pharaoh Yami Yugi with no memory of his own time. As the story goes on, the two of them, together with Yugi's friends, try to find the secret of the Pharaoh's lost memories and his name, with the Duel Monsters card game an ever prevalent backdrop.

Other Matters (17 of 17)	**Response**
Program Title	Yu-Gi-Oh! 5D's
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 1130am
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.	Yu-Gi-Oh! 5D's takes place decades after the events of Yu-Gi-Oh! GX. Unlike GX, however, it does not follow on the story from the previous series, and almost all of the cards used are super brand new. The game of Duel Monsters has changed; a new addition has been introduced to the future of dueling as seen in 5D's: "Turbo Duels". These duels are played in giant stadiums, and duelists ride motorcycles with built-in duel equipment known as "Duel Runner" ("D-Wheel" in the original Japanese version). Domino City has also changed, under the guidance of the head of its public maintenance bureau, Rex Goodwin. Rich and powerful people live in what is now known as "New Domino City" ("Neo Domino City" in the Japanese version), while the poorer class are shunned and live mostly in the slums area, known as "the Satellite". They are referred to in the Japanese version as "Satellite scum" by the inhabitants of New Domino City. An aspiring duelist from Satellite, Yusei Fudo, builds his own Duel Runner, but is betrayed by his best friend, Jack Atlas, who steals his Duel Runner and his most precious monster, the Stardust Dragon. He does this by attempting to murder a small child as a distraction. Two years later, Yusei has built another Duel Runner, and sets out to win back his Dragon. Jack, now known as the Duel King (King of the Riding Duel in the Japanese version), has made a name for himself and his monster, the Red Dragon Archfiend (Red Demon's Dragon in the Japanese version), in New Domino City. Yusei and Jack face each other in a Turbo Duel, and during the duel Yusei is able to regain control of Stardust Dragon. As Stardust and Red Dragon Archfiend battle, a third dragon appears and brings an abrupt end to the fight. This attracts the attention of Rex Goodwin, who reveals to Jack a thousand year old secret, involving the "People of the Stars", a pre-Incan civilization, the "Crimson Dragon", and "Signers". He also reveals to Jack that him, along with Yusei are descendants of them and are destined to face the Dark Signers. Yusei, along with Jack Atlas, Akiza Izinski (Aki Izayoi in the Japanese version), and Luna (Ruka in the Japanese version) head to the Satellite to face these foes, with the help of Leo (Rua in the Japanese version) and Crow Hogan, who becomes the fifth Signer. After defeating the Dark Signers, Yusei and his friends get ready for the upcoming WRGP tournament, whilst facing off against a new threat with the power to repeal Synchro Monsters. During this time, Yusei encounters a mysterious man who teaches him about Accel Synchro, a super mechanic named Bruno who had lost his memory and a girl named Sherry Leblanc, who is investigating Ylliaster who are reportedly responsible for her parents' deaths. Yusei also goes to a place called Crash Town to save his friend and former Dark Signer, Kalin. The WRGP soon begins, with Team 5D's facing up against tough opponents before eventually coming face to face against the members of Ylliaster themselves.

Certification

Question	Response
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.	
I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.	**KCWI License, LLC**

Attachments

No Attachments.