Chicago International Puppet Theater Festival presents

The Naive Theatre Liberec: Choo. Choo. Whistle. Woof! Czechia

January 25-29, 2023, Chicago Children's Theatre

He spends his days gardening, and just on the other side of the fence, she runs in the vard until her owner whistles. As it happens, not only in the lives of dogs, the two have become enchanted with each other, perhaps even fallen in love. A charming and ingenious series of events full of garden railings, railway yards, steam locomotives and dogs in cars, Choo. Choo. Whistle. Woof! unfolds in continual tabletop puppetry delight as the classic boy meets girl story is playfully retold as dog meets dog, dog loses dog and hopefully, finds her again!



Dramaturgy Vít Peřina **Set design** Robert Smolik Music Filip Homola

Director Michaela Homolová

Cast Martin Šulc, Adam Kubišta, Marek Sýkora, Antonín Týmal

ABOUT THE NAIVE THEATRE LIBEREC

The Naive Theatre Liberec was established in 1949, and it was one of the first professional puppet theatres in the former Czechoslovakia. Even though its production has naturally taken various directions, it has, for the last seventy years remained in the minds of the audience as well as professionals as the Czech puppet theatre of an excellent quality.

The Naive Theatre Liberec has currently had no own director but they work with a wide range of authors. It focuses on the production of puppet or art performances for children and youth, and also emphasizes the original author work.

Now, the Naive Theatre performs more than 300 performances per year for approximately 50,000 spectators in the Czech Republic and abroad.

The Naive Theatre Liberec is located in the very city centre, a few dozen meters from the Liberec Town Hall. The streets of the North Bohemian capital come alive every two years with the Mateřinka Festival, which the Naive Theatre has been organizing since the 1970s. This international festival is the only one in Central Europe which focuses on puppet productions for pre-school children.



