

Side 2 (pg 26-27)

Taking an evening stroll the night before leaving town, young George encounters Mary Hatch, and they talk about the future...

- **George Bailey (tone 18-20):** an eager young man in his late teens, excited to start his life outside Bedford Falls
- **Mary Hatch (tone 18-20):** a young woman who has known (and been in love with) George since childhood

GEORGE. You know something, if it wasn't me talking, I'd say you were the prettiest girl in town.

MARY. Well, why don't you say it?

GEORGE. I don't know. Maybe I will. How old are you anyway?

MARY. Eighteen.

GEORGE. Eighteen?!

MARY. Too young or too old?

GEORGE. Oh, no. Just right. Your age fits you ... Hey, look where we are.

MARY. Oh, the old Granville house.

GEORGE. Yeah, I got to throw a rock.

MARY. Oh, no, don't. I love that old house.

GEORGE. Well no, don't you know about deserted houses, you make a wish and then throw a rock.

MARY. But George, it's such a lovely old place. I wish I lived there.

GEORGE. In there? I wouldn't live there if I was a ghost. Now watch, watch this.

(SFX: Glass breaks.)

GEORGE. How 'bout it, huh? Pretty good shot, huh? Broke a window, huh!

MARY. What's your wish, George?

GEORGE. Well, not just one wish. A whole hatful, Mary. I'm shaking the dust of this crummy little town off my feet and I'm going to see the world. Italy, Greece, the Parthenon, the Colosseum. Then I'm coming back here and go to college and see what they know ... and then I'm going to build things. I'm gonna build air fields. I'm going to build skyscrapers a hundred stories high. I'm gonna build bridges a mile long ... And then I'm gonna ... Hey, what ... are you gonna throw a rock too?

(SFX: Glass breaks.)

GEORGE. Hey that's pretty good. What'd you wish for Mary?

MARY. Oh no. If I tell you, it may not come true.

GEORGE. Hey, hey Mary ... C'mon, what do you want huh? Do you want the moon? All you gotta do just say the word now ...

MARY. Okay, the moon. I'll take it. And then what?