**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# FINGER WAR CRIME PREVENTION

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**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 SYSTEM: **ANY <OBJECT TOUCHED> <MAIN OBJECT>;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY BIG(GY) <MAIN OBJECT>;**

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

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

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

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

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

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

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

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

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

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

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

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

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

**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(ED, 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;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SURFACE [ATTACK(ED, S)];**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TIRED(NESS);**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TORTUR(E, ISK);**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WYLIE COYOTE;**

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);**

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