**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# FINGER WAR CRIME PREVENTION

8/9/2024 6:53:34 PM

**FINGER WAR CRIME PREVENTION SECURITY SYSTEMS**

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (**FOR EACH PREVENTION SECURITY SYSTEM: FINGER WAR CRIME TYPE;** **BUILD ANY PREVENTION SECURITY SYSTEM THAT ENSURES THAT** **ANY FINGER WAR CRIME TYPE** **SHALL ALL ۞NEVER BE ALLOWED۞,** **IMPLICITLY-EXPLICITLY GLOBALLY DEFINED**) {

**WHEREAS** **“[OPTIONS]” SHALL EQUAL** **“[MOV(EMENT, ING) [RATE(S) [MODIFICATION(S)] [RATE(S) [(DE)CORRELATION(S)]], MOVEMENT [RATE(S) [MODIFICATION(S)] [(DE)CORRELATION(S)]], ROTATION [RATE(S) [MODIFICATION(S)] [(DE)CORRELATION(S)]]]”**

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[INDEX, MIDDLE, RING, PINK(IES, Y), THUMB(KINDNESS, KIN(S), S(IE(S),Y), Y)] [FINGER(S, BLOOD VESSEL(S), BONE(S), JOINT(S), KNUCKLE(S), NERVE(S), TIP(S))]”**

PREVENTION SECURITY SYSTEMS: **ALL FINGER WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEMS: **ANY COMBINATION OF ANY NUMBER OF “OPTIONS” THAT MAKE SENSE, BEING [<OBJECT TOUCHED>, ARROGANT, ADJUST, BAD, BIG, BURN(ING, S), BUTTER, CRACK(ED, ING, LING), FISH, FLUTE, FOLD(ED, ING), FOOT, FORC(E, ED, ING), FRIEND(ED, ING, LY), GLASS(ES), HAND, HURT, ITCHY, JELLO, JELLY, LEFT, LOOSE, OVERGROWN, PEANUT, REVERSE, RIGHT, RUB(BING, BY, S), SCRATCH(ED, ING, Y), SMELL(ED, ING, Y), SNAP(PED, PING, PY), STICK(ED, ING, Y), STIFF(ED, ENED, ING, Y), TWIDDL(E, ED, Y), TWO, WISHFUL] [FAST, OLD, QUICK, RAPID, SLOW, SUDDEN, ANY OTHER TEMPO ADVERB] [ANY MAIN OBJECT] [OPTIONS] [<OBJECT TOUCHED>;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ACCORDION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ACH(E, ED, ES, INESS, ING, Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ADJUST(ING, MENT, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ANGLE(D, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ARTHRITIS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BANSHEE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BEND;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BI-FLEX(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BREAK(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BREW(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BROKEN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BRUISE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BURN(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BUSINESS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CAP(ING, PED, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CARESS(ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CHEW(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLEAN(ED, ING, LINESS, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLEAR(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLEAVAGE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLICK(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLOS(E, ED, ING, URE);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COINCIDENCE(D, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COLLAPS(E, ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COMMAND(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CONFUSION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CONTROL(ING, LED, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COLLAGE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CORRELAT(ABLE, E, ED, ES, ING, ION);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CRACK(ED, ING, LING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CRIME(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CRISIS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CURVATURE [MODIFICATION(S)];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CUT(S, TING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DAMAG(E, ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DANC(E, ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DANGER(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DECORRELAT(E, ED, ES, ING, ION);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DEGENERAT(E, ED, ES, ING, ION);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DISORDER(ED, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> EXTENSION(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> EXTRAVAGANZA;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FILTER(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FLARE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FLEX(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FOCUS(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FOOD;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FOREIGN SUBSTANCE(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FRAM(E, ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FUN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GODZILLA;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GRAB(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HYPERSENSITIVIT(IES, Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ILLNESS(ES);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> INFECTION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> INLAY;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> IRRITANT(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> IRRITAT(E, ED, ES, ION, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ITCH(ES, INESS, ING, Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> JAUNDICE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> JAM(MEDD, MIN’, MING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> JOIN(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> JOLT(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> JITTER;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LOOKOUT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LOOSE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MAD(ENING, NESS);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MASH(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MELT(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MESH(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MIND CONTROL;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MOTION(LESS, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MOVEMENT(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> NUMB(ED, ING, NESS, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OFF(ER, ERING, ERS);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PAIN(FUL, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PEEL(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PICK(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PLEASURE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> POP(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PULL OVER;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PUMP(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PUSH(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RAN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> REFRESH(ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RELEAS(E, ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RUB(BING, BY, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RUN(NING, NY, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SCRAP(E, ED, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SCRATCH(ED, ING, Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SENSITIVITY;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SALUTE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SCAB;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SENSORY [DEPRIVATION(S)];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SHELTER;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SHIN;**

