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Jozsef Balogh* (jobal@math.uiuc.edu) and **Wojtek Samotij**. *On the Chvatal-Erdos triangle game*. Preliminary report.

Given a graph G and positive integers n and q , let $G(G; n, q)$ be the game played on the edges of the complete graph K_n in which the two players, Maker and Breaker, alternately claim 1 and q edges, respectively. Maker's goal is to occupy all edges in some copy of G ; Breaker tries to prevent it. In their seminal paper on positional games, Chvátal and Erdős proved that in the game $G(K_3; n, q)$, Maker has a winning strategy if $q < \sqrt{2n+2} - 5/2$, and if $q \geq 2\sqrt{n}$, then Breaker has a winning strategy. In this note, we improve the latter of these bounds by describing a randomized strategy that allows Breaker to win the game $G(K_3; n, q)$ whenever $q \geq (2 - 1/24)\sqrt{n}$. Moreover, we provide additional evidence supporting the belief that this bound can be further improved to $(\sqrt{2} + o(1))\sqrt{n}$. (Received September 08, 2010)