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**NANCY CLARKE**, Acadia University  
*Farsighted Cops and Robber*

A variation of the Cops and Robber game is introduced in which the robber is invisible to the cop side unless outside the neighbourhood of a cop. The hyperopic copnumber is analogous to the copnumber. We present a variety of results, including a characterization of the graphs with hyperopic copnumber 1. We also characterize those graphs with largest possible hyperopic copnumber, and consider graphs in terms of diameter and planarity. This is joint work with A. Bonato, D. Cox, S. Finbow, F. Mc Inerney, and M.E. Messenger.