

(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0005077524** File Number: **CPR-125489** Submit Date: **10/11/2011** Call Sign: **WGSA** Facility ID: **69446** City:

BAXLEY State: GA

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

10/11/2011 Filing Status: Active

# Report reflects information for : Third Quarter of 2011

| General     |
|-------------|
| Information |

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

# Applicant Information

#### **Applicant Name, Type, and Contact Information**

| Applicant | Address | Phone | Email | Applicant Type |  |
|-----------|---------|-------|-------|----------------|--|
|-----------|---------|-------|-------|----------------|--|

Contact Representatives (0) Contact Name Address Phone Email Contact Type

#### Children's Television Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | CW                  |
|              | Nielsen DMA           | Savannah            |
|              | Web Home Page Address |                     |

### Digital Core Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 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  | 504.0    |
| 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:  | 10.0     |
| 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(21)

| Digital Core Program (1 of 21)   | Response   |
|--|--|
| Program Title  | Missing  |
| Origination  | Syndicated   |
| Days/Times Program Regularly<br>Scheduled  | Saturdays 10:00 am (Main)  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 12   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions<br>Rescheduled   | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Missing educates children of all ages about possible dangers to their safety and illustrates specific ways of dealing with these dangers through the show's safety tips. Missing also educates children about their power and means to protect themselves when they are away from parental care. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (2 of 21)   | Response   |
|--|--|
| Program Title  | Real Life 101  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Every Saturday at 9:00 am, and July 1 through September 10, Saturdays at 11:00 am (Main)   |
| Total times aired at regularly scheduled time  | 24   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than<br>Breaking News  |  |
| Number of Preemptions Rescheduled  | 2  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 6 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This program is hosted by children who go to work with various people to find out what it is like to perform different jobs, and to find out what types of training are required to accomplish those jobs. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (3 of 21)  | Response  |
|--|---|
| Program Title  | Into the Wild with Jack Hannah  |
| Origination  | Syndicated  |
| Days/Times<br>Program Regularly<br>Scheduled   | Saturdays at 10:30 am (Main)  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions for<br>other than Breaking<br>News  |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This series is based Jack's travels around the world with his friends and family. It takes the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughou Jack's travels he raises awareness of different cultures, geography and spectacular animals and animal facts while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. The episodic content will certainly further the educational, information needs of children 13-16. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (4 of 21)                | Response   |
|---|--|
| Program Title                                 | Edgemont   |
| Origination                                   | Network  |
| Days/Times Program<br>Regularly Scheduled     | July 1 through September 24, Sundays at 11:00 am, 11:30 am, 12:00 pm and 12:30 pm (CW) |
| Total times aired at regularly scheduled time | 48   |
| Total times aired                             | 53   |
| Number of Preemptions                         | 0  |

| Number of Preemptions<br>for other than Breaking<br>News   |  |
|--|--|
| Number of Preemptions<br>Rescheduled   | 2  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>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 world of Edgemont revolves around relationships-dating, family, friendship, power games and trust. It's high school in all its glory or gruesome details, depending on the kind of day you'r having. It's a time of innocence and harsh lessons learned. It's a world full of decisions and dilemmas. But it's also a world of fun, freedom, gossip, and parties. Over the years the students of McKinley High deal with life from the ages of 15 to 18. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (5 of<br>21)                        | Response                     |
|---|------------------------------|
| Program Title   | Babar                        |
| Origination   | Network                      |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | Every Saturday at 8:30 (TMD) |
| Total times<br>aired at<br>regularly<br>scheduled time      | 13                           |
| Total times aired   |                              |
| Number of<br>Preemptions                                    | 0                            |
| Number of<br>Preemptions for<br>other than<br>Breaking News |                              |
| Number of<br>Preemptions<br>Rescheduled                     |                              |
| Length of Program   | 30 mins                      |
| Age of Target Child Audience                                | 4 years to 8 years           |

| Describe the     | BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned               |
|------------------|--|
| educational and  | elephant who finds the strength to rise above the challenges he faces, including the death of his parent   |
| informational    | as he journeys through life. Each episode of the show develops a social-emotional message such as          |
| objective of the | taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to |
| program and      | cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a           |
| how it meets the | dilemma that is faced by Babar, one of his friends or family members. BABAR, first appeared on the         |
| definition of    | schedule in 2007, and is returning with new episodes in 2009.  |
| Core             |  |
| Programming.     |  |
|                  |  |
| Does the         | Yes  |
| Licensee         |  |
| identify the     |  |
| program by       |  |
| displaying       |  |
| throughout the   |  |
| program the      |  |
| symbol E/I?      |  |

