

FCC 398 Children's Television Programming Report

Report reflects information for the filing period ending: **12/31/2009**

Call Sign	Channel Numbers	Community of License			
WBLP	10 <small>(analog) (digital)</small>	City	State	County	ZIP Code
		Iskipping	MI	Marquette	49849
Licensee Name					
Lake Superior Community Broadcasting Corp.					
Network Affiliation		Nielsen DMA	Licensee World Wide Web Home Page Address (if applicable)		
Network abc/cw		Marquette	www.tv5and10.com		
Facility ID	Previous Call Sign (if applicable)		License Renewal Expiration Date		
59281			10-05-2005		

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).

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?

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

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.
[There are no analog core program reports.]

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.
[There are no analog non-core program reports.]

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.

3 hours

(b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel?

N

(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.

N

If No to 7(c), submit as an Exhibit a Statement of Explanation.

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.

168 hours

(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.

4 hours

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?

Y

(b) Identify publishers who were sent information in 9(a).

Tribune Media Services/TV Data, TV Guide, FYI Television, DecisionMark, and TV Media

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.

Title of Digital Core Program #1	Origination
The Emperor's New School	NETWORK
Regular Schedule	Total Times Aired at Regularly Scheduled Time
Saturdays 9-9:30 AM ET	13
Length of Program	Age of Target Audience
30 minutes	From _____ To _____
E/I Symbol Used As Required	

8 years

11 years

Y

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

Kuzoo, a youth who is heir to the throne of a mythical Ardenian country, must graduate from Kuzoo Academy before he can become Emperor of his land. He lives with a peasant foster family and faces the intellectual, physical and social challenges that all teens face, while also preparing to rule justly and well. Sometimes Kuzoo wonders whether being Emperor for the rest of his days will be a pleasure or a trap. Kuzoo thwarts attempts by the nefarious Yzma and her henchmen, Kronk, to stop him from doing well in school. If Kuzoo were to fail at his class work, Yzma would become Empress. Kuzoo struggles to complete his assignments and stay on track. Only if he remains steadfast, studies hard, learns from his mistakes, and can relate to citizens at all levels of society, will he ascend the throne. His best friend Malina, an excellent student, attempts to help Kuzoo stay out of trouble and achieve his goals. Series episodes explore issues such as coping with peer pressure, respecting authority, taking responsibility, adhering to family and school rules, accepting differences, building self-esteem and trust.

Title of Digital Core Program #2

The Replacements

Origination

NETWORK

Regular Schedule

Saturdays 9:30-10:00 AM ET

Total Times Aired at Regularly Scheduled Time

13

Number of Pre-emptions

Length of Program

30 minutes

Age of Target Audience

From

8 years

To

12 years

E/I Symbol Used As Required

Y

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

Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for Elessio, an agency that will provide "Replacement" parents or adults to substitute for certain individuals. Brother and sister decide to send in the \$1.98 fee in hopes of obtaining parents to replace their lost ones. They acquire an unorthodox pair of Replacement parents, Dick Daring and Agent K. Dick is a former daredevil stuntman and Agent K is a British super-spy. Neither seems to know much about parenting, although their intentions are good. Agent K's highly intelligent automobile, C.A.R., her former spy partner, also joins the household. Their attempts to forge a family and adjust to a new school are both touching and comedic. Riley and Todd discover that they can call Elessio to request replacement of any adult whom they dislike, who is overly strict, or who is merely uninteresting. The temporary replacements for teachers, neighbors or other community figures never prove to be as exciting or fun as the siblings had hoped, and are often immature and clueless. As things go awry, Riley and Todd learn that they need adult leadership, discipline, role models, order and structure. By the end of each story they are eager to return the Replacement and reinstate the original adult. Stories revolve around issues such as competing with household/family rules, taking responsibility, fairness, building self-esteem, and trust.

