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*The localization number of designs*

We study the localization number of incidence graphs of designs. In the localization game played on a graph, the cops attempt to determine the location of an invisible robber via distance probes. The localization number of a graph  $G$ , written  $\zeta(G)$ , is the minimum number of cops needed to ensure the robber's capture. We present work giving bounds and exact values for the incidence graphs of a number of classes of designs.