| Digital Core<br>Program (6<br>of 21)                           | Response                 |
|--|--------------------------|
| Program Title  | Shelldon                 |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sundays at 8:00 am (TMD) |
| Total times aired at regularly scheduled time                  | 13                       |
| Total times aired  |                          |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                          |
| Number of<br>Preemptions<br>Rescheduled                        |                          |
| Length of Program  | 30 mins                  |
| Age of<br>Target Child<br>Audience                             | 6 years to 10 years      |

| Describe the educational and informational objective of the program and how it           | SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episod |
|--|---|
| meets the definition of Core Programming.  | provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.   |
| Does the Licensee identify the program by displaying throughout the program the symbol E | Yes   |

| Digital Core Program (7 of 21)   | Response  |
|--|---|
| Program Title  | Planet X  |
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | July 1 through August 20 and September 11 through September 30, Mondays, Tuesdays, and Wednesdays at  |
| Total times aired at regularly scheduled time  | 76  |
| Total times aired  | 78  |
| Number of Preemptions  | 2   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions<br>Rescheduled   | 2   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Planet X Serves the educational and informational needs of 13-16 year olds with its program content including safety tips, in-the-field experiences of professional and amateur athletes participating in extreme and action sports around the world. There are also many humanitarian efforts featured on the show, including highlights of disabled athletes participating in and teaching others about a physically challenging world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Questions  | Response                   |
|--|----------------------------|
| Title of Program   | Planet X                   |
| List date and time rescheduled   | July 28, 2011, at 11:00 am |
| Is the rescheduled date the second home?   | No                         |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                        |
| Date Preempted   |                            |
| Episode #  | July 27, 2011, at 11:00 am |
| Reason for Preemption  | Sports                     |

## **Digital Preemption Programs #2**

| Questions  | Response                   |
|--|----------------------------|
| Title of Program   | Planet X                   |
| List date and time rescheduled   | July 28, 2011, at 11:30 am |
| Is the rescheduled date the second home?   | No                         |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                        |
| Date Preempted   |                            |
| Episode #  | July 27, 2011, at 11:30 am |
| Reason for Preemption  | Sports                     |

| Digital Core   |                          |
|--|--------------------------|
| Program (8   | Pagnanga                 |
| of 21)   | Response                 |
| Program Title  | Willa's Wild Life        |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sundays at 8:30 am (TMD) |
| Total times aired at regularly scheduled time                  | 13                       |
| Total times aired  |                          |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                          |
| Number of<br>Preemptions<br>Rescheduled                        |                          |

| Length of<br>Program   | 30 mins  |
|--|--|
| Age of<br>Target Child<br>Audience   | 4 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WILLA'S WILD LIFE is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes  |

| Digital Core<br>Program (9 of<br>21)                        | Response                   |
|---|----------------------------|
| Program Title   | Turbo Dogs                 |
| Origination   | Network                    |
| Days/Times Program Regularly Scheduled                      | Saturdays at 9:00 am (TMD) |
| Total times aired at regularly scheduled time               | 13                         |
| Total times aired   |                            |
| Number of<br>Preemptions                                    | 0                          |
| Number of<br>Preemptions for<br>other than<br>Breaking News |                            |
| Number of<br>Preemptions<br>Rescheduled                     |                            |
| Length of<br>Program  | 30 mins                    |

| Age of Target<br>Child Audience  | 6 years to 10 years   |  |
|--|---|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TURBO DOGS is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. |  |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |  |

| Digital Core Program (10 of 21)  | Response  |
|--|---|
| Program Title  | Made In Hollywood: Teen Edition   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Every Saturday at 12:30 pm; July 1 through September 10, Saturdays at 12:00 pm; and September 25 - 3  |
| Total times aired at regularly scheduled time  | 25  |
| Total times aired  | 26  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions<br>Rescheduled   | 2   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Made in Hollywood: Teen Edition is an FCC Friendly, Education/Informational series. It provides its target age group of teens 13-16 with behind-the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |
| Does the Licensee identify<br>the program by displaying<br>throughout the program the<br>symbol E/I?                     | Yes   |

| Digital Core Program (11 of 21) | Response        |
|---------------------------------|-----------------|
| Program Title                   | Heroes Among Us |

