

## Introduction

The imperial Stormtrooper TR-8R wants to get revenge of his ex-friend and traitor FN-2187. Since the accuracy of the Stormtroopers is quite poor, he is going to the Imperial Stormtrooper Marksmanship Academy to improve it.

In the training, you have to shoot static targets that are in different spots but in each round the visible targets that can be hit change. For example, in round 1 you may see the targets at the position zero and three, but in the next round the visible targets are the ones at positions two and four.

Each target can withstand a certain amount of hits and afterwards the target is destroyed and never shown up again.

You are very bad at shooting so when you aim at a determined position, sometimes the bullet may be deviated to another position and the desired target will not be hit, but you may hit another one if it is also visible!!. For example you aim at the position one but the bullet deviates one position and goes to the position two and hits the target at that position (only hits because it is visible, the hidden targets can never be hit)

## Input

- The first line has 3 numbers.
  - 1st number: number of targets in the round (bigger than 0)
  - o 2nd number: number of hits that the target can withstand (bigger than 0)
  - 3rd number: number of rounds (positive number)
- Afterwards, the rounds information. Each of them is made up of two lines:
  - 1st Line: The first number determines the number of targets that will show up (bigger than 0). The succeeding quantity of numbers must match the value of the first number, and those numbers are the targets that will show up in the specific round (from 0 to n 1).
  - 2nd Line: The first number is the position of the target that you are aiming to shoot (from 0 to n - 1)and the second one is the deviation of the shot (can be negative)

## **Output**

3 0

The program must output the total number of hits and destroyed targets TR-8R hit 3 targets and destroyed 1

