



Kingston  
Symphony

# Jacob Two-Two Meets the Hooded Fang

## Fact Sheet

This fact sheet has key information about the concert and the theatre that you may find useful and that may help you to fully enjoy your afternoon with us.

## Key Information:

**Date:** Saturday March 28, 2026

**Time:** 2:30 p.m.

**Location:** Isabel Bader Centre for the Performing Arts

**Address:** 390 King Street West, Kingston, ON

**Length of Performance:** 50 minutes

**Intermission:** There is no intermission in this concert.

**Link to Program:** [Click here](#)

**Link to Venue Guide:** [Click here](#)

# General things to know:

- The performance will be at the Isabel Bader Centre for the Performing Arts.
- The Isabel Bader Centre for the Performing Arts is often called “the Isabel”.
- The performance begins at 2:30 p.m.
- There is a parking lot beside the theatre.
- Parking is free on weekends.
- There are other places to park within walking distance of the theatre.
- If you need to pick up your tickets, the Box Office will open at 1:30 p.m.
- The lobby to the Isabel will open at 1:30 p.m.
- The concession will be closed for this performance.
- The auditorium will open half an hour before the performance begins. At this time the ushers will open the doors and let people know they can go in and find their seat(s).
- There may be overhead announcements or music playing while you wait in the lobby. Please be prepared for these sounds.
- The seating is reserved, which means that your seat is assigned and you can find the location of your seat printed on your ticket.
- An usher can direct you to your seat(s).

- There are a limited number of booster seats available. Please ask an usher if you need one.
- The Isabel has many floors.
- There are stairs and an elevator to help you get from floor to floor.
- Music for the performance will be played by a live orchestra from the stage. Please stay back from the stage for safety.
- When you enter the auditorium the orchestra will be warming up. This may sound loud.
- The lights in the auditorium will be left on at a low level during the performance.
- A Quiet Room has been set up in the Recital Hall, on the orchestra level (main floor). Ushers can take you there at any time if needed.
- Row P on the orchestra level (main floor) of the auditorium will be left unsold. If at any time you would like to move to a seat at the back, please do so.
- Row DD on the balcony level (second floor) auditorium will be left unsold. If at any time you would like to move to a seat in this row, please do so.
- Anyone watching the concert is a member of the audience. Welcome to the audience!

# About Jacob Two-Two Meets the Hooded Fang

Poor Jacob Two-Two. Not only must he say everything twice to be heard over his older brothers and sisters, but he also finds himself the prisoner of the dreaded Hooded Fang. What did he do to deserve such a punishment? The worst crime of all - insulting a grown-up! Join the Kingston Symphony as we bring to life this classic tale by Mordecai Richler, with music by award-winning Canadian composer, Dean Burry, and text adapted by the author's son Jacob Richler - none other than Jacob Two-Two himself!

# About the performance:

Here are some things about the performance you may find interesting or want to watch/listen for:

- The symphony tells a story through music - this is the story of Jacob Two-Two Meets the Hooded Fang.
- When you enter the auditorium to take your seat, the orchestra will be on stage warming up.
- The music played by the orchestra builds and shows the emotion in the story - it can help us know how to feel and what is happening.
- If the music is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- Please make sure that mobile devices are set to silent for the duration of the concert.
- On stage is the orchestra, the conductor, and a narrator.
- The narrator helps the orchestra to tell the story.
- The narrator for this performance is Dean Burry.
- Dean Burry is also the composer of Jacob Two-Two Meets the Hooded Fang. That means that he wrote all of the music that the orchestra will play today!
- Many concerts performed by an orchestra do not have a narrator.
- There will be parts of the performance that are just speaking, parts that are just music, and parts that are both speaking and music.

- When the performance is about to begin, a recorded Land Acknowledgement will play.
- The conductor will enter the stage.
- Sometimes audience members clap when the conductor walks on stage. If the clapping is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- This is the beginning of the performance.
- The conductor for this concert is Rafael Luz.
- The narrator will enter and begin to speak.
- The narrator will have three (3) signs that he may hold up during the concert.
- On the signs are words and/or actions.
- At the beginning of the concert, the narrator will explain what each sign means.
- Each sign is a chance for you to join in the concert from your seat. You do not have to participate if you do not want to.
- The sections where the audience participates may be loud. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- When the narrator holds up the "FOG AND WIND" sign, you can hum the lowest note you can, or you can make soft, spooky wind noises.
- When the narrator holds up the "STOP" sign, you should stop making noises.

- When the narrator holds up the 'LAUGH" sign, you can laugh.
- When the narrator holds up the "SLIMEBALL ATTACK" sign, you can tap/clap/slap your legs slowly.
- The narrator speaks.
- The music begins.
- The music is light and upbeat.
- The music will change throughout the concert - sometimes loud, sometimes soft.
- The narrator speaks with the music.
- Sometimes the music sounds high-pitched, like a tinkling bell. If it is too high-pitched you can cover your ears with your hands or put on sound-dampening headphones.
- Jacob feels like his brothers and sisters are better than he is.
- The music and the story have the same emotions - if Jacob is proud (like when he pours milk into his cereal bowl) the music sounds proud too, if he is sad then the music sounds sad too.
- Jacob tries punching his siblings.
- Martha is watching the Hooded Fang - a wrestler.
- Martha says that the Hooded Fang will come out of the television and chew Jacob.
- The music feels heavier.
- Jacob is frightened.
- Jacob's siblings play pretend.

