

Federal Communications Commission  
Washington, DC 20554

Approved by OMB  
3060-0754

## FCC 398 Children's Television Programming Report

Report reflects information for the filing period ending: **03/31/2009**

Call Sign	Channel Numbers	Community of License			
<b>WBKF</b>	<b>5</b> <small>(analog)</small> <small>(digital)</small>	City	State	County	ZIP Code
		<b>Calumet</b>	<b>MI</b>	<b>Houghton</b>	<b>49813</b>
Licensee Name					
<b>Lake Superior Community Broadcasting Corp.</b>					
Network Affiliation		Nielsen DMA	Licensee World Wide Web Home Page Address (if applicable)		
<b>Network CW</b>		<b>Marquette</b>	<b>www.tv5and10.com</b>		
Facility ID		Previous Call Sign (if applicable)		License Renewal Expiration Date	
<b>76001</b>				<b>10/05/2005</b>	

### Analog Core Programming

2. State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).

**4 hours**

3. (a) 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. §73.673?

**Y**

(b) Identify publishers who were sent information in 3(a).

**Tribune Media Services/TV Data, TV Guide, FYI Television (Titan), and TV Media**

4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Analog Core Program #1		Origination		
<b>Will &amp; Dewitt</b>		<b>NETWORK</b>		
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions		
<b>Saturday 7am</b>	<b>13</b>	<b>0</b>		
Length of Program	Age of Target Audience		E/I Symbol Used As Required	
	From	To		
<b>30 minutes</b>	<b>3 years</b>	<b>7 years</b>	<b>Y</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				

"Will& Dewitt" uses fantasy, fun music and rhyme to provide young viewers with an enticing model for learning, growing and being. Will and Dewitt, along with their human and animal friends, face daily challenges and more, often overcoming them by means of their own brand of ingenuity and perseverance, mixed with an ample dose of joy and humor. As they do so, Will and Dewitt point up the fact that its O. K. to be fallible in the course of learning. The boy and his frog, just like real little kids, commonly make mistakes and errors of judgment which at the time may seem monumental, but in reality serve as motivators of growth, change and true accomplishment. Along with this essential skill-based and pro-social education, the series also gives viewers an opportunity to learn and practice those primary knowledge-based understandings and skills on which much future learning is based. Along with Will and Dewitt, children work with the alphabet, language, numbers, directions, sequences, and colors.

Title of Analog Core Program #2		Origination		
Gogoriki		NETWORK		
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions		
Saturday 8:30am	13	0		
Length of Program	Age of Target Audience		E/I Symbol Used As Required	
	From	To		
30 minutes	7 years	14 years	Y	

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

GOGORIKI was originally released in Russia as "Smeshariki." The project was created in 2003 within the framework of the Russian Federation's Socio-cultural World Without Violence federal program of tolerance. The Series was developed under the auspices of the Ministry for Education and Science of the Russian Federation, with significant scientific and methodological support from Saint-Petersburg University. Lead academic advisor to the series is Dr. Alexander Grigorievich Asmolov, professor and Head of the Department of Psychology at Lomonosov Moscow State University.

Title of Analog Core Program #3		Origination		
Degrassi: The Next Generation		NETWORK		
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions		

Saturday 12pm	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
30 minutes	From	To	Y
	13 years	16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Degrassi: The Next Generation is a television series for middle- and high-school-aged children and adolescents. The series, rated TV-PG addresses important relevant topics in a direct and honest fashion. While adolescents will certainly have some awareness of issues presented, the series provides vivid representations of dilemmas along with solid information about how they can be handled. Many of these problems emerge from within the peer culture as well as occasionally from expectations and conflicts that adults may be experiencing. Resolutions emerge through peer discussions and direct experiences. Viewing these situations in the often entertaining and engrossing format of the series may also yield opportunities for teenagers to express any concerns they may have about their own choices and the consequences portrayed in each episode. The Degrassi series exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers. Often youth may have difficulty recognizing or expressing and confronting their own issues. Degrassi can act as a catalyst for young people who may be experiencing some of the problems presented on the show. Guides on the Internet are provided for the episodes to parents and teachers to talk with young people. The recurring casts of characters who appear in the 30-minute episodes of Degrassi represent a diversity of personalities, ethnic backgrounds, body types and class distinctions affording the viewers opportunities for identification or modeling behaviors. None of these young people are reflected as perfect or demonstrate super human qualities. Each character may demonstrate flaws or misgivings as well as opportunities for overcoming difficulties, for helping others, and improving</p>			

their own character.

