

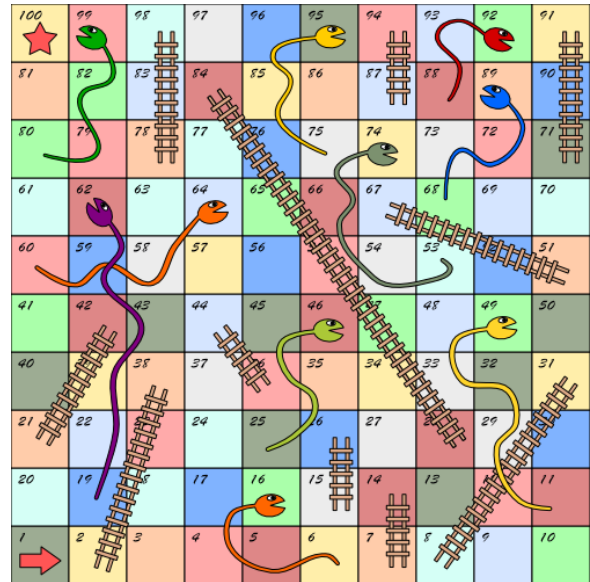
# Lazy Snakes and Ladders

## Statement

*Snakes and Ladders* has amused children for generations. So, after the failure of his fifth start-up on a row, John K. Hausdorff decides to go with that theme for the first app of his newly founded Hausdorff Space mobile game development company.

The rules are simple:

- Players red and blue start with their counters on cell number 1, and take turns in rolling a six-sided die, with red going first.
- The counter for the current player moves forward the number of cells rolled in the die (e.g., rolling a 5 when on cell 4 takes the counter to cell 9).
- The goal is to reach the last cell in the board, 100. An exact roll is needed: in case of excess, the counter *bounces* and moves the extra count backwards (e.g., rolling a 5 when on cell 97 takes the counter to cell 98).
- If the landing cell (after potential bouncing) is the bottom of a ladder, the counter is moved to its top, which will be a higher-numbered cell (e.g., rolling a 1 when on cell 1 takes the counter to cell 38). Nothing happens when the counter directly lands on the top.
- If the landing cell (after potential bouncing) is the head of a snake, the counter is moved to its tail, which will be a lower-numbered one (e.g., rolling a 3 when on cell 98 takes the counter to cell 80). Nothing happens when the counter directly lands on the tail.
- If the rolled number was six, the player keeps the turn; otherwise, it passes to the other player (irrespective of whether bouncing, snakes, or ladders were involved).



However, Hausdorff's lack of coding skills (and moral decency) makes him cut corners when implementing the code for die rolling (and explains many past failures). He grabs a real die, rolls it a few times writing down the outcomes, and implements the rolls in the game by returning those values in cyclic sequence.

Since the code starts at the first rolled number for each new game, either red or blue will always be the winner. Using the board depicted in the image, can you make a forecast given the numbers that Hausdorff rolled?

## Input

Input starts with the number of tests cases  $n \geq 0$  in its own line. Next come  $n$  lines, each one containing a test case. The line contains the number of die rolls  $m$  and the values  $r_i$ , with  $1 \leq r_i \leq 6$ . All test cases are guaranteed to eventually finish.

## Output

For each test case, a line containing RED if the first player wins, and BLUE if the second one does.

## Sample

4	RED
1 3	RED
2 3 1	BLUE
5 3 6 4 5 3	BLUE
7 3 6 4 5 3 2 3	