

2649 Dice

Determine the right or left handedness of some dice.

Imagine looking at a six-sided die so two sides face east-west, two face north-south, and the last two sides face up-down. You could write down the number of dots on each side in the order: east, west, north, south, up, down.

Normal dice are labeled so that the sum of opposing sides sum to seven. This constraint is sufficient to reduce dice into two categories, “Left handed” and “Right handed.” Left handed dice can be oriented so that the east face is 1, the north face is 2, and the *down* face is 3. Right handed dice can be oriented so that the east face is 1, the north face is 2, and the *up* face is 3.

In this problem, given the face values of a sequence of dice, you are to determine the handedness of the dice.

Input

The input file will contain a sequence of one or more face descriptions of a dice. These will be written as six digits (not separated by white space) on a single line. The numbers will represent (in order) the face values of the east, west, north, south, up, and down faces of the given dice.

Output

Other than the standard leader and trailer, the output file simply has the word ‘left’ or ‘right’ for each dice in the input file.

Sample Input

```
162534
162543
526134
```

Sample Output

```
right
left
left
```