| Origination  | Network   |
|--|---|
| Days/Times Program<br>Regularly Scheduled  | July 1 through September 10, Saturdays at 9:30 am (Main)  |
| Total times aired at regularly scheduled time  | 11  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions<br>Rescheduled   |   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Heroes among us provides real world examples of the value of civic engagement, community building, and social responsibility and examples of young students impacting the world around them through volunteer opportunities. The show furthers the education and informational needs of children by inspiring them through to give back, help neighbors in need, and aid in emergency situations. |
| Does the Licensee identify<br>the program by displaying<br>throughout the program the<br>symbol E/I?                     | Yes   |

| Digital Core<br>Program (12 of<br>21)              | Response                     |
|--|------------------------------|
| Program Title                                      | Career Day                   |
| Origination  | Network                      |
| Days/Times<br>Program<br>Regularly<br>Scheduled    | Saturdays at 11:00 am (Main) |
| Total times aired at regularly scheduled time      | 13                           |
| Total times aired                                  | 13                           |
| Number of<br>Preemptions                           | 0                            |
| Number of Preemptions for other than Breaking News |                              |
| Number of<br>Preemptions<br>Rescheduled            | 1                            |
| Length of<br>Program                               | 30 mins                      |

| Age of Target<br>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. | Career Day introduces young adults to career exploration and awaeness, by providing an avenue to view experts in their respective fields as they discuss their work, the education and training required, and the experiences that led them to choose their career. The program is designed to empower audiences of all ages to investigate career opportunities and to pursue higher education. Each segment delivers an educational and informational message that supports current social, intellectual and emotional aspects of children's lives and attempts to instill a groundd balance of priorities, dedication, and perseverance that children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (13<br>of 21)                          | Response                   |
|--|----------------------------|
| Program Title  | The Magic School Bus       |
| Origination  | Network                    |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturdays at 8:00 am (TMD) |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 13                         |
| Total times aired  |                            |
| Number of<br>Preemptions                                       | 0                          |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                            |
| Number of<br>Preemptions<br>Rescheduled                        |                            |
| Length of<br>Program   | 30 mins                    |
| Age of<br>Target Child<br>Audience                             | 6 years to 10 years        |

| Describe the  | THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole.              |
|---------------|--|
| educational   | The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles      |
| and           | her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The      |
| informational | goal of each field trip to answer questions or learn many new things about the place the class visits. Each    |
| objective of  | episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside   |
| •             |  |
| the program   | weather systems. The bus transforms to suit the environment and the kids freely explore and share their        |
| and how it    | learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer        |
| meets the     | their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field |
| definition of | trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual |
| Core          | content, the children also have a socio-emotional problem to solve that is embedded into the story line.       |
| Programming.  |  |
| Does the      | Yes  |
| Licensee      |  |
| identify the  |  |
| program by    |  |
| displaying    |  |
| throughout    |  |
| the program   |  |
| the symbol E  |  |
| /I?           |  |
| /1 :          |  |

| Digital Core<br>Program (14<br>of 21)                          | Response                 |
|--|--------------------------|
| Program Title  | Pearlie                  |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sundays at 9:00 am (TMD) |
| Total times aired at regularly scheduled time                  | 13                       |
| Total times aired  |                          |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                          |
| Number of<br>Preemptions<br>Rescheduled                        |                          |
| Length of<br>Program   | 30 mins                  |
| Age of<br>Target Child<br>Audience                             | 6 years to 10 years      |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | PEARLIE is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core<br>Program (15 of<br>21)                       | Response                              |
|---|---------------------------------------|
| Program Title   | Magi-Nation                           |
| Origination   | Network                               |
| Days/Times Program Regularly Scheduled                      | Saturdays at 7:00 am and 7:30 am (CW) |
| Total times aired at regularly scheduled time               | 26                                    |
| Total times aired   |                                       |
| Number of<br>Preemptions                                    | 0                                     |
| Number of<br>Preemptions for<br>other than<br>Breaking News |                                       |
| Number of<br>Preemptions<br>Rescheduled                     |                                       |
| Length of<br>Program  | 30 mins                               |
| Age of Target<br>Child Audience                             | 7 years to 12 years                   |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover hisv ast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. |
|--|--|
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (16 of 21)   | Response   |
|--|--|
| Program Title  | Mystery Hunters  |
| Origination  | Syndicated   |
| Days/Times<br>Program Regularly<br>Scheduled   | September 11 - 30, Saturdays at 9:30 am (Main)   |
| Total times aired at regularly scheduled time  | 3  |
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>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 Mystery Hunters, Araya and Christina, are regular kids with inquisitive minds who travel the globe to investigate sites and delve into tales which have baffled people through the ages. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them and focuses on history, culture, geography, and international customs. Along with Doubting Dave, the resident skeptical scientist, they challenge viewers to see that things are not always what they seem. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (17 of 21)  | Response   |
|--|--|
| Program Title  | American Athlete   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | September 11 -30, Saturdays at 1:30 am (Main)  |
| Total times aired at regularly scheduled time  | 2  |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions<br>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 American Athlete allows athletes to share their personal triumphs, aspirations and words of advise in a one on one interview format. Athletes demonstrate a grounded balance of priorities, dedication, and perservance which children can apply to their lives. The program motivates and inspires children to commit to the pursuit their dreams |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (18<br>of 21)           | Response                                      |
|---|---|
| Program Title                                   | Elizabeth Stanton's Great Big World           |
| Origination                                     | Network                                       |
| Days/Times<br>Program<br>Regularly<br>Scheduled | September 17 - 30, Saturdays at 12:00 pm (CW) |
| Total times aired at regularly scheduled time   | 2   |
| Total times aired                               |   |
| Number of Preemptions                           | 0   |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational/informational series follows host Elizabeth Stanton and her celebrity friends around the world as they experience diverse cultures and volunteer to help needy kids. Elizabeth Stanton's Great Big World provides a look into areas of particular concern to young teens: 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, 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 opportunitie 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 the meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field bot 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 //?                             | Yes   |

