

C: Map Coloring

One way of storing color pictures in files is to divide the picture into a fine grid of *pixels*, each pixel represented by the intensities of red, green and blue ranging from 0 (none) to 255 (full bright). We call this RGB. Bright red would be represented as 255, 0, 0. A fairly dark blue would be represented by 0, 0, 50. Bright purple would be 255, 0, 255 (a mix of red and blue.)

In this problem we have a map in which the countries are colored. Ideally, no two adjacent countries will have the same color. There are a number of classic problems related to ensuring that this is the case, but you do not have to worry about that here. Your task is to simply verify that colors of adjacent countries really are different. Because small differences might not be noticeable, we will require that the sum of the absolute value of the differences of each color total no less than 30. For example, 100, 100, 100 and 110, 110, 110 would be just on the safe side.

Input

There may be many pairs of adjacent countries to check. The first line will contain a positive integer representing the number of pairs. Each pair is presented on its own line as follows: The RGB values of the first country are listed followed by the RGB values of the second (neighboring) country.

Output

For each case, display the case number followed by either *good* or *bad* depending on whether the colors are sufficiently different.

Sample Input

```
2
255 0 0   150 150 150
200 200 200  210 210 205
```

Sample Output

```
good
bad
```
