



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-138472** | Submit Date: **01/10/2013** | Call Sign: **WVIR-TV** | Facility ID: **70309** |
City: **CHARLOTTESVILLE** | State: **VA**
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
01/10/2013 | Filing Status: **Active**

Report reflects information for : Fourth 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 |
|-----------|---------|-------|-------|----------------|
|-----------|---------|-------|-------|----------------|

**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 | NBC/CW |
| | Nielsen DMA | Charlottesville |
| | Web Home Page Address | www.nbc29.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 | 336.0 |
| 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: | 7.0 |
| 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(17)

| Digital Core Program (1 of 17) | Response |
|--|---|
| Program Title | Noodle & Doodle |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/10am (digital 1) |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (2 of 17) | Response |
|--|---|
| Program Title | Pajanimals |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/10:30a (digital 1) |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (3 of 17) | Response |
|---------------------------------------|-----------------|
|---------------------------------------|-----------------|

| | |
|--|--|
| Program Title | Poppy Cat |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/11a (digital 1) |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (4 of 17)

Response

| | |
|---------------|-------------|
| Program Title | Justin Time |
|---------------|-------------|

| | |
|--|--|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/11:30a (digital 1) |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (5 of 17)

Response

| | |
|---------------|-----------|
| Program Title | Lazy Town |
| Origination | Network |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Sunday/10:30a (digital 1) |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (6 of 17)

Response

| | |
|---------------|-------------|
| Program Title | The Wiggles |
| Origination | Network |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Sunday/11a (digital 1) |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offer a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) as well as a pirate, Captain Feathersword; the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. Featuring dancing and occasional guest artists the Wiggles provides a plethora of visual interest for the viewer, while presenting the lessons in an easily understandable and developmentally appropriate manner for the preschool child. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (7 of 17)

Response

| | |
|--|--------------------------------|
| Program Title | Rescue Heroes |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/7 & 7:30a (digital 3) |

| | |
|--|---|
| 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 | 6 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (8 of 17) | Response |
|---|---------------------------|
| Program Title | Chat Room |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/noon (digital 3) |
| 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. | CHAT ROOM is a half-hour weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through reenacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face. CHAT ROOM provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. This program is not intended to be preachy or pedantic. The goal is to present issues that are real and raw and discuss the pros and cons of each situation in a freeflowing environment. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (9 of 17) | Response |
|---|-----------------------------|
| Program Title | On The Spot |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/12:30p (digital 3) |
| 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. | ON THE SPOT adopts a modified question and answer format familiar to broadcast network viewers, including the targeted age. The questions fall under curriculum core areas of knowledge in social studies, science, the arts, civics, and mathematics. The format allows for a wide range of topics and allows topics to be blended, which is a serious asset. The integration of core curriculum areas is a traditional goal in education and while ON THE SPOT doesn't support the deeper integration that would be done in a classroom, the energetic blend is a great example of taking curriculum out of their separate boxes and making them a uniform part of why knowledge can be important. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (10 of 17) | Response |
|--|------------------------|
| Program Title | Animal Science |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday/11a (digital 3) |
| 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 SCIENCE" is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "ANIMAL SCIENCE" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Our enthusiastic host's modern vocal style will be engaging to the target audience. This program will attract all age demographics. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (11 of 17)

Response

| | |
|--|-------------------------------------|
| Program Title | Elizabeth Stanton's Great Big World |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday/11:30a (digital 3) |
| 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. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in-depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (12 of 17) | | Response |
|--|---|-----------------|
| Program Title | Live Life & Win | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday/noon (digital 3) | |
| 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 goals of the series are to encourage the 13- to 16-year-old audience to: 1) explore, discover, and learn strategies to achieve personal dreams; 2) learn about the personal attributes important for achieving dreams; 3) explore volunteerism as an opportunity to build character and to uncover personal passions; and 4) gain knowledge about life skills necessary to "Live Life and Win!" | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

