



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0015050008** | File Number: **CPR-130989** | Submit Date: **07/03/2012** | Call Sign: **WXCW** | Facility ID: **61504** | City: **NAPLES** | State: **FL**

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

07/03/2012 Filing Status: Active

Report reflects information for : Second Quarter of 2012

General
Information

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

Applicant Information

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type	
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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	Ft. Myers-Naples
	Web Home Page Address	www.cw6tv.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	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	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(7)

Digital Core	
Program (1 of 7)	Response
Program Title	CUBIX, ROBOTS FOR EVERYONE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00-7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In order to best develop the skills and values that will produce socially conscious and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills such as confidence, courage, loyalty, teamwork and problem solving provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these pro-social behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of ageappropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 7)	Response
Program Title	CUBIX, ROBOTS FOR EVERYONE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30-8:00pm
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 order to best develop the skills and values that will produce socially conscious and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills such as confidence, courage, loyalty, teamwork and problem solving provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these pro-social behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of ageappropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.

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

Digital Core Program (3 of 7)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:00-7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way.

Does the	Yes
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Digital Core Program (4 of 7)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:30-8:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way.

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5.	
Digital Core Program (5	
of 7)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:30-10:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way.

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throughout		
the program		
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/l?		

Digital Core Program (6 of 7)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00-10:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way.

Does the	Yes		
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Digital Core Program (7 of 7)	Response
Program Title	Mad About
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:30-11:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mad About provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. Mad About explores being green and understanding how our actions impact the world. The Mad About team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. Mad About uses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the Mad About cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. The Mad About website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website

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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	Joseph Schwartzel
Address	2824 Palm Beach Blvd
City	Fort Myers
State	FL
Zip	33916
Telephone Number	239-338-4343
Email Address	joe. schwartzel@mbimail. 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 (7)

Other Matters (1 of 7)	Response
Program Title	CUBIX, ROBOTS FOR EVERYONE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00-7:30am
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 order to best develop the skills and values that will produce socially conscious and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills such as confidence, courage, loyalty, teamwork and problem solving provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these pro-social behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of ageappropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.

Other Matters (2 of 7)	Response
Program Title	CUBIX, ROBOTS FOR EVERYONE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30-8:00am
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 order to best develop the skills and values that will produce socially conscious and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills such as confidence, courage, loyalty, teamwork and problem solving provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these pro-social behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of ageappropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.

Other Matters (3 of 7)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:00-7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to

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Other		
Matters	(4	of

Response 7)

Program Title

Edgemont

Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:30-8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
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Other Matters (5 of 7)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:30-10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Core

Programming.

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

meets the

Core

definition of

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Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way.

Other Matters (6 of 7)	Response		
Program Title	Edgemont		
Origination	Syndicated		
Days/Times Program Regularly Scheduled	Sunday 10:00-10:30am		
Total times aired at regularly scheduled time	13		
Length of Program	30 mins		
Age of Target Child Audience from	13 years to 16 years		
Describe the educational and informational objective of the program and how it	Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30 minute episode portrays the interactions between the students of AC McKinley Secondary School. The Program is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to		

Other Matters (7 of 7)	Response
Program Title	Mad About
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:30-11:00am

gain positive tools that they can use to resolve issues and conflicts in a constructive way.

consider choices that they themselves may face, to witness the potential outcomes of these choices and

Total times	13	
aired at		
regularly		
scheduled		
time		
Length of	30 mins	
Program	00 mmo	
riogiaiii		
Age of	13 years to 16 years	
Target Child		
Audience		
from		

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

Mad About provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. Mad About explores being green and understanding how our actions impact the world. The Mad About team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. Mad About uses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the Mad About cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. The Mad About website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website

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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.

SUN BROADCASTING COMPANY **Attachments**

No Attachments.