*Reacher closed his eyes and started to calculate. It was like being back in grade school. He’s two hundred miles ahead, doing fifty miles an hour. You’re chasing him at a hundred and sixty. How long before you catch him? Grade school math had been OK for Reacher. So had fighting in the yard. The fighting part had stayed with him better than the math. He was sure there must be some kind of a formula for it. Something with x and y all over the damn page. Something equaling something else.*



PlayStation Europe. “Jack Reacher.” *Flickr*, Yahoo!, 15 Aug. 2013, www.flickr.com/photos/playstationblogeurope/9517191406/in/dateposted/.

*But if there was a formula, he had long ago forgotten it. So he had to do it by trial and error. Another hour, Stevie would be two hundred and fifty miles from home. The Night Hawk would have done one hundred and sixty. Way behind. An hour after that, Stevie would be three hundred miles out, and the Night Hawk would be three hundred and twenty. Overshot. Therefore, they were going to catch him somewhere near the top of the second hour. If they were headed in the right direction.*

### Solve this problem algebraically to confirm Jack Reacher’s trial and error logic.