

# klavercoats



## Assignment

When the judges are not busy coming up with complicated algorithms, a card game is sometimes played. A popular Dutch card game is 'Klaverjas', in which 8 cards are dealt as in fig. 1.



Figure 1: A dealt hand with 14 trumps and 7 regular points, if *spade* trump.

This dealt hand contains the four types of cards, from left to right: *diamonds* ('R' in the input) jack and seven, *spade* ('S') nine and seven, *hearts* (H) queen and seven, and *clubs* (K) jack and seven. Each card is worth a number of points, depending on the 'trump', as shown in Table 1.

Card	Where the	trump point	Non-trump point
farmer	B	20	2
Nine	9	14	0
ace	a	11	11
Ten	10	10	10
Gentleman	huh	4	4
Lady	d	3	3
eight	8	0	0
Seven	7	0	0

Table 1: All possible cards and the scoring.

Calculate the value of my hand, given a given trump, expressed in points. Figure 1 has 14 trumps (14 for S9) and 7 regular points (2 for RB, 3 for HD, 2 for KB), if *spade* (S) is trump. The answer is the sum, 21. In the case of *hearts* (H) trump is the answer 7.

## Input

The first line contains the number of test cases. There are two lines per test case: line one contains the trump suit (R, S, H, or K), and line two the dealt hand of eight cards, expressed in suit (character one) and value (see Table 1), separated by a space.

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### sample input

```
2
S
RB R7 S9 S7 HD H7 KB K7 H

RB R7 S9 S7 HD H7 KB K7
```

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## Export

For each test case, a line is expected in which the total points are written, preceded by the number of the test case.

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### sample output

```
1 21
2 7
```

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