



মণিপুরৰ শিক্ষা বিভাগ (সংস্কৃত)

DEPARTMENT OF EDUCATION (S)

Government of Manipur

CLASS X
ADDITIONAL ENGLISH
CHAPTER 6 – IF I WERE YOU
DOUGLAS JAMES

NOTES

SUMMARY

If I Were You is a play written by Douglas James. It is an interesting play which is full of humour, suspense and wit. It tells the story of a criminal who intruded into Gerrard's house with the intention of killing him and living on his identity.

One day, when Gerrard was packing his bag for a rehearsal, an Intruder came inside his cottage with a gun in his hand. The Intruder was a jewellery robber who was wanted by the police for killing a cop. He was hunted down like a rat and he was tired of his life. So, to gain his freedom he wanted to kill Gerrard and live as him because he resembled the playwright. Gerrard was a cool and intelligent man who did not feel panic or get scared on seeing the gun-toting criminal. He wanted to know who the man was and why he was in his cottage.

The Intruder did not kill Gerrard immediately because he wanted to know certain things from him. In fact, he did not know much about him. He asked questions and Gerrard answered them wittily. When Gerrard understood the motive of the Intruder, he cooked up a story about himself. He told him that he was not an innocent man and that he was also on the run. He told the Intruder that one of his men had been caught and he was expecting trouble that night. That was why he had the disguise outfit and the travelling bag packed. He also informed the man that he had a man posted on the main road to inform him when the police arrived. When the phone rang, he convinced the Intruder to escape with him through a hidden way which would take them straight to the garage. When the Intruder tried to inspect the room, Gerrard pushed him into it which was a cupboard. He also managed to knock the revolver out of his hand and lock him inside. He then called up someone to inform the police.

The Intruder was boastful and foolish. He was not as intelligent as Gerrard and so he was no match to him. Thus, Gerrard using his presence of mind outwitted and trapped the Intruder and thus, saved himself from being killed. He was also able to send the Intruder to prison where he truly deserved to be.

