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*Two-Player Pebbling on Diameter 2 Graphs. Preliminary report.*

Given a graph $G$ with pebbles on the vertices, we define a *pebbling move* as removing two pebbles from a vertex $u$, placing one pebble on its neighbor $v$ and discarding the other pebble as a toll. The *pebbling number* $\pi(G)$ is the least number of pebbles needed so that every arrangement of $\pi(G)$ pebbles can place a pebble on every goal vertex $r$ through a sequence of pebbling moves. We introduce a new variation on graph pebbling called *two-player pebbling*. In this, players called the *mover* and the *defender* alternate moves, with the stipulation that the defender cannot reverse the previous move. The mover wins if they can place a pebble on the root and the defender wins if the mover cannot. We define $\eta(G)$, analogously, as the minimum number of pebbles such that given every configuration of the $\eta(G)$ pebbles and every root vertex $r$, the mover has a winning strategy. We investigate winning strategies and configurations for both players on a special class of diameter 2 graphs (Received September 01, 2014)