Title of Digital Core Program #3

That's So Raven

Origination

NETWORK

Regular Schedule

Saturdays 10:00-10:30 AM ET

Total Times Aired at Regularly Scheduled Time

13

Number of Pre-emptions

Length of Program

30 minutes

Age of Target Audience

From

10 years

To

13 years

E/I Symbol Used As Required

Y

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

Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These perceptions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Title of Digital Core Program #4

That's So Raven

Origination

NETWORK

Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
Saturdays/10:30-11:00 AM ET		13		
Length of Program		Age of Target Audience		E/I Symbol Used As Required
30 minutes		From	To	
		10 years	13 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<p>Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a novel, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Ethie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These perceptions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.</p>				

Title of Digital Core Program #5		Origination		
Hannah Montana		NETWORK		
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
Saturdays/11-11:30 AM ET		13		
Length of Program		Age of Target Audience		E/I Symbol Used As Required
30 minutes		From	To	
		10 years	13 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<p>Thirteen-year-old Miley Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Miley's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Miley wears blonde wigs while performing, and nerves as to escape being recognized. Miley's mother died three years before the story begins, so her dad is now a single parent. He has just begun dating again. Miley misses her mother very much. One of the songs that she writes and performs is about the pain of growing up without her mother. Unlike her brother, Miley is a dedicated student. At school, her enemies are Amber and Ashley, two girls who constantly bully Miley. Oliver and Lilly are fiercely protective of their friend. Miley has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limo, parties, and glamorous clothes. This is in no small part due to the solid values that her father, Miley's manager (Billy Ray Cyrus), has imparted. Tension and sibling rivalry do occur, especially when Jackson feels that his talented sister is getting all the attention. Stories examine social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement.</p>				

Title of Digital Core Program #6		Origination		
The Suite Life of Zack and Cody		NETWORK		
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
Saturdays/11:30 AM-12 noon ET		13		
Length of Program		Age of Target Audience		E/I Symbol Used As Required
30 minutes		From	To	
		11 years	13 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<p>Those episodes of "The Suite Life of Zack and Cody" that air on ABC as Core Programming deliver life lessons tailored for the older child and "weenie" audience. Stories take place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom, a lounge singer for the Tipton Hotel. The boys attend a local public middle school. One of the twins is polite and shy and excels in academics, while the other, athletic and extroverted, barely scrapes by in school, due to lack of effort. He often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. The boy's mother dates and would like to remarry. Their father is a professional rock musician who is on the road much of the year, but stays in touch with his sons. This sets up occasional parental conflicts about discipline and expectations. Parallel stories involve two teenage girls: hairdresser Linda Tipton, whose father owns the hotel, and Melbie, a girl who works after</p>				

school at the hotel snack bar. Unlike London, Meggie attends a parochial girls' school and comes from a working class Boston family. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family budget limitations, responsibility, self-esteem, and peer pressure.

Title of Digital Core Program #7		Origination	
Gogoriki		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturday 7:00am	7		
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	4 years	9 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>The Gogoriki are nine delightful characters that represent archetypes children will recognize from their own lives. The four youngest of the group are Popyrki, Chokoriki, Rosariki and Walluriki. Popyrki is the hyperactive, enthusiastic go-getter/idea generator always up for a challenge or adventure. Chokoriki, his level-headed and cautious best friend, prefers to take a sensible approach and think things through first. Rosariki, a teaser compared to Popy and Choko, is hopelessly optimistic, sometimes cheerful and forever romantic. Wallurki, the elder of the group, is the sensitive, shy, long-suffering poet, looking for inspiration and an outlet for his burgeoning creativity. The Gogoriki include Ottoriki, the nebbish inventor and autodidact whose elaborate contraptions sometimes further complicate already complex situations. He may be the genius of the group, but there's nothing old about Ottoriki. Bigoriki, this fitness buff, activist, sports fan and entrepreneur, is full of energy and advice. Bigoriki is the good-natured elder statesman who has seen and done it all- if only he could remember the details. Well-read and highly educated, the professional and very proper Doooriki has a penchant for scientific pontifications. Ebboriki is the determined and amiable farmer who may not say much, yet his actions speak volumes. The characters share a basic circle shape, but there the outward similarities end. They each have the trait of a different animal-type. They are each a different color. They have different interests and temperaments. They are of different generations and come from different places. Despite all of their differences, the GOGORIKI always come together to learn and solve problems in ways that are creative, unexpected and fun. They all share a core set of positive values and ideals: tolerance, respect for each other and the environment, friendship, loyalty, compassion, and peace that makes the world of GOGORIKI one without violence or cruelty.</p>			