Title of Analog Core Program #4		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturday 12:30pm	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y

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

Degrassi: The Next Generation is a television series for middle- and high-school-aged children and adolescents. The series, rated TV-PG addresses important relevant topics in a direct and honest fashion. While adolescents will certainly have some awareness of issues presented, the series provides vivid representations of dilemmas along with solid information about how they can be handled. Many of these problems emerge from within the peer culture as well as occasionally from expectations and conflicts that adults may be experiencing. Resolutions emerge through peer discussions and direct experiences. Viewing these situations in the often entertaining and engrossing format of the series may also yield opportunities for teenagers to express any concerns they may have about their own choices and the consequences portrayed in each episode. The Degrassi series exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers. Often youth may have difficulty recognizing or expressing and confronting their own issues. Degrassi can act as a catalyst for young people who may be experiencing some of the problems presented on the show. Guides on the Internet are provided for the episodes to parents and teachers to talk with young people. The recurring casts of characters who appear in the 30-minute episodes of Degrassi represent a diversity of personalities, ethnic backgrounds, body types and class distinctions affording the viewers

opportunities for identification or modeling behaviors. None of these young people are reflected as perfect or demonstrate super human qualities. Each character may demonstrate flaws or misgivings as well as opportunities for overcoming difficulties, for helping others, and improving their own character.

Title of Analog Core Program #5		Origination	
Gladiator 2000		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sunday 11:00am	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>"Gladiator 2000" is a fun and interactive Fitness-based educational program geared towards high school-aged children. Though the show's emphasis lies in health and nutritional education, the program blends other core academic subjects such as English, History, Social Studies and Mathematics in a balanced and exciting manner.</p>			

Title of Analog Core Program #6		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sunday 11:30am	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Degrassi: The Next Generation is a television series for middle-and high-school-aged children and adolescents. The series, rated TV-PG addresses important relevant topics in a direct and honest fashion. While adolescents will certainly have some awareness of issues presented, the series provides vivid representations of dilemmas along with solid information about how they can be handled. Many of these problems emerge from within the peer culture as well as occasionally from expectations and conflicts that adults may be experiencing. Resolutions emerge through peer discussions</p>			

and direct experiences. Viewing these situations in the often entertaining and engrossing format of the series may also yield opportunities for teenagers to express any concerns they may have about their own choices and the consequences portrayed in each episode. The Degrassi series exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers. Often youth may have difficulty recognizing or expressing and confronting their own issues. Degrassi can act as a catalyst for young people who may be experiencing some of the problems presented on the show. Guides on the Internet are provided for the episodes to parents and teachers to talk with young people. The recurring casts of characters who appear in the 30-minute episodes of Degrassi represent a diversity of personalities, ethnic backgrounds, body types and class distinctions affording the viewers opportunities for identification or modeling behaviors. None of these young people are reflected as perfect or demonstrate super human qualities. Each character may demonstrate flaws or misgivings as well as opportunities for overcoming difficulties, for helping others, and improving their own character.

