



## 2026 LAS VEGAS RAIDERS ON COMPASS MEDIA NETWORKS

### 2026 LAS VEGAS RAIDERS SCHEDULE:

\*Indicates the start of the **PRE-PREGAME SHOW**. 2-hours before kickoff.

\*\*Indicates the start of the **NETWORK PREGAME SHOW**. 30-min before kickoff.

WK	DAY-DATE	OPPONENT	*TIME (EST)*
PRE	TBA	TBA	TBA
PRE	Thursday-August 20	@ Houston Texans	*6:00/**7:30p
PRE	TBA	@ Arizona Cardinals	TBA
1	Sunday-September 13	vs. Miami Dolphins	*2:15/**3:45p
2	Sunday-September 20	@ Los Angeles Chargers	*2:00/*3:30p
3	Sunday-September 27	@ New Orleans Saints	*2:15/**3:45p
4	Sunday-October 4	vs. Kansas City Chiefs	*2:15/**3:45p
5	Sunday-October 11	@ New England Patriots	*11:00/**12:30p
6	Sunday-October 18	vs. Buffalo Bills	*2:15/**3:45p
7	Sunday-October 25	vs. Los Angeles Rams	*2:15/**3:45p
8	Sunday-November 1	@ New York Jets	*11:00/**12:30p
9	Sunday-November 8	@ San Francisco 49ers	*2:00/**3:30p
10	Sunday-November 15	vs. Seattle Seahawks	*2:00/*3:30p
11	Sunday-November 22	@ Denver Broncos	*2:15/**3:45p
12	Sunday-November 29	@ Cleveland Browns	*11:00/**12:30p
13	Sunday-December 6	BYE WEEK	
14	Sunday-December 13	vs. Los Angeles Chargers	*2:00/*3:30p
15	Sunday-December 20	vs. Denver Broncos	*2:15/**3:45p
16	Sunday-December 27	vs. Tennessee Titans	*2:00/*3:30p
17	Sunday-January 3	@ Arizona Cardinals	*2:00/*3:30p
18	Sat/Sun-January 9/10	@ Kansas City Chiefs	*TBA

\*The 2026 Las Vegas Raiders schedule on Compass Media Networks can be automated using the Wegner receiver system. Additionally, games will be offered via GAME MODE in Show Director on your Wegener Receiver. More information and instructions on how to use GAME MODE can be found at: <https://technology.westwoodone.com/documentations/wegener>



## 2026 CMN LAS VEGAS RAIDERS FORMAT

### \*PRE-PREGAME SHOW\*

#### (2 hours before kickoff)

Pos #1 - (180) Network  
Pos #2 - (180) Network  
**Pos #3 - (120) Station**  
Pos #4 - (180) Network  
Pos #5 - (180) Network  
**Pos #6 - (120) Station**  
Pos #7 - (180) Network  
Pos #8 - (180) Network  
**Pos #9 - (120) Station**

### \*\*NETWORK PREGAME SHOW\*\*

#### (30 min before Kickoff)

Pos #10 - (120) Network  
**Pos #11 - (180) Station**  
Pos #12 - (120) Network  
**Pos #13 - (180) Station**  
Pos #14 - (120) Network

### FIRST QUARTER

**Pos #15 - (120) Station**  
Pos #16 - (120) Network  
Pos #17 - (90) Network  
Pos #18 - (90) Network  
Pos #19 - (120) Network  
*END OF FIRST QUARTER*

### SECOND QUARTER

**Pos #20 - (120) Station**  
Pos #21 - (120) Network  
Pos #22 - (90) Network  
Pos #23 - (90) Network – 2 min. Warning  
**Pos #24 - (120) Station**  
*END OF SECOND QUARTER*

### HALFTIME SEGMENT

Pos #25 - (60) Network  
**Pos #26 - (180) Station**  
*START OF THE SECOND HALF*

### THIRD QUARTER

**Pos #27 - (120) Station**  
Pos #28 - (120) Network  
Pos #29 - (90) Network  
Pos #30 - (90) Network  
Pos #31 - (120) Network  
*END OF THIRD QUARTER*

### FOURTH QUARTER

**Pos #32 - (120) Station**  
Pos #33 - (120) Network  
Pos #34 - (90) Network  
Pos #35 - (90) Network – 2 min. Warning  
**Pos #36 - (180) Station**  
*END OF FOURTH QUARTER (OR GAME)*

