

Program: Spring Football game Begins: Two hours prior to kickoff

<u>LENGTH</u>	<u>TYPE</u>	EVENT	<u>RLY</u>
0:20	BB	Spring Game Broadcast Open - Open with :20 local station billboard	# 4
2:00	NET	Pregame – Break #1followed by	
3:02	LOCAL	Pregame	# 1
2:00	NET	Pregame – Break #2followed by	
3:02	LOCAL	Pregame	# 1
2:00	NET	Pregame – Break #3followed by	
3:02	LOCAL	Pregame	# 1
3:02	LOCAL	Pregame – Break #4	# 1
2:00	NET	Pregame – Break #5followed by	
3:02	LOCAL	Pregame	# 1
2:00	NET	Pregame – Break #6followed by	
3:02	LOCAL	Pregame	# 1
2:00	NET	Pregame – Break #7followed by	
3:02	LOCAL	Pregame	# 1
1:00	NET	First Half (in 1 st quarter) – Break #8	
2:02	LOCAL	End Of First Quarter (fixed position) - Break #9	# 1
1:02	LOCAL	First Half (in 2 nd quarter) – Break #10	# 1
1:00	NET	Halftime – Break #11	
1:02	LOCAL	Halftime – Break #12	# 1
1:00	NET	Halftime – Break #13	
		(No breaks during the 3rd quarter)	
1:00	NET	End Of Third Quarter (fixed position) - Break #14followed by	
1:02	LOCAL	End of Third Quarter	# 1
		(No breaks during the 4th quarter)	
		(No local breaks during postgame - TBD network break postgame if time)	
		(Local Break then End Of Game contact closure @ End Of Broadcast)	# 1

Event Types

BB – Billboard, 20 seconds for insertion of local affiliate sponsors
NET – Avails for Huskers Radio Network

LOCAL – Avails for Local Affiliates

Local Break Lengths

As noted on the format, all local breaks include an extra two seconds (no matter how long the break is) for local affiliates to insert a quick station liner within their local break.

Huskers Radio Network Master Control

In case of technical or other network questions, you may call or text the Huskers Radio Network Broadcast Operations Center hotline at 402-413-2444

The center is staffed a minimum of one hour prior to any network broadcast.

See our broadcast calendar at http://HuskersRadio.net/ for exact broadcast start times! Format Last Updated 4/17/23 7:47 AM