There are a number of two player cops and robbers games which can be played on a graph. Seymour and Thomas showed that for one of these games, $k$ cops can catch the robber on a graph $G$ if and only if $G$ has tree width less than $k$, where tree width is an important measure of the connectedness of a graph. In this talk, I’ll introduce an equivalent version of this game for graphs and define the notion of tree width. I will then explain how we can extend both the game and the concept of tree width to other structures (specifically, to the elements of an algebraically trivial Fraïssé class with a particular kind of independence relation). (Received September 25, 2018)