

## League of Street



### Description

One of the most prestigious cycling leagues is about to begin! Today, we will watch the match between Owen Knight, the leader of Light Cavalry and Jay Jo, the Humming Bird's Super Rookie! This battle will be lit! Yeah, you really want to watch this battle, but the 4<sup>th</sup> module practicum requires you to make a code to determine who's the winner. Let's build the code so you can watch the league with peace :)

### Input Format

- The first line contains the number of cyclists which is **T**.
- The next **T** lines contain **N** which is the name of the cyclist (**string**), **FT** which is the finish time in minutes (**int**) and **S** which is the skill number (**int**).

### Output Format

- Print the winner of this league, "**(N)** wins!" The winner is the cyclist with the fastest time. But if both cyclists have the same finish time, you must determine from their skill number. Cyclist who has larger skill number will be the winner. But if both finish time and skill number are the same, you will print "It's a tie! Rematch!"

### Constraints

- $0 < T, FT, S \leq 100$
- $1 \leq N \leq 100$  (the string has no space, ignore the "\_" character)

### Example 1

Input
2 Jay_Jo 20 89 Owen_Knight 19 88
Output
Owen_Knight wins!
Explanation
Owen_Knight has faster finish time, so he's the winner even though Jay Jo has larger skill number (because we look at the finish time first).

### Example 2

Input
3 Hannam 18 89 Monster 18 90 Woojin 20 80
Output
Monster wins!
Explanation
Hannam and Monster have same finish time, so we will take a look at their skill number. It turns out that Monster has bigger skill number, so he is the winner.

### Example 3

Input
3 Shelly 20 80 Noah 20 80 Yumi 21 82
Output
It's a tie! Rematch!
Explanation
Because Shelly and Noah have the same finish time and skill number, so no one wins :(