- The music is lighter.
- The pretend game includes swords and play fighting.
- Jacob wants to play with his siblings.
- Jacob cries - does the music sound sad or like crying to you?
- Jacob goes on an errand!
- Jacob compares Mr. Cooper to vegetables.
- Mr. Cooper hears Jacob when he asks for tomatoes the first time.
- Mr. Cooper thinks Jacob is making fun of him.
- A policeman enters the shop.
- The music picks up speed when Jacob jumps and runs away.
- The music is lower in pitch and the notes feel longer and almost a bit scary.
- There is a sound like a gavel being banged three times. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- The music picks up speed and sounds more like a military band.
- Jacob is in court!
- There is a sound like a gavel being banged three times. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- The judge speaks to Jacob.
- The orchestra speaks!

- The judge asks Jacob if he is guilty or innocent.
- Jacob answers - twice.
- The judge thinks Jacob is making fun of him.
- The judge sentences Jacob to the darkest dungeon of the prison.
- There is a sound like a gavel being banged three times. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- The Infamous Two (Shapiro and O'Toole) speak to the Judge.
- The adults are frightened of the Infamous Two.
- The music gets quieter and ends as the Infamous Two leave.
- Jacob is put into the dungeon.
- The Infamous Two ask Jacob for help.
- The Infamous Two give Jacob a supersonic bleeper.
- Jacob is blindfolded and taken to the Children's Prison.
- The music is lower, slower, and more ominous (meaning it is telling us that this is a scary part of the story).
- Jacob and the guards take many forms of transportation to get to the prison.
- Talk of "taking a dump".
- The music speeds up.
- It gets louder as it gets faster. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.

- The music stops.
- Talk of sharks and crocodiles.
- The music seems to wander with short notes and long notes being played by different instruments. It may sound a bit confusing or may make you feel frightened. If it is too loud, or makes you feel unsure, you can cover your ears with your hands or put on sound-dampening headphones.
- They approach the lair of the Hooded Fang.
- The Hooded Fang is on the floor.
- The Hooded Fang growls!
- The Hooded Fang tells Jacob why he does not like children.
- A child finds the Hooded Fang funny.
- The music picks up speed and gets louder and higher pitched. If it is too loud or high, you can cover your ears with your hands or put on sound-dampening headphones.
- Sound of a whistle.
- Sound of a quack.
- Music slows down.
- Mr. Fox takes the supersonic bleeper from Jacob.
- Talk of punching and hitting.
- The music sounds longer and repeats notes making circular sounds.
- Jacob finds a treat.
- The Hooded Fang frowns.

- Someone leaves treats and notes in Jacob's prison cell.
- Jacob sees sunlight.
- The music gets softer and brighter.
- The Hooded Fang complains about Jacob.
- The music becomes heavier.
- The Hooded Fang goes to Jacob's cell.
- The music gets louder and faster. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- Talk of feeding Jacob to the sharks.
- Jacob talks of hugging and kissing the Hooded Fang.
- Lighter rhythmic music.
- The music picks up speed.
- Jacob writes a letter.
- The Infamous Two capture Mr. Fox.
- The music gets louder and more confusing. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- Sounds like a siren. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- Talk of sharks and crocodiles.
- The music gets louder and builds as the battle happens. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- Sunlight!

- The Infamous Two help Jacob save the other children in the prison.
- The music gets lighter and picks up speed.
- The music gets louder. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- Jacob's father wakes him up.
- Jacob is in the park.
- Jacob's family has been looking for him.
- Jacob gets a visit from the Infamous Two.
- The music is upbeat.
- The music builds and then stops when the narrator says "Two times!"
- This is the end of the concert.
- The audience may clap at the end. If it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- The orchestra stands - this is the curtain call (bows).
- The curtain call is a chance for the audience to tell the conductor, orchestra, and the narrator how much they enjoyed the concert - you can clap, say "bravo", and even move in your seat, or stand, as the performers bow, if it is too loud you can cover your ears with your hands or put on sound-dampening headphones.
- There are many musicians in the orchestra and the curtain call may take a few minutes for them to all have a chance to bow for you.

- After the bows are over, the lights on stage will go down (off), and the lights will get brighter in the auditorium.
- Now is the time to leave the auditorium.

We hope you enjoyed Jacob Two-Two Meets the Hooded Fang with the Kingston Symphony!

## Masking Protocols:

The Kingston Symphony no longer requires masking. However, if wearing a mask is more comfortable for you, you are welcome to wear one in and around the venue. Please note that some staff may wear masks, but it is not required for staff to be masked.