uses Crt;

var Min, Sek, Rez1, Rez2, Rez3, Max : integer;

begin

 ClrScr;

 Write ('Minute 1 = '); ReadLn (Min);

 Write ('Secunde 1 = '); ReadLn (Sek);

 Rez1:=Min\*60+Sek;

 Write ('Minute 2 = '); ReadLn (Min);

 Write ('Secunde 2 = '); ReadLn (Sek);

 Rez2:=Min\*60+Sek;

 Write ('Minute 3 = '); ReadLn (Min);

 Write ('Secunde 3 = '); ReadLn (Sek);

 Rez3:=Min\*60+Sek;

 if (Rez1>=Rez2) and (Rez1>=Rez3) then WriteLn('Best 1');

 if (Rez2>=Rez1) and (Rez2>=Rez3) then WriteLn('Best 2');

 if (Rez3>=Rez1) and (Rez3>=Rez2) then WriteLn('Best 3');

 ReadLn;

end.