Title of Digital Core Program #8		Origination	
Winx Club		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturday 7:00am	6		
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	6 years	12 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>In the dimension of Magic there are 6 teenage girls at Alfea College for fairies who fight to save the universe from evil- They are the Winx Club! Along with their boyfriends from Redfountain School for Heroics they battle evil and save the universe from the Senior Witches, the evil warlock Darkar and the vicious Sorcerer Baltor.</p>			

Title of Digital Core Program #9		Origination	
Winx Club		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturday 7:30am	13		
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
30 minutes	6 years	12 years	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			

In the dimension of Megix there are 6 teenage girls at Alfa College for fairies who fight, to save the universe from evil- They are the Winx Club! Along with their boyfriends from Redfontain School for Hermies they battle evil and save the universe from the Senior Witches, the evil werlock Darkar and the vicious Sincere Baltor.

Title of Digital Core Program #10		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturday 12:00pm	13		
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-14G 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.</p>			

Title of Digital Core Program #11		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturday 12:30pm	13		
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-14G 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.</p>			

Title of Digital Core Program #12		Origination
Gladiator 2000		NETWORK
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Sunday 11:00am	13	
Length of Program	Age of Target Audience	
30 minutes	From	To
	13 years	16 years
E/I Symbol Used As Required		
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 Digital Core Program #13		Origination
Degrassi: The Next Generation		NETWORK
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Sunday 11:30am	13	
Length of Program	Age of Target Audience	
30 minutes	From	To
	13 years	16 years
E/I Symbol Used As Required		
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 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.</p>		

Title of Digital Core Program #14		Origination
Degrassi: The Next Generation		NETWORK
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
Sunday 12:00pm	13	
Length of Program	Age of Target Audience	
30 minutes	From	To
	13 years	16 years
E/I Symbol Used As Required		
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 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,</p>		

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 Digital Core Program #15		Origination	
Degrassi: The Next Generation		NETWORK	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sunday 12:30pm	13		
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 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 <i>Degrassi</i> 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. <i>Degrassi</i> 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 <i>Degrassi</i> 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.</p>			

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.

Y

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.

Title of Planned Core Program #1	Origination
The Emperor's New School	NETWORK
Regular Schedule	Total Times to be Aired

Saturdays/9-9:30 AM ET

13

Length of Program	Age of Target Audience	
	From	To
30 minutes	8 years	11 years

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

Kuzco, a youth who is heir to the throne of a mythical Andean country, must graduate from Kuzco Academy before he can become Emperor of his land. He lives with a peasant, foster family and faces the intellectual, physical and social challenges that all teens face, while also preparing to rule justly and well. Sometimes Kuzco wonders whether being Emperor for the rest of his days will be a pleasure or a trap. Kuzco thwarts attempts by the nefarious Yzma and her henchman, Kronk, to stop him from doing well in school. If Kuzco were to fail at his class work, Yzma would become Empress. Kuzco struggles to complete his assignments and stay on track. Only if he remains steadfast, studies hard, learns from his mistakes, and can relate to citizens at all levels of society, will he ascend the throne. His best friend Malina, an excellent student, attempts to help Kuzco stay out of trouble and achieve his goals. Series episodes explore issues such as coping with peer pressure, respecting authority, taking responsibility, adhering to family and school rules, accepting differences, building self-esteem and trust.