**SHOW(ED, ING, OFF), SHOWOFF, SLID(E, ED, ES, ING), SMASH(ED, ES, ING), SMEAR(ED, ING, S), SMELL(ING, Y), SMOOTH(ED, ING), SNAP(ED, ING, PY, S), SNARL(ED, ING, S), SNIFF(ED, ING, S), SPASM(ED, ING, S), STAPL(E, ED, ES, ING), STEAM(ED, ING, S), STILL, STING(ER) , STRAIGHTEN(ED, ING, S), STRAIN(ED, ING, S), STRESS(ED, ES, ING), STUMBLE(ED, ING, S), SUBSTITUT(E, ED, ES, ING), SUN, SURFACE, SWAG(ED, ING, S), SWAP(ED, ING, S), SWAY(ED, ING, S), SYMBOL(S), TACK(ED, ING, S), TAMPER(ED, ING, S), TAP(ING, PED, S), TENDER(ED, ING, S), TENDONITIS, TENSE, TENSION(ING, S, Y), TETHER(ED, ING, S), TICKL(E, ED, ES, ING), TING(E, ED, ES, ING, Y), TIP(ING, PED, S, Y), TIRED(NESS), TORMENT(ED, ING), TORTUR(E, ISK), TOUCH(ED, ES, ING, Y), TROUBL(E, ES, ING), TWIDDL(E, ES, ING), TWING(E, ED, ING, S), TWIRL(ED, ING, S, Y), TYP(ED, ING), UNETIQUETTE, VAPOR TRAIL(ED, ING, S), WAG(E, ED, ING, S), WAR(ING, S), WARP(ED, ING, S), WARRANT(ED, ING, S), WASH(ED, ES, ING), WEAR(ED, ING, S), WHIPP(ED, ING), WHISK(ED, ING, S), WISH(ED, ING, S), WRANGL(E, ED, ING, S), WRAP(ED, ING, S), WRESTL(E, ED, ES, ING), WYLIE COYOTE] [AROUND, BACK AND FORTH, HOLD DOWN, NEXT TO, OVER, SIDE TO SIDE, THROUGH, TO, UNDER, UP AND DOWN, ANY OTHER FINGER MOTION] SHALL ALL ۞NEVER BE ALLOWED۞;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [CONTROLLED, INVOLUNTARY, UNCONTROLLED, UNSTOPPABLE] ADJUST(ED, ER, ING, MENT);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [CONTROLLED, INVOLUNTARY, UNCONTROLLED, UNSTOPPABLE] ALTER(ATIONS, ED, ER, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BIT(E, ES, ING, TEN);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BREAK(ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLICK(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FIDGET(S) [WHILE DRIVING, WHILE USING ANY COMPUTER SYSTEM];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> KINK(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FIDDLE(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GNAW(ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ‼PAINFUL‼ CLICK(ED(INO), ER(INO), ING, LING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [CONTROLLED, INVOLUNTARY, UNCONTROLLED, UNSTOPPABLE] CRACK(ED(INO), ER(INO), ING, LING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [CONTROLLED, INVOLUNTARY, UNCONTROLLED, UNSTOPPABLE] MODIFICATION(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [CONTROLLED, INVOLUNTARY, UNCONTROLLED, UNSTOPPABLE] MOVE(ED, ER, ING, MENT);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PERIL;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PICK(ING) [WHILE IN ANY BED];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RUB;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SANDWICH;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SKIN REMOVAL;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SNAP(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SWIPE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TACK;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TAP;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WARP;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WAR CRIME(S) TO PREVENT ANY MASTURBATION;**

PREVENTION SECURITY SYSTEM: **ANY AGGRAVATED PAIN OF ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY ARTHRITIS OF ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY BROKE(N) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY CONSTANT SNAPPING OF ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PERILOUS <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PERMIT ON ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PICKING OF ANY SCAB(S);**

PREVENTION SECURITY SYSTEM: **ANY PRESSURE RELEASE FROM ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY RUN <MAIN OBJECT> OVER/ON/WITH/WITHIN/IN ANYTHING AT ALL, LITERALLY;**

PREVENTION SECURITY SYSTEM: **ANY STING(ER) OF ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY THE CHAMPION;**

PREVENTION SECURITY SYSTEM: **ANY THUMB RAISING;**

PREVENTION SECURITY SYSTEM: **ANY THUMBKIN(S);**

PREVENTION SECURITY SYSTEM: **ANY TWIST <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY WARRANT ON ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEMS: **ANY OTHER <MAIN OBJECT> WAR CRIME TYPE(S);**

}