

Low Power Radio Stations need to be given primary status so that they are not bumped by translator and commercial stations.

The radio license needs to be easier to amend given the realities that many stations face in terms of location transmitter height and other issues right now major amendments need to be made during filing windows are not consistently happening.

Boards need to be more flexible. Boards change old people move on and new people come in while trying to protect stations from being sold is good the current rules make it to hard to deal with the realities of non-commercial boards.

The length of time for construction needs to be increased from 18months. It takes time for groups to raise money to build a station a process that often cannot begin until a license is granted extending this deadline would help ensure that the station is able to get the funding it needs to get started.

Low Power radio stations should be able to use type verified equipment like full power stations not just type certified equipment. This would help bring down the cost of equipment for low power stations.

Communicate more about the status of applications. People need to know when an application is received and a timeframe for action so that they can plan accordingly.

Allow Low Power stations to use Contour Overlap engineering studies in the same way that translator stations do.

Put filing windows on a set shedule and communicate that with us. A great deal of frustration could be avoided if people new when the next filing window would be.

Fully staff the audio division radio is not going to die and should be staffed to full levels to ensure quick action on issues.

Applications need to be checked to make sure that the people running the station are really locally based.

Make how preference points are awarded more clear right now confusion exists as to what counts as community presence.

Explain to the results of the MITRE study to the public and congress to ensure that third

parties do not distort the facts.