### \*\*\*NETWORK POST GAME\*\*\*

Pos #37 - Network (120)  
**Pos #38 - Station (180)**  
NETWORK CLOSING BILLBOARDS

### \*\*\*\*POST-POSTGAME SHOW\*\*\*\*

Pos #39 - (180) Network  
Pos #40 - (180) Network  
**Pos #41 - (120) Station**  
Pos #42 - (180) Network  
Pos #43 - (180) Network  
**Pos #44 - (120) Station**  
Pos #45 - (180) Network  
Pos #46 - (180) Network  
**Pos #47 - (120) Station**  
*END OF BROADCAST*

\*\*\*Should the game be tied after the 4<sup>th</sup> quarter, the field may or may not toss to a network floater break prior to overtime. If the floater break is taken, position #36 remains the end of game break. Position #36 will always be taken at the conclusion of the game, either at the end of regulation or the end of OT. Any commercial breaks in the OT period will be network breaks. \*\*\*



## **2026 CMN LAS VEGAS RAIDERS FORMAT PRODUCTION NOTES**

\*There will not be a relay to indicate the start of a broadcast as all broadcasts have hard start times.

\*If starting the broadcast at Network Pregame Show: First break would be Position #10.

### **SPONSOR BILLBOARDS**

There will no longer be a window for local billboards at the start of the broadcasts. The opening montage will still contain network billboards, but following the final billboard, the production will sting out and toss to the announcers who will continue with the broadcast without pausing for local billboard insertion like has been done in the past.

### **NETWORK & STATION BREAKS**

All commercial breaks begin with a verbal announcer cue and end with a production stinger:

**Station/Local Breaks** will have a verbal outcue of:

**“You're listening to Raiders Football.”**

Production Stinger ends - Automated Relay – K1 is sent.

*\*Audio will be fed by the network during the station availabilities as a back up to your station's own commercial content playing. \**

**Note: There are 25 minutes of Station Availability in the network portion of the broadcast.**

**Network Breaks** will have a verbal outcue of:

**“You're listening to the Las Vegas Raiders Radio Network.”**

Production Stinger ends – Network Spots Play.



### COMMERCIAL SEQUENCE

The Network is not always in control of when commercial breaks can be taken, as this is often dictated by game play or the organization televising the contest. As a result, some commercial positions may not air in the exact order that they are scheduled on the above format. For example, should a game quarter end before all the formatted commercial positions have aired, the Network will jump ahead and go to the break scheduled for the end of that quarter. Any skipped commercial positions will be made good at the first available opportunity.

### STATION ID

A ten-second window for station identification will be provided near the top of each hour on this cue:

***"LET'S PAUSE :10 SECONDS FOR STATION IDENTIFICATION, YOU'RE LISTENING TO THE LAS VEGAS RAIDERS RADIO NETWORK."***

Automated Relay – K2

\*For ID's that happen at the field: The background crowd noise will remain present during the window.

\*For ID's that happen during a studio segment: Usually pre-recorded and there is silence during the window.

### STATION MAKEGOODS

If any Station Positions are not accommodated as scheduled, make goods will be given at the first available opportunity with the cue: **"You're listening to Raiders Football."**

Production Stinger ends - Automated Relay – K1 is sent.

### END OF THE BORADCAST – NETWORK POSTGAME SHOW\*\*\*

At the end of the "Network Postgame", talent will read credits and Network billboards and then this final cue:

**"You've been listening to Las Vegas Raiders Football on Compass Media Networks."**

Production music stings out/fades out - Automated Relay – K3 is sent.

**\*\*\*Automated stations taking the Post-Postgame Show must ignore this first K3.**

**\*\*\*A two-beat pause will happen followed by the Post-Postgame show open Billboard.**



END OF THE BORADCAST – POST-POSTGAME SHOW\*\*\*\*

At the end of the Post-Postgame, talent will read closing credits and Network billboards and then this final cue:

**"You've been listening to Las Vegas Raiders Football on Compass Media Networks."**

Production music stings out/fades out - Automated Relay – K3 is sent.