Title of Analog Core Program #7		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sunday 12:00pm	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			

Degrassi: The Next Generation is a television series for middle- and high-school-aged children and adolescents. The series, rated TV-PG addresses important relevant topics in a direct and honest fashion. While adolescents will certainly have some awareness of issues presented, the series provides

vivid representations of dilemmas along with solid information about how they can be handled. Many of these problems emerge from within the peer culture as well as occasionally from expectations and conflicts that adults may be experiencing. Resolutions emerge through peer discussions and direct experiences. Viewing these situations in the often entertaining and engrossing format of the series may also yield opportunities for teenagers to express any concerns they may have about their own choices and the consequences portrayed in each episode. The Degrassi series exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers. Often youth may have difficulty recognizing or expressing and confronting their own issues. Degrassi can act as a catalyst for young people who may be experiencing some of the problems presented on the show. Guides on the Internet are provided for the episodes to parents and teachers to talk with young people. The recurring casts of characters who appear in the 30-minute episodes of Degrassi represent a diversity of personalities, ethnic backgrounds, body types and class distinctions affording the viewers opportunities for identification or modeling behaviors. None of these young people are reflected as perfect or demonstrate super human qualities. Each character may demonstrate flaws or misgivings as well as opportunities for overcoming difficulties, for helping others, and improving their own character.

Title of Analog Core Program #8		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sunday 12:30pm	13	0	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	13 years	16 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			

Degrassi: The Next Generation is a television series for middle- and high-school-aged children and adolescents. The series, rated TV-PG addresses important relevant topics in a direct and honest fashion. While adolescents will certainly have some awareness of issues presented, the series provides vivid representations of dilemmas along with solid information about how they can be handled. Many of these problems emerge from within the peer culture as well as occasionally from expectations and conflicts that adults may be experiencing. Resolutions emerge through peer discussions and direct experiences. Viewing these situations in the often entertaining and engrossing format of the series may also yield opportunities for teenagers to express any concerns they may have about their own choices and the consequences portrayed in each episode. The Degrassi series exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers. Often youth may have difficulty recognizing or expressing and confronting their own issues. Degrassi can act as a catalyst for young people who may be experiencing some of the problems presented on the show. Guides on the Internet are provided for the episodes to parents and teachers to talk with young people. The recurring casts of characters who appear in the 30-minute episodes of Degrassi represent a diversity of personalities, ethnic backgrounds, body types and class distinctions affording the viewers opportunities for identification or modeling behaviors. None of these young people are reflected as perfect or demonstrate super human qualities. Each character may demonstrate flaws or misgivings as well as opportunities for overcoming difficulties, for helping others, and improving their own character.

### **Non-Core Educational and Informational Programming**

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and informational

program.

Title of Analog Non-Core Program #1		Origination
The Spectacular Spider-Man		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 7:30am	4	0
Length of Program	Age of Target Audience	
30 minutes	From	To
	7 years	16 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y
Description of Program		
<p>The Spectacular Spider-Man picks up the original web-slinger's mythology at the beginning of his hero's journey, as a not so typical 16-year-old entering his junior year of high school. Having spent the summer engaging common criminals with his new-found powers, Peter Parker must conceal his secret identity and confront the multi-leveled pressures of teenage life at home and school, while combating more menacing super villains than ever before. The Spectacular Spider-Man is produced by Culver Entertainment, a Sony Pictures Television Company.</p>		
Date and Time Aired (if preempted and rescheduled)		

Title of Analog Non-Core Program #2		Origination
Chaotic: M'arrilian Invasion		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 7:30am	8	0
Length of Program	Age of Target Audience	
30 minutes	From	To
	7 years	14 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y

Description of Program	
<p>Chaotic's got a fierce new look: it's all-out anime action for every blistering Battle, every Creature clash and every slammin' Scan Quest. As Tom and Kaz delve deeper into Chaotic, they quickly confront freaky new Creatures, uncover strange new Locations and scan awesome new BattleGear and Magic. But their games take a shocking, world-rocking turn when a mysterious new tribe is accidentally unleashed. Will the force of their mega-mental powers let them conquer the Tribes and rule Perim? The answer lies in the all-new series Chaotic : M'arrillian Invasion</p>	
Date and Time Aired (if preempted and rescheduled)	
<p> </p>	

Title of Analog Non-Core Program #3		Origination
Sonic X		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 8:00am	13	0
Length of Program	Age of Target Audience	
	From	To
30 minutes	7 years	14 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y

