The game of cops and robbers is a 2-player game played on a graph in which a team of cops try to catch a moving robber. The minimum number of cops necessary to catch a robber on the graph $G$ is the cop number, denoted $c(G)$. In this talk we will discuss cop-throttling, in which we are concerned with catching the robber quickly. More precisely, the capture time with $k$ cops, denoted $capt_k(G)$, is the length of the longest game of cops and robbers possible, assuming the cops play optimally. The cop-throttling number is given by

$$\text{th}_c(G) := \min_{c(G) \leq k \leq |V(G)|} \{k + capt_k(G)\}.$$ 

We will briefly give background on the game of cops and robbers, and then we will show that the cop throttling number grows sublinearly with the number of vertices of $G$. (Received September 05, 2019)