| Digital Core<br>Program (19<br>of 21)                  | Response   |
|--|--|
| Program Title  | Wild LTD   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Beginning September 25, Sundays at 11:00 am (CW) |
| Total times<br>aired at<br>regularly<br>scheduled time | 1  |
| Total times aired                                      |  |
| Number of<br>Preemptions                               | 0  |

| Number of<br>Preemptions<br>for other than<br>Breaking News  |   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This environmental program is hosted by Michelle Garforth as she embarks on a series of pertinent wildlife adventures in her quest to uncover facts and figures about micro-managing the environment. This series focuses on educating and entertaining children by following Game Ranger Michelle Garforth-Venter on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?         | Yes   |

| Digital Core<br>Program (20<br>of 21)                          | Response   |
|--|--|
| Program Title  | Live Life and Win                                |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Beginning September 25, Sundays at 12:00 pm (CW) |
| Total times aired at regularly scheduled time                  | 1  |
| Total times aired  |  |
| Number of<br>Preemptions                                       | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |  |

| Number of     |   |
|---------------|---|
| Preemptions   |   |
| Rescheduled   |   |
| Length of     | 30 mins   |
| Program       |   |
| Age of        | 13 years to 16 years  |
| Target Child  |   |
| Audience      |   |
| Describe the  | Early and middle adolescence is an exciting yet challenging period in one's life. Adolescents across the      |
| educational   | demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmenta      |
| and           | milestones, such as preparing for more independence and responsibility, and experiencing change in            |
| informational | relationships with family and peers. This series features inspirational segments and teen success stories of  |
| objective of  | character and personal determination in the arts, school, sports, and community while considering topics      |
| the program   | such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism,      |
| and how it    | and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage th |
| meets the     | audience to (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the       |
| definition of | personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build       |
| Core          | character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life   |
| Programming.  | and Win!  |
| Does the      | Yes   |
| Licensee      |   |
| identify the  |   |
| program by    |   |
| displaying    |   |
| throughout    |   |
| the program   |   |
| the symbol E  |   |
| /I?           |   |

| Digital Core<br>Program (21<br>of 21)                          | Response   |
|--|--|
| Program Title  | On The Spot                                      |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Beginning September 25, Sundays at 12:30 pm (CW) |
| Total times aired at regularly scheduled time                  | 1  |
| Total times aired  |  |
| Number of<br>Preemptions                                       | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |  |

| Number of<br>Preemptions<br>Rescheduled  |   |
|--|---|
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>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" is a wild and lively game show unlike anything else on television. The cast is put on stage with half of a script, leaving room for clever ad-libs and any other games that may get thrown their direction. Also, there is a bell that is sounded off at random intervals, requiring the actor that spoke last to create a brand new line, right there on the spot. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. |
| 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  | Deborah<br>E. Brakke                     |
| Address   | 401 Mall<br>Boulevard,<br>Suite 201<br>F |
| City  | Savnannah                                |
| State   | GA                                       |
| Zip   | 31406                                    |
| Telephone Number  | (912) 692-<br>8000                       |
| Email Address   |  |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. |  |

