1077-05-2587   **Curtis Clark*** (`cuclark@morehouse.edu`), 830 Westview Drive, Atlanta, GA 30314. *On* $2 - 1$
          Graph Achievement Games.

Let F be agraph with no isolated vertices. The $2 - 1$ $F-$achievement game on the complete graph K_n is described as follows. There are two players. Player A first colors two edges of K_n green. Then Player B colors a different edge of K_n red. They continue alternatively coloring the edges with Player A coloring two edges and Player B coloring one edge. The graph F is achievable on K_n if Player A can make a copy of F in his color. The minimum n such that F is achievable on K_n is the $2 - 1$ achievement number of F, $a_2(F)$. The $2 - 1$ move number of F is the least number of edges needed by Player A to make F on the complete graph with $a_2(F)$ vertices. We determine the $2 - 1$ achievement numbers and move numbers for graphs with less than or equal to four vertices, paths, and cycles. (Received September 22, 2011)