



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0008192122** | File Number: **CPR-121855** | Submit Date: **07/07/2011** | Call Sign: **KTFO-CD** | Facility ID: **35882**
City: **AUSTIN** | State: **TX**
Service: **Digital Class A** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **07/07/2011**
Filing Status: **Active**

Report reflects information for : Second 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
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**Contact
Representatives
(0)**

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	Univision
	Nielsen DMA	Austin TX
	Web Home Page Address	

**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	4.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	3.0
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(11)

Digital Core Program (1 of 11)		Response
Program Title	Patrulla de Sapitos (main digital stream)	
Origination	Network	
Days/Times Program Regularly Scheduled	SU 07:00 AM	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	7 years to 12 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to illustrate the importance of discovering oneself and friendship. Eight toadlets who miss the migration to Toad Hollow, a peaceful and protected haven for toads, are lost and stranded in an unknown world, where they have to survive and confront their problems as a team. Through their amazing quest, the toad patrol teach young children many lessons about friendship, trust, caring and sharing, empathy, caution, determination, self-esteem, responsibility, selflessness, sacrifice and respect for others.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (2 of 11)		Response
Program Title	Toonturama Presenta: La Vida Animal (main digital stream)	
Origination	Network	
Days/Times Program Regularly Scheduled	SU 07:30 AM	

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to present animals, birds, and insects in their natural environments in order to engage the curiosity and developing intelligence of boys and girls. There is a special emphasis on nature, science, the adaptation and survival of species, and the role of species in human planetary welfare. Each episode examines topics of geography, ecology, and the ways in which non-humans, animals, birds, and insects adjust to the complexities of their specific habitats in the various continents and oceans that make up our planet. Using original footage, music, and humor, this series presents information about where animals live, how they build their unique dwellings, the tools they use for foraging, the migrations of animals due to climatic changes, and how they care for and protect their offspring. The main purpose of the series is to educate and inform young children about a variety of species and about how animals and humans are interdependent.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 11) Response

Program Title	Plaza Sesamo (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA & SU 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	52

Total times aired	51
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	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 11)	
	Response
Program Title	Reino Animal (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
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 half-hour program educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 11)	Response
Program Title	Dive Olly Dive (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA 07:00 AM, 04/01/11-06/24/11
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to illustrate the importance of responsible problem-solving. Dive Olly Dive follows the adventures of Olly, a young submarine in training and his best friend and fellow sub in-training Beth. Olly and Beth are stationed in a deep sea research facility called SURF (Special Underwater Research Facility) under the guidance of Diver Doug. Olly is an enthusiastic young sub who is very eager to finish his training and follow in the foot steps of his hero Submarine D, the greatest of all submarines. Each episode is filled with valuable lessons through Olly's adventures. In facing a variety of challenges and problems, Olly and viewers learn the importance of friendship, patience, teamwork, confidence, respect, trust, honesty, and selflessness, all qualities that are required to develop the necessary skills in responsible decision-making.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 11)		Response
Program Title		Pocoyo (second digital stream)
Origination		Network
Days/Times Program Regularly Scheduled		SA 07:30 AM, 04/01/11-06/24/11 & (SA 07:00 AM 6/25/11)
Total times aired at regularly scheduled time		13
Total times aired		13
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		1
Length of Program		30 mins
Age of Target Child Audience		2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (7 of 11)	Response
Program Title	Zigby (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA 08:00 AM
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	4 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 11)	Response
Program Title	Pinky Dinky Doo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA 08:30 AM
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>This animated program has four educational goals: to celebrate the power of inventing imaginative stories, to introduce basic literary concepts, to help viewers develop listening and comprehension skills, and to enrich vocabulary through storytelling. Pinky Dinky Doo, a 7-year-old girl, lives in the "great big city" with her parents. When a problem arises, Pinky dances her way to a cardboard story box and uses a piece of chalk and her imagination to tell a story. During the made-up story, Pinky must "think big" at which point she comes up with an often clever and wacky solution to the problem. To encourage listening skills, Pinky then invites children to play games where they review details about the story. Children are helped to increase their vocabularies with each episode's "Great Big Fancy Word," which is featured several times during each episode.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 11)		Response
Program Title	Dora the Explorer (second digital stream)	
Origination	Network	
Days/Times Program Regularly Scheduled	SA 09:00 AM	
Total times aired at regularly scheduled time	13	
Total times aired	13	
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	1	
Length of Program	30 mins	
Age of Target Child Audience	2 years to 6 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (10 of 11)		Response
Program Title	Go, Diego, Go! (second digital stream)	
Origination	Network	
Days/Times Program Regularly Scheduled	SA 09:30 AM	
Total times aired at regularly scheduled time	13	

Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 11)	Response
Program Title	The Backyardigans (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA 07:30 AM, 06/25/11
Total times aired at regularly scheduled time	1
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. This Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.</p>
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	Fely Garcia
Address	2233 W. North Loop Blvd.
City	Austin
State	TX
Zip	78756
Telephone Number	512 533-2849
Email Address	
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

Other Matters (10)

Other Matters (1 of 10)	Response
Program Title	Patrulla de Sapitos (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU 07:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to illustrate the importance of discovering oneself and friendship. Eight toadlets who miss the migration to Toad Hollow, a peaceful and protected haven for toads, are lost and stranded in an unknown world, where they have to survive and confront their problems as a team. Through their amazing quest, the toad patrol teach young children many lessons about friendship, trust, caring and sharing, empathy, caution, determination, self-esteem, responsibility, selflessness, sacrifice and respect for others.

Other Matters (2 of 10)	Response
Program Title	Toonturama Presenta: La Vida Animal (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU 07:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to present animals, birds, and insects in their natural environments in order to engage the curiosity and developing intelligence of boys and girls. There is a special emphasis on nature, science, the adaptation and survival of species, and the role of species in human planetary welfare. Each episode examines topics of geography, ecology, and the ways in which non-humans, animals, birds, and insects adjust to the complexities of their specific habitats in the various continents and oceans that make up our planet. Using original footage, music, and humor, this series presents information about where animals live, how they build their unique dwellings, the tools they use for foraging, the migrations of animals due to climatic changes, and how they care for and protect their offspring. The main purpose of the series is to educate and inform young children about a variety of species and about how animals and humans are interdependent.
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Other Matters (3 of 10)

Response

Program Title	Plaza Sesamo (main digital stream)
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Origination	Network
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Days/Times Program Regularly Scheduled	SA & SU, 08:00 AM & 08:30 AM
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Total times aired at regularly scheduled time	52
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Length of Program	30 mins
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Age of Target Child Audience from	2 years to 7 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.
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Other Matters (4 of 10)

Response

Program Title	Reino Animal (main digital stream)
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Origination	Network
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Days/Times Program Regularly Scheduled	SU 09:00 AM & 09:30 AM
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Total times aired at regularly scheduled time	26
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Length of Program	30 mins
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Age of Target Child Audience from	13 years to 16 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This half-hour program educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
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Other Matters (5 of 10)

Response

Program Title Pocoyo (second digital stream)

Origination Network

Days/Times Program Regularly Scheduled SA 07:00 AM

Total times aired at regularly scheduled time 13

Length of Program 30 mins

Age of Target Child Audience from 2 years to 4 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other Matters (6 of 10)

Response

Program Title The Backyardigans (second digital stream)

Origination Network

Days/Times Program Regularly Scheduled SA 07:30 AM

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.	This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. This Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.
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Other Matters (7 of 10)	
	Response

Program Title	Zigby (second digital stream)
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Origination	Network
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Days/Times Program Regularly Scheduled	SA 08:00 AM
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	4 years to 8 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution.
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Other Matters (8 of 10)	
	Response

Program Title	Pinky Dinky Doo (second digital stream)
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Origination	Network
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Days/Times Program Regularly Scheduled	SA 08:30 AM
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This animated program has four educational goals: to celebrate the power of inventing imaginative stories, to introduce basic literary concepts, to help viewers develop listening and comprehension skills, and to enrich vocabulary through storytelling. Pinky Dinky Doo, a 7-year-old girl, lives in the "great big city" with her parents. When a problem arises, Pinky dances her way to a cardboard story box and uses a piece of chalk and her imagination to tell a story. During the made-up story, Pinky must "think big" at which point she comes up with an often clever and wacky solution to the problem. To encourage listening skills, Pinky then invites children to play games where they review details about the story. Children are helped to increase their vocabularies with each episode's "Great Big Fancy Word," which is featured several times during each episode.

Other Matters (9 of 10)

	Response
Program Title	Dora the Explorer (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA 09:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references.

Other Matters (10 of 10)

	Response
Program Title	Go, Diego, Go! (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA 09:30 AM

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references.

Certification

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

Attachments

No Attachments.