#### Other Matters (18)

| Other Matters (1 of 18)  | Response   |
|--|--|
| Program Title  | Missing  |
| Origination  | Syndicated   |
| Days/Times Program Regularly<br>Scheduled  | Saturdays at 10:00 am (Main)   |
| Total times aired at regularly scheduled time  | 14   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Missing educates children of all ages about possible dangers to their safety and illustrates specific ways of dealing with these dangers through the show's safety tips. Missing also educates children about their power and means to protect themselves when they are away from parental care. |

| Other Matters (2 of 18)  | Response   |
|--|--|
| Program Title  | Real Life 101  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Saturdays at 9:00 am (Main)  |
| Total times aired at regularly scheduled time  | 14   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This program is hosted by children who go to work with various people to find out what it is like to perform different jobs, and to find out what types of training are required to accomplish those jobs. |

| Other Matters (3 of 18)   | Response   |
|---|--|
| Program Title   | Into the Wild with Jack Hannah   |
| Origination   | Syndicated   |
| Days/Times<br>Program Regularly<br>Scheduled  | Saturdays at 10:30 am (Main)   |
| Total times aired at regularly scheduled time   | 14   |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core | This series is based Jack's travels around the world with his friends and family. It takes the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout Jack's travels he raises awareness of different cultures, geography and spectacular animals and animal facts while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. The episodic content will certainly further the educational, information needs of children 13- 6. |

Programming.

| Response  |
|---|
| Wild LTD  |
| Syndicated  |
| Sundays at 11:00 am (CW)  |
| 13  |
| 30 mins   |
| 13 years to 16 years  |
| This environmental program is hosted by Michelle Garforth as she embarks on a series of pertinent wildle adventures in her quest to uncover facts and figures about micro-managing the environment. This series focuses on educating and entertaining children by following Game Ranger Michelle Garforth-Venter on headventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within. |
|   |

| Other Matters (5 of 18)  | Response  |
|--|---|
| Program Title  | Made in Hollywood: Teen Edition   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Saturdays at 12:30 pm and Sundays at 11:30 am (CW)  |
| Total times aired at regularly scheduled time  | 27  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | Made in Hollywood: Teen Edition is an FCC Friendly, Education/Informational series. It provides its target age group of teens 13-16 with behind-the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |

| Other Matters (6 of 18)                | Response   |
|--|--|
| Program Title                          | Planet X   |
| Origination                            | Network  |
| Days/Times Program Regularly Scheduled | Mondays, Tuesdays and Wednesdays at 11:00 am and 11:30 am (UniS) |

| Total times aired at regularly scheduled time  | 78  |
|--|---|
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience from   | 12 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Planet X Serves the educational and information needs of 13-16 year olds with its program content including safety tips, in-the-field experiences of professional and amateur athletes participating in extreme and action sports around the world. There are also many humanitarian efforts featured on the show, including highlights of disabled athletes participating in and teaching others about a physically challenging world. |

| Other Matters (7 of 18)  | Response   |
|--|--|
| Program Title  | Babar  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays at 8:30 am (TMD)   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 14   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 4 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parent as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. BABAR, first appeared on the schedule in 2007, and is returning with new episodes in 2009. |

| Other<br>Matters (8 of<br>18)                             | Response                 |
|---|--------------------------|
| Program Title   | Willa's Wild Life        |
| Origination   | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sundays at 8:30 am (TMD) |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                       |

| Length of<br>Program | 30 mins   |
|----------------------|---|
| Age of               | 4 years to 8 years  |
| Target Child         |   |
| Audience             |   |
| from                 |   |
| Describe the         | WILLA'S WILD LIFE is a new animated series centered on a six-year-old girl, and her menagerie of anim |

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

Programming.

WILLA'S WILD LIFE is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets -- an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

| Other<br>Matters (9 of<br>18)                 | Response  |
|---|---|
| Program Title                                 | Shelldon  |
| Origination                                   | Network   |
| Days/Times Program Regularly Scheduled        | Sundays at 8:00 am (TMD)  |
| Total times aired at regularly scheduled time | 13  |
| Length of<br>Program                          | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from    | 4 years to 8 years  |
| Describe the                                  | SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive |

educational and informational objective of the program and how it meets the definition of Core Programming. SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.

| Other Matters<br>(10 of 18) | Response   |
|-----------------------------|------------|
| Program Title               | Turbo Dogs |
| Origination                 | Network    |

| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays at 9:00 am (TMD)  |
|--|---|
| Total times<br>aired at<br>regularly<br>scheduled time   | 14  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience<br>from  | 4 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of | TURBO DOGS is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information or the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. |

