#define \_CRT\_SECURE\_NO\_WARNINGS

#include<cstdio>

#include<cstring>

#include<cmath>

#include<cstdlib>

#include<ctime>

#include<cctype>

#include<iostream>

#include<vector>

#include<map>

#include<queue>

#include<string>

#include<set>

#include<algorithm>

#include<stack>

//#pragma comment(linker, "/STACK:102400000,102400000")

using namespace std;

#define mem(a,b) memset(a,b,sizeof(a))

const int INF = 0x7fffffff;

typedef long long ll;

const double eps = 1e-8;

const double PI = 2 \* cos(0.0);

const int MOD = 1000000007;

#define MAXN 101

int n;

int a[MAXN], ap[MAXN];

int b[MAXN], bp[MAXN];

int c[MAXN], cp[MAXN];

int weak[MAXN];

bool match()

{

    mem(weak, 0);

    int flag = 1;

    int weakn = 0;

    ll strsum = 0;

    for (int i = 1; i <= n; i++)

    {

        int tmp = abs(a[i] + b[i] - c[i]);

        if (!ap[i] && !bp[i] && !cp[i])

        {

            if (a[i] + b[i] != c[i]) return 0;

        }

        if (ap[i] && bp[i] && cp[i])

        {

            strsum += tmp;

        }

        else if (ap[i] && bp[i] && !cp[i])

        {

            if (a[i] + b[i] < c[i]) return 0;

            if (!c[i]) strsum += tmp;

            else weak[++weakn] = tmp;

        }

        else if (!ap[i] && !bp[i] && cp[i])

        {

            if (a[i] + b[i] > c[i]) return 0;

            if (!a[i] && !b[i]) strsum += tmp;

            else weak[++weakn] = tmp;

        }

        else if (ap[i] && !bp[i] && !cp[i])

        {

            if (a[i] + b[i] < c[i])return 0;

            if (b[i] == c[i])strsum += tmp;

            else weak[++weakn] = tmp;

        }

        else if (ap[i] && !bp[i] && cp[i])

        {

            if (!b[i])

            {

                strsum += tmp;

                continue;

            }

            if (b[i]>c[i]) return 0;

            if (a[i] + b[i] > c[i] + 1) return 0;

            if (a[i] + b[i] == c[i] + 1)

            {

                if (!flag) return 0;

                flag = 0;

            }

            tmp = c[i] - a[i] - b[i];

            weak[++weakn] = tmp;

        }

    }

    if (!weakn) return 1;

    else if (weakn == 1)

    {

        if (strsum <= weak[1] + 1) return 1;

    }

    else if (weakn == 2)

    {

        if (strsum == 0)

        {

            if (abs(weak[1] - weak[2]) == 1) return 1;

        }

        else if (strsum == 1)

        {

            if (abs(weak[1] - weak[2]) == 0) return 0;

        }

    }

    else

    {

        ll sum = strsum;

        for (int i = 1; i <= n; i++)

        {

            sum += abs(weak[i]);

            if (sum > 1) return 0;

        }

        return 1;

    }

    return 0;

}

int main()

{

    int T;

    cin >> T;

    for (int kase = 1; kase <= T; kase++)

    {

        cin >> n;

        for (int i = 1; i <= n; i++) scanf("%d", &a[i]);

        for (int i = 1; i <= n; i++) scanf("%d", &ap[i]);

        for (int i = 1; i <= n; i++) scanf("%d", &b[i]);

        for (int i = 1; i <= n; i++) scanf("%d", &bp[i]);

        for (int i = 1; i <= n; i++) scanf("%d", &c[i]);

        for (int i = 1; i <= n; i++) scanf("%d", &cp[i]);

        for (int i = 1; i <= n; i++)

        {

            if (!a[i]) ap[i] = 0;

            if (!b[i]) bp[i] = 0;

            if (!c[i]) cp[i] = 0;

            if (!ap[i] && bp[i])

            {

                swap(a[i], b[i]);

                swap(ap[i], bp[i]);

            }

        }

        printf("Case #%d: %s\n", kase, match() ? "Tweek" : "Craig");

    }

}

#include<iostream>

#include<string>

#include<algorithm>

#include<queue>

#include<vector>

#define MAX 10000000

using namespace std;

struct judgearray {

int n;

bool judge;

};

int main()

{

int num;

cin >> num;

for (int i = 0; i < num; i++)

{

int length;

cin >> length;

judgearray a[200], b[200], c[200];

//input

for (int i = 0; i < length; i++)

cin >> a[i].n;

for (int i = 0; i < length; i++)

cin >> a[i].judge;

for (int i = 0; i < length; i++)

cin >> b[i].n;

for (int i = 0; i < length; i++)

cin >> b[i].judge;

for (int i = 0; i < length; i++)

cin >> c[i].n;

for (int i = 0; i < length; i++)

cin >> c[i].judge;

//status-check

int status[200] = {0};//failure=-1,unperfect=0,perfect=1;

for (int i = 0; i < length; i++)

{

if (a[i].judge&&b[i].judge&&c[i].judge)

{

status[i] = 1;

continue;

}

if (!c[i].judge&&a[i].judge&&b[i].judge)

{

if (c[i].n > a[i].n + b[i].n)

status[i] = -1;

else if (c[i].n == (a[i].n + b[i].n))

status[i] = 1;

else

status[i] = 0;

continue;

}

if ((c[i].judge&&a[i].judge&&!b[i].judge) || (c[i].judge&&!a[i].judge&&b[i].judge))//?

{

if (c[i].n<(a[i].n+b[i].n))

status[i] = -1;

else if (c[i].n == (a[i].n + b[i].n))

status[i] = 1;

else

status[i] = 0;

continue;

}

if (!a[i].judge&&!b[i].judge&&c[i].judge)

{

if (c[i].n < (a[i].n + b[i].n))

status[i] = -1;

else if (c[i].n == (a[i].n + b[i].n))

status[i] = 1;

else

status[i] = 0;

continue;

}

if ((!a[i].judge&&b[i].judge&&!c[i].judge))

{

if ((a[i].n + b[i].n)>c[i].n&&a[i].n <= c[i].n)

status[i] = 0;

else if ((a[i].n + b[i].n) == c[i].n)

status[i] = 1;

else

status[i] = -1;

continue;

}

if ((a[i].judge&&!b[i].judge&&!c[i].judge))

{

if ((a[i].n + b[i].n)>c[i].n&&b[i].n <= c[i].n)

status[i] = 0;

else if ((a[i].n + b[i].n) == c[i].n)

status[i] = 1;

else

status[i] = -1;

continue;

}

if (!a[i].judge&&!b[i].judge&&!c[i].judge)

{

if ((a[i].n + b[i].n)==c[i].n)

status[i] = 1;

else

status[i] = -1;

continue;

}

}

//final-check;

int flag = 0;

int cnt = 0;

for (int i = 0; i < length; i++)

{

if (status[i] == -1)

flag = 1;

if (status[i] == 0)

cnt++;

}

if (cnt > 1 || flag)

cout <<"Case #"<<i+1<<": "<< "Craig";

else

cout << "Case #" << i + 1 << ": " << "Tweek";

}

}