

If I Were You

By Douglas James

About the Author

Douglas James [Born: 1937 (age 87 years)] is an Australian author born in the country Victoria. Having lived and travelled in some of the most remote regions of Australia. He draws inspiration from his unique experiences to create compelling stories set in the bush and the outback.

Plot

"If I Were You" by **Douglas James** takes a suspenseful turn. A playwright named Gerrard is about to leave for rehearsal when a threatening intruder enters his house. This intruder, a criminal resembling Gerrard, intends to kill him and steal his identity to escape the police. Gerrard, using his wit and quick thinking, avoids

violence. He cleverly convinces the intruder that impersonating him would be disastrous due to his hectic schedule and responsibilities. Trapped by Gerrard's persuasion, the criminal ends up confined in the house, allowing Gerrard to call the police and resolve the situation.

Title

“If I Were You” is a very appropriate title. It refers to the wishful thinking of the intruder who wants to assume Gerrard's identity in order to escape the law. His idea of eluding the police by living on a borrowed identity remains unfulfilled as he is trapped by Gerrard and outwitted before he assumes his life.

Theme

The **theme** of the play is the necessity of being witty and the usefulness of being calm and composed. Gerrard, the protagonist, was witty enough to save his life from the Intruder by cunningly making up a plan to distract him and trap him in his house.

Setting

The protagonist of the story "If I Were You" is Gerrard. This play is set in a small cottage where he lived.

Central Idea

The play 'If I Were You' imparts some important teachings about how too much confidence can be harmful and how staying calm and alert can take you a long way, or even better, help save your life.

Summary

This play by Douglas James is an account of how Gerrard escapes a killer through his sheer cleverness. In this play, we see Gerrard is ready to leave for a rehearsal when he encounters an intruder. Thus, upon finding himself in a fix, Gerrard manages to convince the intruder to not kill him.

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