

# CCC '16 J1 - Tournament Selection

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Each player in a tournament plays six games. There are no ties. The tournament director places the players in groups based on the results of games as follows:

- if a player wins 5 or 6 games, they are placed in Group 1;
- if a player wins 3 or 4 games, they are placed in Group 2;
- if a player wins 1 or 2 games, they are placed in Group 3;
- if a player does not win any games, they are eliminated from the tournament.

Write a program to determine which group a player is placed in.

## Input Specification

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The input consists of six lines, each with one of two possible letters: `W` (to indicate a win) or `L` (to indicate a loss).

## Output Specification

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The output will be either `1`, `2`, `3` (to indicate which Group the player should be placed in) or `-1` (to indicate the player has been eliminated).

## Sample Input 1

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```
W
L
W
W
L
W
```

## Output for Sample Input 1

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```
2
```

## Sample Input 2

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L  
L  
L  
L  
L  
L  
L

## Output for Sample Input 2

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-1