Description of Program	
<p>Follow the adventures of Sonic and friends. They must stop the evil genius Dr. Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world!</p>	
Date and Time Aired (if preempted and rescheduled)	
<p> </p>	

Title of Analog Non-Core Program #4		Origination
Dinosaur King		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 9:00am	13	0

Length of Program	Age of Target Audience	
	From	To
30 minutes	7 years	14 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y
Description of Program		
<p>Max and Rex stumble across some magic stone slabs with images of dinosaurs. They are being called out by the dinosaurs for help. An evil organization called the "Alpha Gang," led by Dr. Z traveled back in time to hunt down the dinosaurs. It is up to Max and Rex to prevent Dr.Z and the Alpha Gang from hunting down the dinosaurs.</p>		
Date and Time Aired (if preempted and rescheduled)		

Title of Analog Non-Core Program #5		Origination
TMNT Back to the Sewer		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 9:30am	13	0
Length of Program	Age of Target Audience	
	From	To
30 minutes	7 years	14 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y
Description of Program		
<p>Teenage Mutant Ninja Turtles Back to the Sewer When the Turtles return from the future to their present time, Viral interferes causing Master Splinter to get trapped in cyberspace and bits of his data code to scatter all throughout the digital domain. The Turtles venture into the vast virtual realm to find their beloved Master but instead discover... The Cyber Shredder! It seems a digital engram of the original Utrom Shredder has taken over Viral and reassembled her bytes and bits for his own sinister</p>		

intentions. And ol' tall, sharp and scary doesn't waste any time getting down to business, immediately enlisting his new ward, Master Khan, to rebuild the Foot in preparation for his ascension into the real world! Now the Turtles must fight on two fronts - cyberspace, where they must work to rescue Splinter while fending off the Cyber Shredder whose attacks in this virtual realm have very real consequences... And the real world, where our heroes must prevent the rise of a new, more ruthless Foot organization, a bigger, badder Hun and a new and improved Dr. Baxter Stockman! Still, our heroes are ready to race back to the rooftops and take on the challenge! And they've got some help, too! Not only are Casey and April back and ready to bust some bad guy butt but Serling is, too! Also, a brand new super advanced Turtle Lair is under construction thanks to some hi-tech know-how Donatello garnered from the future. And, of course, there are all sorts of new heavy duty Turtle vehicles gearing up to roar down the streets of NYC and give the Foot a taste of some serious Turtle firepower! The stakes have never been higher, their enemies have never been stronger, it's a battle with the biggest baddie of all back in ol' New York and beyond! And if the Turtles are going to be triumphant they'll need to work together in ways they never have before...otherwise Splinter will be lost, the Shredder will be back and pretty much all shell will break loose!

Date and Time Aired (if preempted and rescheduled)

Title of Analog Non-Core Program #6		Origination	
Chaotic: M'arrilian Invasion		N	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays 10:00am	13	0	
Length of Program	Age of Target Audience		
	From	To	
30 minutes	7 years	14 years	
Does the program have educating and informing children ages 16 and under as a significant purpose?			N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?			N
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. §73.673?			Y
Description of Program			

Chaotic's got a fierce new look: it's all-out anime action for every blistering Battle, every Creature clash and every slammin' Scan Quest. As Tom and Kaz delve deeper into Chaotic, they quickly confront freaky new Creatures, uncover strange new Locations and scan awesome new BattleGear and Magic. But their games take a shocking, world-rocking turn when a mysterious new tribe is accidentally unleashed. Will the force of their mega-mental powers let them conquer the Tribes and rule Perim? The answer lies in the all-new series Chaotic : M'arrillian Invasion

Date and Time Aired (if preempted and rescheduled)

Title of Analog Non-Core Program #7		Origination	
Huntik		N	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays 10:30am	13	0	
Length of Program	Age of Target Audience		
	From	To	
30 minutes	7 years	14 years	
Does the program have educating and informing children ages 16 and under as a significant purpose?			N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?			N
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. §73.673?			Y
Description of Program			
<p>Long before recorded time, humanity was faced with an evil of unimaginable power. From the ranks of mankind arose the Seekers, those with strong will who could harness energies of the Spirit World and call forth an army of powerful Titans. With the Titans at their command, they engaged in terrific battles against the forces from beyond... and each other. Now, even in this modern age, the lost Titans sleep in ancient temples, waiting to be taken up by a new generation of Seekers!</p>			
Date and Time Aired (if preempted and rescheduled)			

