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Cops and Robbers and Barricades

In a game of Cops and Robber, a barricade is an object that can be placed to occupy a vertex, preventing that vertex from being used in future turns. The concept of a barricade opens up a number of questions such as "Where are they placed?", "When are they placed?", "Who can place them?", and "Who can and cannot occupy those vertices on future turns?". We will discuss the classification of Cops and Robber variants and how barricades somewhat evade strict classification. Joint work with Dr. Erin Meger.