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*On the Hyperopic Cops and Robber Game*

We consider the hyperopic version of the Cops and Robber game, a variation 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 on this parameter for various classes of graphs, including Cartesian products and graphs of diameter 2.

This is joint work with S. Finbow, M.E. Messinger, and A. Porter.