

	1	2	3	4	5	6	7	8	9	1 0	1	1	1	1	1	1	1	1	2 0	2	2	23	24	25	26	27	28	29
Gopher1	l1	t1	t1	t1	u 1	t2	t2	t2	l3	t3	t3	t3	u 3	t4	t4	t4	t5	t5	t5	u 5	b 1	b1	b2	b2	b3	b3	b4	b4
Gopher2		t1	t1	t1	l2	t2	t2	t2	u 2	t3	t3	t3	l4	t4	t4	t4	u 4	t5	t5	t5								

Y Axis : 1Unit = 10 sec

l : Load (5 at a time)

u : Unlock

t : Trip n

b : burn book (3 at a time)

After four burn trip(b1- b4), there will be