

MATHCOUNTS 2016–2017 HB Poster Problem

HOW MANY PATHS from start to finish can **Mighty Mathlete** take to rescue **Whiskers** if he can only climb **UP** and run to the **RIGHT**?

www.mathcounts.org
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One way to solve this type of problem is to indicate the number of ways to get to each intersection on the grid, as shown.

As **Mighty Mathlete** moves **up** and **right**, the number of ways to get to a particular intersection is the sum of the number of ways to get to the intersections that immediately precede it to the left or below.

If we label all the intersections from start to finish, we will see that from **Mighty Mathlete** to **Whiskers** there are **14** paths.

