



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0001529627** | File Number: **CPR-166446** | Submit Date: **04/06/2015** | Call Sign: **KCEC** | Facility ID: **24514** | City:
DENVER | State: **CO**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/06/2015 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2015**

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 | Univision |
| | Nielsen DMA | Denver |
| | Web Home Page Address | www.somosnoticiascolorado.com |

Digital Core
Programming

| Question | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream | 3.0 |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream | 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(11)

| Digital Core Program (1 of 11) | Response |
|--|---|
| Program Title | Mickey Mouse Clubhouse |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA, 07:00 AM & 07:30 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 | 3 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand. |
| 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 | Handy Manny |

| | |
|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA, 08:00 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 | 3 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problem is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals, and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers! |
| 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 | | Pocoyo |
| 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 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 |

| Digital Core Program (4 of 11) | | Response |
|--|--|-----------------|
| Program Title | | The Jungle Book |
| 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 | 6 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Jungle Book series is based on Rudyard Kipling's classic story. Drama, excitement and adventure mixed with a high element of comedy tell tales of how Mowgli lives and survives in the jungle, where his only companions are animals. His escapades reflect his daredevil, fearless, high spirited and fun loving nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and mighty Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome challenges with perseverance and an optimistic outlook on life. |
| 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 | The Backyardigans |
| 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 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 of his shell with help of his friends. 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. |
| 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 | | Animal Rescue |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | MON, 08:00 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 | | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | | Animal Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | | Yes |

| Digital Core Program (7 of 11) | Response |
|--|---|
| Program Title | Biz Kids |
| Origination | Network |
| Days/Times Program Regularly Scheduled | TUES, 08:00 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Biz kid is an educational television show that teaches financial education and entrepreneurship to a preteen audience. It uses sketch comedy and young actors to explain basic economic concepts.[1] Its motto is "Where kids teach kids about money and business |
| 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 | Dragonfly TV |
| Origination | Network |
| Days/Times Program Regularly Scheduled | WED, 08:00 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 | 13 years to 16 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dragonfly TV highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (9 of 11) | Response |
|--|---|
| Program Title | The Real Winning Edge |
| Origination | Network |
| Days/Times Program Regularly Scheduled | THURS, 08:00 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Real Winning Edge is a series profiling teens who have overcome challenges successfully and who are introduced by celebrities in their field of talent. |
| 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 | Whaddayado |
| Origination | Network |
| Days/Times Program Regularly Scheduled | FRI, 08:00 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "WHADDAYADO" (What Do You Do) is a half-hour weekly educational series designed to inform, educate, inspire and entertain children about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at anytime, anywhere. |
| 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 | Think Big |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SUN, 08:00 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 | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork." |
| 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 | Maria Lujan |
| Address | 1907 Mile High Stadium West Circle |
| City | Denver |
| State | CO |
| Zip | 80204 |
| Telephone Number | 303-832-0050 |
| Email Address | mlujan@entravision.com |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. | |

Other Matters (11)

| Other Matters (1 of 11) | Response |
|--|---|
| Program Title | Mickey Mouse Clubhouse |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA, 07:00 AM & 07:30 AM |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand. |

| Other Matters (2 of 11) | Response |
|---|--------------------|
| Program Title | Handy Manny |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA, 08:00 AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 5 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problem is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals, and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers! |
|--|---|

| Other Matters (3 of 11) | Response |
|--|---|
| Program Title | Pocoyo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA, 08:30 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 (4 of 11) | Response |
|---|--------------------|
| Program Title | The Jungle Book |
| 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 | 6 years to 9 years |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Jungle Book series is based on Rudyard Kipling's classic story. Drama, excitement and adventure mixed with a high element of comedy tell tales of how Mowgli lives and survives in the jungle, where his only companions are animals. His escapades reflect his daredevil, fearless, high spirited and fun loving nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and mighty Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome challenges with perseverance and an optimistic outlook on life. |
|--|--|

| Other Matters (5 of 11) | Response |
|--|---|
| Program Title | The Backyardigans |
| 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 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 though 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 of his shell with help of his friends. 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. |

| Other Matters (6 of 11) | Response |
|---|----------------------|
| Program Title | Animal Rescue |
| Origination | Network |
| Days/Times Program Regularly Scheduled | MON, 08:00 AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals. |
|--|--|

| Other Matters (7 of 11) | Response |
|--|---|
| Program Title | Biz Kids |
| Origination | Network |
| Days/Times Program Regularly Scheduled | TUES, 08:00 AM |
| 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. | Biz kid is an educational television show that teaches financial education and entrepreneurship to a preteen audience. It uses sketch comedy and young actors to explain basic economic concepts.[1] Its motto is "Where kids teach kids about money and business |

| Other Matters (8 of 11) | Response |
|--|---|
| Program Title | Dragonfly TV |
| Origination | Network |
| Days/Times Program Regularly Scheduled | WED, 08:00 AM |
| 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. | Dragonfly TV highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own |

| Other Matters (9 of 11) | Response |
|---|-----------------------|
| Program Title | The Real Winning Edge |
| Origination | Network |
| Days/Times Program Regularly Scheduled | THURS, 08:00 AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |

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

The Real Winning Edge is a series profiling teens who have overcome challenges successfully and who are introduced by celebrities in their field of talent.

| Other Matters (10 of 11) | Response |
|--|---|
| Program Title | Whaddayado |
| Origination | Network |
| Days/Times Program Regularly Scheduled | FRI, 08:00 AM |
| 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. | "WHADDAYADO" (What Do You Do) is a half-hour weekly educational series designed to inform, educate, inspire and entertain children about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at anytime, anywhere. |

| Other Matters (11 of 11) | Response |
|--|--|
| Program Title | Think Big |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SUN, 08:00 AM |
| 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. | "Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork." |

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>Entravision Holding, Inc.</p> |

Attachments

No Attachments.