

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Gopher1	l1	t1	t1	t1	u1	t2	t2	t2	l3	t3	t3	t3	u3	t4	t4	t4	l5	t5	t5	t5	u5	b1	b1	b2	b2	b3	b3	b4	b4
Gopher2		t1	t1	t1	l2	t2	t2	t2	u2	t3	t3	t3	l4	t4	t4	t4	u4	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