Title of Analog Non-Core Program #8	Origination
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Yu-Gi-Oh! 5D's		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 11:00am	13	0
Length of Program	Age of Target Audience	
30 minutes	From	To
	7 years	14 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y
Description of Program		
<p>The future of dueling is revving up! And with it begins a new legend! Yu-Gi-Oh! 5D's! Welcome to New Domino City, once the playground to legendary duelist Yugi Moto, this sprawling metropolis has since been transformed into a futuristic society where dueling has kicked into overdrive! With recent technological advancements made by the Kaiba Corporation, dueling has undergone a metamorphosis that has revolutionized the make-up and pace of the game and changed it into a heart pounding, adrenaline filled, fuel injected competition where duelists ride supercharged hyper cycles called Duel Runners and battle it out in hi-octane contests called "Turbo Duels". Now the winners and losers aren't just separated by skill and strength... but by SPEED! For five special duelists though, it's not just about winning or losing anymore - it's about survival, for they are the chosen "signers" who have been marked by destiny to uncover the secrets of the five dragons! With new cards, new players and new adventures you'd better start your engines and get set to duel! Yu-Gi-Oh! 5D's - don't let the revolution pass you by!</p>		
Date and Time Aired (if preempted and rescheduled)		

Title of Analog Non-Core Program #9		Origination
Kamen Rider Dragon Knight		N
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Saturdays 11:30am	13	0

Length of Program	Age of Target Audience	
	From	To
30 minutes	7 years	14 years
Does the program have educating and informing children ages 16 and under as a significant purpose?		N
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?		N
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. §73.673?		Y
Description of Program		
<p>On the other side of every mirror on Earth lies the parallel dimension of Ventara - a world destroyed by the evil alien, General Xaviax. The Kamen Riders were warriors from Ventara who fought Xaviax with armor and abilities powered by their Advent Decks. Unfortunately, Xaviax stole the Advent Decks and defeated all the riders but one. Kamen Rider Wing Knight is the sole surviving Kamen Rider - the only man who can stop Xaviax from destroying Earth the same way he destroyed Ventara. To defeat Wing Knight, Xaviax brought the Advent Decks to Earth and tricked ordinary citizens into becoming new Kamen Riders - super-powered soldiers who will carry out his evil plans.</p>		
Date and Time Aired (if preempted and rescheduled)		

### Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.
- [There are no analog sponsored core program broadcast reports.]*  
*[There are no analog sponsored core program detail reports.]*

### Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream.
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel?
- (c) If Yes to 7(b), the Licensee certifies that the representations and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream.
- If No to 7(c), submit as an Exhibit a Statement of Explanation.

hours

- 8. (a) 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.
- (b) 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. §73.671.
- 9. (a) 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. §73.673?
- (b) Identify publishers who were sent information in 9(a).

hours
hours

- 10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.  
*[There are no digital core program reports.]*
- 11. 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 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?  
  
If No, submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

### Non-Core Educational and Informational Programming

- 12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.  
*[There are no digital non-core program reports.]*

### Sponsored Core Programming

- 13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.  
*[There are no digital sponsored core program broadcast reports.]*  
*[There are no digital sponsored core program detail reports.]*

### Other Matters

- 14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.  
*[There are no planned core program reports.]*
- 15. 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. §73.3526(e)(11)(iii)?
- 16. Identify the licensee's children's programming liaison.

Y
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Name		Telephone Number
Stephen Marks		989.356.3434
Address		E-mail Address
1390 North Bagley St.		
City	State	ZIP Code
Alpena	MI	49707

- 17. 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 non-core 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. §73.671, NOTES 2 and 3.

**WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).**

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee	Signature
Stephen Marks	
Date	
04/09/2009	