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## **A simple method of computing the catch time**

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### **Abstract**

We describe a simple method for computing the maximum length of the game cop and robber, assuming optimal play for both sides.

### **Keywords**

Pursuit game, Cops and Robber, catch time.

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**Preprosta metoda za izračun časa lovljenja**

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## **Povzetek**

Opisana je preprosta metoda računanja maksimalne dolžine igre »ravbar in žandar«, ob predpostavki optimalne igre obeh strani.

## **Ključne besede**

Zasledovalna igra, ravbar in žandar, čas lovljenja.