| Digital Core Program (13 of 17) | Response |
|--|---|
| Program Title | Made In Hollywood: Teen Edition |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday/12:30p & 1p (digital 3) |
| 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. | <p>It is during the adolescent years that career exploration, planning, education, and decisionmaking begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries."</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (14 of 17) | Response |
|---------------------------------|----------|
|---------------------------------|----------|

| | |
|--|--|
| Program Title | Swap TV |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday/10a (digital 3) |
| 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. | SWAP TV lets kids spend two days in each other's lives. Watch as kids swap across the country, swap schools and swap cultures. They try new foods, learn new sports and even try new jobs. When kids swap lives and leave their regular routines, they always learn a lot about how other kids live and often discover new hobbies that they never knew even existed. They also learn a little about themselves. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. Each episode is informative, entertaining and promotes good social values and respect. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (15 of 17)

Response

| | |
|---------------|-----------------|
| Program Title | The Young Icons |
|---------------|-----------------|

| | |
|--|--|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday/10:30a (digital 3) |
| 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 Young Icons is a television program that provides educational and informational segments exposing the target audience of young viewers to accomplished 'teens' that have set goals and are giving back to their communities as mentors, scholars, entrepreneurs and philanthropists. Each guest shares their personal stories of what motivated them to take on their passion and/or focus in their chosen field of endeavor. One guest's message inspires young audiences to "never let age hold us back, no matter how old you may be". Parents play an important role in supporting their 'young icons'. As one parent stated, "You can take a simple idea and turn it into something that can help an awful lot of people." The program provides a motivational and inspirational message that empowers audiences of all ages that hard work; dedication and looking beyond ourselves will pay off for everyone. Each segment of The Young Icons delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (16 of 17)

Response

| | |
|---------------|--------------|
| Program Title | Dragonfly TV |
| Origination | Syndicated |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Saturday/8a (digital 2) |
| 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 is an Emmy Award winning science education program. Originally produced for public television, Dragonfly TV engages children, parents and teachers in accessible, hands-on science activities. The programs highlight 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. By modeling and celebrating children's science capabilities, Dragonfly TV shows that if kids can dream it, they can do it! |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (17 of 17) | | Response |
|--|--|----------------------------|
| Program Title | | Missing |
| Origination | | Syndicated |
| Days/Times Program Regularly Scheduled | | Saturday/8:30a (digital 2) |

| | |
|--|--|
| 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. | MISSING is a nationally syndicated weekly television series featuring actual cases of missing persons, both children and adults, from across North America. Working with local, state and federal law enforcement agencies, including the FBI, and missing persons organizations such as The National Center for Missing and Exploited children, the goal is to provide viewers with vital facts about missing individuals and to increase public awareness. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Non-Core Educational and Informational Programming (2)

| Non-Core Educational and Informational Programming (1 of 2) | Response |
|--|---|
| Program Title | Dog Tales |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | Sunday/7a (digital 3) |
| Total times aired at regularly scheduled time: | 13 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dog Tales showcases dogs and dog lovers of all types, providing valuable information about canine health, grooming, and overall dog care. |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | Yes |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | Yes |

Date and Time Aired:

| Questions | Response |
|------------------|-----------------|
| Date Time | |

| Non-Core Educational and Informational Programming (2 of 2) | Response |
|--|--|
| Program Title | Animal Rescue |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | Sunday/7:30a (digital 3) |
| Total times aired at regularly scheduled time: | 13 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Emmy-nominated ANIMAL RESCUE is a weekly half-hour television series showcasing the heroic efforts of people helping animals . Host Alex Paen and his cameras travel around the world capturing these dramatic rescues and teaching the importance of mindful stewardship on behalf of the animal kingdom. |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | Yes |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? Yes

