using System;

using System.Collections.Generic;

using System.Linq;

namespace \_01.FlowerWreaths

{

internal class Program

{

static void Main(string[] args)

{

List<int> lilies = Console.ReadLine().Split(new string(", ")).Select(int.Parse).ToList();

List<int> roses = Console.ReadLine().Split(new string(", ")).Select(int.Parse).ToList();

int n = Math.Min(lilies.Count, roses.Count);

int wreaths = 0, flowers = 0;

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

{

while (lilies[lilies.Count - i - 1] + roses[i] > 15)

{

lilies[lilies.Count - i - 1] -= 2;

}

if (lilies[lilies.Count - i - 1] + roses[i] == 15)

{

wreaths++;

}

else if (lilies[lilies.Count - i - 1] + roses[i] < 15)

{

flowers += lilies[lilies.Count - i - 1] + roses[i];

}

}

wreaths += flowers / 15;

if (wreaths > 4)

{

Console.WriteLine($"You made it, you are going to the competition with {wreaths} wreaths!");

}

else

{

Console.WriteLine($"You didn't make it, you need {5 - wreaths} wreaths more!");

}

}

}

}