Title of Planned Core Program #2	Origination
The Replacements	NETWORK

Regular Schedule	Total Times to be Aired
Saturdays/9:30-10:00 AM ET	13

Length of Program	Age of Target Audience	
	From	To
30 minutes	8 years	12 years

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

Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for Fleasnoo, an agency that will provide "Replacement" parents or adults to substitute for certain individuals. Brother and sister decide to send in the \$1.98 fee in hopes of obtaining parents to replace their lost ones. They acquire an unorthodox pair of Replacement parents, Dick Daring and Agent K. Dick is a former daredevil stuntman and Agent K is a British super-spy. Neither seems to know much about parenting, although their intentions are good. Agent K's highly intelligent automobile, C.A.R., her former spy partner, also joins the household. Their attempts to forge a family and adjust to a new school are both touching and comedic. Riley and Todd discover that they can call Fleasnoo to request replacement of any adult whom they dislike, who is overly strict, or who is merely uninteresting. The temporary Replacements for teachers, neighbors or other community figures never prove to be as exciting or fun as the siblings had hoped, and are often immature and chaotic. As things go awry, Riley and Todd learn that they need adult leadership, discipline, role models, order and structure. By the end of each story they are eager to return the Replacement and reinstate the original adult. Stories revolve around issues such as cooperating with household/family rules, taking responsibility, fairness, building self-esteem, and trust.

Title of Planned Core Program #3	Origination
That's So Raven	NETWORK

Regular Schedule	Total Times to be Aired
Saturdays/10:00-10:30 AM ET	13

Length of Program	Age of Target Audience	
	From	To
30 minutes	10 years	13 years

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

Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These prognostications often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Title of Planned Core Program #4		Origination
That 's So Raven		NETWORK
Regular Schedule		Total Times to be Aired
Saturdays/10:30-11:00 AM ET		13
Length of Program		Age of Target Audience
30 minutes		From To
		10 years 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a novel, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.</p>		

Title of Planned Core Program #5		Origination
Hannah Montana		NETWORK
Regular Schedule		Total Times to be Aired
Saturdays/11-11:30 AM ET		13
Length of Program		Age of Target Audience
30 minutes		From To
		10 years 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>Thirteen-year-old Miley Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Miley's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Miley wears blonde wigs while performing, and manages to escape being recognized. Miley's mother died three years before the story begins, so her dad is now a single parent. He has just begun dating again. Miley misses her mother very much. One of the songs that she writes and performs is about the pain of growing up without her mother. Unlike her brother, Miley is a dedicated student. At school, her enemies are Amber and Ashley, two girls who constantly bully Miley. Oliver and Lilly are fiercely protective of their friend. Miley has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limos, parties, and glamorous clothes. This is in no small part due to the solid values that her father, Miley's manager (Gilly Bee Guss), has imparted. Tension and sibling rivalry do occur, especially when Jackson feels that his talented sister is getting all the attention. Stories explore social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement.</p>		

Title of Planned Core Program #6		Origination
The Suite Life of Zack and Cody		NETWORK
Regular Schedule		Total Times to be Aired
Saturdays/11:30 AM-12 noon ET		13
Length of Program		Age of Target Audience
30 minutes		From To
		11 years 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>Those episodes of "The Suite Life of Zack and Cody" that air on ABC as Core Programming deliver life lessons tailored for the older child and "ween" audience. Stories take place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom, a lounge singer for the Tipton Hotel. The boys attend a local public middle school. One of the twins is polite and shy and excels in academics, while the other, athletic and extroverted, barely scrapes by in school, due to lack of effort. He often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. The boy's mother dates and would like to remarry. Their father is a professional rock musician who is on the road much of the year, but stays in touch with his sons. This sets up occasional parental conflicts about discipline and expectations. Parallel stories involve two teenage girls: waitress Linda Tipton, whose father owns the hotel, and Maddie, a girl</p>		

who works after school at the hotel snack bar. Unlike Jordan, Maddie attends a parochial girls' school and comes from a working class Boston family. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family budget limitations, responsibility, self-esteem, and peer pressure.

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)(1)(iii)?

Y

16. Identify the licensee's children's programming liaison.

Name		Telephone Number
Kenneth Raymond		906-204-2436
Address		E-mail Address
1705 Ash Street Suite 5		
City	State	ZIP Code
Iskpsawing	MI	49849

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	
01/05/2010	