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

**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 | Teresa (Terri) Thelin |
| Address | 503 East Market Street |
| City | Charlottesville |
| State | VA |
| Zip | 22902 |
| Telephone Number | 434-220-2900 |
| Email Address | tthelin@nbc29.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. | <p>1) WVIR-TV provides 31.5 hours of news on our primary digital channel stream (Digital 1). We also provide 3.5 hours of locally originated news each week on our secondary digital stream (Digital 3), all of which helps to serve the informational needs of families. WVIR-TV also provides around-the-clock live weather updates on a secondary digital stream (Digital 2). We encourage parents to use all of these opportunities to help children keep up with current events and how these events shape the world in which they live. 2) WVIR-TV broadcast 255 youth-targeted (ages 16 & under) PSAs ("The More You Know" and various Ad Council PSAs) furnished by NBC on the primary digital stream during 4th Quarter 2012. 3) We offer station tours to school classes, scout troops, and the like, in which we discuss how the news and weather forecasts are created and disseminated. (We average 3 tours/month.) 4) Further, about once a month, one member of our weather team visits one of the schools in our viewing area. He discusses science and meteorology with students. 5) A frequent feature of our Sunrise and Noon newscasts is called Rita's Lunch Bag. Rita Smith, a registered dietitian, demonstrates healthy food choices for families.</p> |

Other Matters (18)

| Other Matters (1 of 18) | Response |
|--|--|
| Program Title | The Wiggles |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/10a (digital 1) |
| Total times aired at regularly scheduled time | 5 |
| 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. | The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offer a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) as well as a pirate, Captain Feathersword; the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. Featuring dancing and occasional guest artists the Wiggles provides a plethora of visual interest for the viewer, while presenting the lessons in an easily understandable and developmentally appropriate manner for the preschool child. |

| Other Matters (2 of 18) | Response |
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| Program Title | The Chica Show |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/10a (digital 1) |
| Total times aired at regularly scheduled time | 8 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stiches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
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Other Matters (3 of 18)

Response

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| Program Title | Pajanimals |
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| Origination | Network |
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| Days/Times Program Regularly Scheduled | Saturday/10:30a (digital 1) |
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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 | 2 years to 5 years |
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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day. |
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Other Matters (4 of 18)

Response

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| Program Title | Poppy Cat |
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| Origination | Network |
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| Days/Times Program Regularly Scheduled | Saturday/11a (digital 1) |
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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 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure. |

| Other Matters (5 of 18) | Response |
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| Program Title | Justin Time |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/11:30a (digital 1) |
| 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. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination. |

| Other Matters (6 of 18) | | Response |
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| Program Title | Lazy Town | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday/10:30a (digital 1) | |
| 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. | <p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.</p> | |

| Other Matters (7 of 18) | | Response |
|---|------------------------|-----------------|
| Program Title | Noodle & Doodle | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday/11a (digital 1) | |
| Total times aired at regularly scheduled time | 13 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience from | 2 years to 5 years | |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
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| Other Matters (8 of 18) | |
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| | Response |

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|---|--------------------------------|
| Program Title | Rescue Heroes |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/7 & 7:30a (digital 3) |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 11 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. |
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| Other Matters (9 of 18) | |
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| Program Title | Chat Room |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/noon (digital 3) |
| Total times aired at regularly scheduled time | 13 |

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| 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. | CHAT ROOM is a half-hour weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through reenacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face. CHAT ROOM provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. This program is not intended to be preachy or pedantic. The goal is to present issues that are real and raw and discuss the pros and cons of each situation in a freeflowing environment. |

| Other Matters (10 of 18) | Response |
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| Program Title | On The Spot |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/12:30p (digital 3) |
| 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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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | ON THE SPOT adopts a modified question and answer format familiar to broadcast network viewers, including the targeted age. The questions fall under curriculum core areas of knowledge in social studies, science, the arts, civics, and mathematics. The format allows for a wide range of topics and allows topics to be blended, which is a serious asset. The integration of core curriculum areas is a traditional goal in education and while ON THE SPOT doesn't support the deeper integration that would be done in a classroom, the energetic blend is a great example of taking curriculum out of their separate boxes and making them a uniform part of why knowledge can be important. |
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| Other Matters (11 of 18) | Response |
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| Program Title | Animal Science |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday/11a (digital 3) |