JOIN IN PROGRESS PROCEDURE

The second game of a double header can be accessed via GAME MODE in ShowDirector on your Wegener Receiver. The host will read closing credits, network billboards, and then give the final cue: **"You've been listening to Las Vegas Raiders Football on Compass Media Networks."** Production music stings/fades out - Automated Relay – K3 is sent. If Game Mode is configured properly on the affiliate end, you should be automatically taken to the next game. More information and instructions on how to use GAME MODE can be found at: <https://technology.westwoodone.com/documentations/wegener>

Automated stations should be aware that the pregame station availabilities will generally occur in the following window:

**3:45 PM ET START TIME:**

- Local break #1 (position #2) — approx. 3:58 PM ET (will never occur after 4:00 PM ET)
- Local break #2 (position #4) — approx. 4:12 PM ET (will never occur after 4:15 PM ET)

\*If the second game broadcast is joined after 4:15 PM ET, then the next local break would be the first position in the first quarter (#6).

**3:30 PM ET START TIME:**

- Local break #1 (position #2) — approx. 3:41 PM ET (will never occur after 3:45 PM ET)
- Local break #2 (position #4) — approx. 3:52 PM ET (will never occur after 3:55 PM ET)

\*If the second game broadcast is joined after 4:00 PM ET, then the next local break would be the first position in the first quarter (#6).

**7:45 PM ET START TIME:**

- Local break #1 (position #2) — approx. 7:56 PM ET (will never occur after 8:00 PM ET)
- Local break #2 (position #4) — approx. 8:07 PM ET (will never occur after 8:10 PM ET)

\*If the third game broadcast is joined after 8:15 PM ET, then the next local break would be the first position in the first quarter (#6).



## WEATHER DELAY PROCEDURES

In the event of a weather delay, or any type of unforeseen delay, the announcers at the field will relay all the necessary information on the air. Once the broadcast starts, the announcers would fill from the field during any short delay. In this scenario, some "bonus" commercial breaks might be taken to help pass the time. If so, Network breaks would be played first but any bonus local breaks would be :90 seconds in length and announcers would alert local stations prior to taking the break, and then toss to the commercial with the normal station cue and break sequence. (Note that automation relays **WILL** be sent for any local breaks taken during a delay). Bonus network breaks may also be played during this window.

However, if a long delay is expected, the announcers will have the option to sign off and allow affiliates to return to local programming.

For automated stations, a series of relays (K6 and K7) would be used. These relays will allow for the network to send affiliates away during the delay and then return/bring them back cleanly once the game is ready to resume.

**Relay K6** == cut away cleanly from broadcast temporarily for a weather delay (**PIN 7 on your relay connector**)

**Relay K7** == rejoin a broadcast cleanly after a weather delay and play is ready to resume (**PIN 8 on your relay connector**)

In the case of a lengthy weather delay, automated stations can leave the broadcast and return to local programming upon receiving the K6 relay. And then, the K7 relay can be utilized to rejoin the network coverage cleanly (and immediately) once the game is ready to resume, or for the announcement that it has been postponed. Once brought back, and the game does not resume, the normal end of broadcast and K3 procedure would be utilized.



## **TECHNICAL FORMAT NOTES**

Las Vegas Raiders games on Compass Media Networks games can be received using the Wegener receivers. Also, games will be offered via GAME MODE in ShowDirector on your Wegener Receiver. More information and instructions on how to use GAME MODE can be found at:

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**Channel 108 *\*See weekly program updates for up-to-date times and channel\****

Relays used:

- Relay K1- Start of Station Commercial Position
- Relay K2- Start of Station ID window (10 seconds)
- Relay K3- Indicates the End of Game
- Relay K6- Cut away cleanly from broadcast temporarily for a weather delay.  
(PIN 7 on your relay connector)
- Relay K7- Rejoin a broadcast cleanly after a weather delay and play is ready to resume. (PIN 8 on your relay connector)

\*There will not be a relay to indicate the start of a program, as they have hard start times.

\*If you are airing games during a double or triple header, please use Game Mode when scheduling broadcasts via ShowDirector. This will program your receiver port to automatically switch to Game2 or 3 in progress following the conclusion (and K3 closure) of Game 1 or 2.

\*\*\*\*\*

For Troubleshooting/Receiver issues please contact NetOps:

**1-888-HELP-450 or 720-873-5177**

[NetOps@WestwoodOne.com](mailto:NetOps@WestwoodOne.com)

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