BRANDON NELSON, Student, Dept of Science & Mathematics, Glenville State College, Glenville, WV, 26351
and PAUL PECK, Dept of Science & Mathematics, Glenville State College, Glenville, WV, 26351.
Computational generation of the maximum number of rounds for a tournament modeled by a simple, connected graph.

Let $\mathcal{G}$ be a simple, connected graph. An assemblage of $\mathcal{G}$ is a schedule in steps for assembling $\mathcal{G}$ in which one never adds more than one edge on a given vertex during a step but if two vertices are adjacent (determine an edge), either that edge must be added at a given step or at least one of the vertices must be on an edge which is added at the given step. We seek to find information concerning A($\mathcal{G}$), the maximum number of steps possible in an assemblage for a graph $\mathcal{G}$. We employ an interplay of methods from mathematics and computer science, seeking an algorithm to generate A($\mathcal{G}$) from an adjacency matrix for $\mathcal{G}$. All simple graphs with fewer than 13 vertices have been explored and data is being analyzed. An upper bound for A($\mathcal{G}$)has been established and some examples of when the upper bound is achieved have been found.