

VPCATV Program Schedule
Month of April 2010

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
12:00 AM							
12:30 AM							
1:00 AM							
1:30 AM							
2:00 AM							
2:30 AM							
3:00 AM							
3:30 AM							
4:00 AM							
4:30 AM							
5:00 AM							
5:30 AM							
6:00 AM							
6:30 AM							
7:00 AM							
7:30 AM							
8:00 AM		City Council Meeting	Meet the Mayor	City Council Meeting	Meet the Mayor	City Council Meeting	
8:30 AM		replay of	Mar-10	replay of	Mar-10	replay of	
9:00 AM	Orange Unified	23-Mar-10	Orange Unified	23-Mar-10	Orange Unified	23-Mar-10	
9:30 AM	School District		School District		School District		
10:00 AM	Board Meeting		Board Meeting		Board Meeting		
10:30 AM	of		of		of		
11:00 AM	25-Mar-10		25-Mar-10		25-Mar-10		
11:30 AM							

Prepared by:
Jarad Hildenbrand
City Manager's Office
4/21/2010 at 10:17 AM

VPCATV Program Schedule

Month of April 2010

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
12:00 PM		VP in the OC #20	VP in the OC #20	VP in the OC #20	VP in the OC #20	VP in the OC #20	
12:30 PM							
1:00 PM		VPHS Dancing With	VPHS Dancing With	VPHS Dancing With	VPHS Dancing With	VPHS Dancing With	
1:30 PM		The Teachers	The Teachers	The Teachers	The Teachers	The Teachers	
2:00 PM							
2:30 PM							
3:00 PM	VPHS Girls	VPHS Mens	VPHS Girls	VPHS Mens	VPHS Girls	VPHS Mens	
3:30 PM	Basketball	Basketball	Basketball	Basketball	Basketball	Basketball	
4:00 PM	VPHS Varsity		VPHS Varsity		VPHS Varsity		
4:30 PM	Football		Football		Football		
5:00 PM		The Chapman		The Chapman		The Chapman	The Chapman
5:30 PM		Report		Report		Report	Report
6:00 PM							
6:30 PM							
7:00 PM		Meet the Mayor	City Council Meeting	Meet the Mayor		Meet the Mayor	Meet the Mayor
7:30 PM		Mar-10	replay of	Mar-10		Mar-10	Mar-10
8:00 PM			23-Mar-10				
8:30 PM			Live the 4th Tuesday				
9:00 PM			of every month.				
9:30 PM							
10:00 PM							
10:30 PM							
11:00 PM							
11:30 PM							

Prepared by:
 Jarad Hildenbrand
 City Manager's Office
 4/21/2010 at 10:17 AM