Core

Programming.

| Other Matters (11 of 18)   | Response   |
|--|--|
| Program Title  | Mystery Hunters  |
| Origination  | Network  |
| Days/Times<br>Program Regularly<br>Scheduled   | Saturdays at 9:30 am (Main)  |
| Total times aired at regularly scheduled time  | 14   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience from   | 3 years to 7 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mystery Hunters, Araya and Christina, are regular kids with inquisitive minds who travel the globe to investigate sites and delve into tales which have baffled people through the ages. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them and focuses on history, culture, geography, and international customs. Along with Doubting Dave, the resident skeptical scientist, they challenge viewers to see that things are not always what they seem. |

| Other Matters<br>(12 of 18)                     | Response                     |
|---|------------------------------|
| Program Title                                   | Career Day                   |
| Origination                                     | Network                      |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays at 11:00 am (Main) |

| Total times aired at regularly scheduled time   | 14   |
|---|--|
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core | Career Day introduces young adults to career exploration and awaeness, by providing an avenue to view experts in their respective fields as they discuss their work, the education and training required, and the experiences that led them to choose their career. The program is designed to empower audiences of all ages to investigate career opportunities and to pursue higher education. Each segment delivers an educational and informational message that supports current social, intellectual and emotional aspects of children's lives and attempts to instill a groundd balance of priorities, dedication, and perseverance that children can apply to their lives. |

Programming.

educational

informational

objective of

the program

and how it

meets the

Core

definition of

Programming.

and

| Other<br>Matters (13<br>of 18)                | Response  |
|---|---|
| Program Title                                 | The Magic School Bus  |
| Origination                                   | Network   |
| Days/Times Program Regularly Scheduled        | Saturdays at 8:00 am (TMD)  |
| Total times aired at regularly scheduled time | 14  |
| Length of<br>Program                          | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from    | 4 years to 9 years  |
| Describe the                                  | THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole. |

THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line.

| Other<br>Matters (14<br>of 18) | Response |  |
|--------------------------------|----------|--|
| Program Title                  | Pearlie  |  |
| Origination                    | Network  |  |

| Days/Times<br>Program | Sundays at 9:00 am (TMD) |
|-----------------------|--------------------------|
| Regularly             |                          |
|                       |                          |
| Scheduled             |                          |
| Total times           | 13                       |
| aired at              |                          |
| regularly             |                          |
| scheduled             |                          |
|                       |                          |
| time                  |                          |
| Length of             | 30 mins                  |
| Program               |                          |
| i rogiami             |                          |
| Age of                | 4 years to 8 years       |
| Target Child          |                          |
| Audience              |                          |
|                       |                          |

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

Programming.

PEARLIE is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.

| Other Matters (15 of 18)  | Response   |
|---|--|
| Program Title   | Magi-Nation  |
| Origination   | Network  |
| Days/Times Program Regularly Scheduled  | Saturdays at 7:00 am and 7:30 am (CW)  |
| Total times aired at regularly scheduled time   | 28   |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 7 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core | "Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover hisv ast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. |

| Other<br>Matters (16<br>of 18)   | Response   |
|--|--|
| Program Title  | Live Life and Win  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays at 12:00 pm (CW)   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Early and middle adolescence is an exciting yet challenging period in one's life. Adolescents across the demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility, and experiencing change in relationships with family and peers. This series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community while considering topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 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<br>(17 of 18)  | Response   |
| Program Title  | On the Spot  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays at 12:30 pm (CW)   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |

Age of Target

Audience from

Child

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" is a wild and lively game show unlike anything else on television. The cast is put on stage with half of a script, leaving room for clever ad-libs and any other games that may get thrown their direction. Also, there is a bell that is sounded off at random intervals, requiring the actor that spoke last to create a brand new line, right there . . . on the spot. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer.

| Other Matters (18 of 18)   | Response   |
|--|--|
| Program Title  | American Athlete   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Saturdays at 11:30 am (Main)   |
| Total times aired at regularly scheduled time  | 14   |
| 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 American Athlete allows athletes to share their personal triumphs, aspirations and words of advise in a one on one interview format. Athletes demonstrate a grounded balance of priorities, dedication, and perservance which children can apply to their lives. The program motivates and inspires children to commit to the pursuit their dreams |

#### Certification

Question Response

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23 (a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.

# FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID

Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).

I certify that this application includes all required and relevant attachments.

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. Southern TV Corporation **Attachments** 

No Attachments.