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| 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 SCIENCE" is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "ANIMAL SCIENCE" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Our enthusiastic host's modern vocal style will be engaging to the target audience. This program will attract all age demographics. |

| Other Matters (12 of 18) | Response |
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| Program Title | Elizabeth Staunton's Great Big World |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday/11:30a (digital 3) |
| 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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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in-depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |
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| Other Matters (13 of 18) | Response |
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| Program Title | Live Life & Win |
| Origination | Network |

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| Days/Times Program Regularly Scheduled | Sunday/noon (digital 3) |
| 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 goals of the series are to encourage the 13- to 16-year-old audience to: 1) explore, discover, and learn strategies to achieve personal dreams; 2) learn about the personal attributes important for achieving dreams; 3) explore volunteerism as an opportunity to build character and to uncover personal passions; and 4) gain knowledge about life skills necessary to "Live Life and Win!" |

| Other Matters (14 of 18) | |
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| | Response |
| Program Title | Made In Hollywood: Teen Edition |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday/12:30p & 1p (digital 3) |
| Total times aired at regularly scheduled time | 26 |
| 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. | It is during the adolescent years that career exploration, planning, education, and decisionmaking begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries." |

| Other Matters (15 of 18) | |
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| | Response |
| Program Title | Swap TV |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday/10a (digital 3) |

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| 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. | SWAP TV lets kids spend two days in each other's lives. Watch as kids swap across the country, swap schools and swap cultures. They try new foods, learn new sports and even try new jobs. When kids swap lives and leave their regular routines, they always learn a lot about how other kids live and often discover new hobbies that they never knew even existed. They also learn a little about themselves. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. Each episode is informative, entertaining and promotes good social values and respect. |

| Other Matters (16 of 18) | Response |
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| Program Title | The Young Icons |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sunday/10:30a (digital 3) |
| 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 Young Icons is a television program that provides educational and informational segments exposing the target audience of young viewers to accomplished 'teens' that have set goals and are giving back to their communities as mentors, scholars, entrepreneurs and philanthropists. Each guest shares their personal stories of what motivated them to take on their passion and/or focus in their chosen field of endeavor. One guest's message inspires young audiences to "never let age hold us back, no matter how old you may be". Parents play an important role in supporting their 'young icons'. As one parent stated, "You can take a simple idea and turn it into something that can help an awful lot of people." The program provides a motivational and inspirational message that empowers audiences of all ages that hard work; dedication and looking beyond ourselves will pay off for everyone. Each segment of The Young Icons delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, commitment, and perseverance children can apply to their lives. |

| Other Matters (17 of 18) | | Response |
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| Program Title | Dragonfly TV | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | Saturday/8a (digital 2) | |
| 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. | <p>DRAGONFLY TV is an Emmy Award winning science education program. Originally produced for public television, Dragonfly TV engages children, parents and teachers in accessible, hands-on science activities. The programs highlight 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. By modeling and celebrating children's science capabilities, Dragonfly TV shows that if kids can dream it, they can do it!</p> | |

| Other Matters (18 of 18) | | Response |
|--|---|-----------------|
| Program Title | Missing | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | Saturday/8:30a (digital 2) | |
| 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. | <p>MISSING is a nationally syndicated weekly television series featuring actual cases of missing persons, both children and adults, from across North America. Working with local, state and federal law enforcement agencies, including the FBI, and missing persons organizations such as The National Center for Missing and Exploited children, the goal is to provide viewers with vital facts about missing individuals and to increase public awareness.</p> | |

Certification

| Question | Response |
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| <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>Virginia Broadcasting Corp.</p> |

Attachments

No Attachments.