**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# TEETH OR TOOTH WAR CRIME PREVENTION

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**TEETH OR TOOTH WAR CRIME PREVENTION SECURITY SYSTEMS**

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (**FOR EACH PREVENTION SECURITY SYSTEM: T(OO, EE)TH WAR CRIME TYPE;** **BUILD ANY PREVENTION SECURITY SYSTEM THAT ENSURES THAT** **ANY T(OO, EE)TH 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** **“[T(OO, EE)TH(S, BOTTOM(S), COATING(S), DENTIN, EDGE(S), ENAMEL, GUM(S), NERVE(S), ROOT(S), SURFACE(S), TIP(S), TOP(S))] OR [JAW]”**

PREVENTION SECURITY SYSTEMS: **ALL T(OO, EE)TH WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEMS: **ANY COMBINATION OF ANY NUMBER OF “OPTIONS”, BEING [****<OBJECT BITTEN OR CHEWED>, <BAD ACTION OR QUALITY>, ADJUST, BIT(E, ES, ING, TEN), BREAK, BROK(E, EN), BRUSH(ED, ES, ING), BURN(ED, ING, S), CRACK(ED, ING, LING), CHEW(ED, ING, S), CLEAN(ED, ING, LINESS, S), FRACTUR(E, ED, ING), GROW(ING), HURT, LOOSE, NEW, OVERGROWN, PAINFUL, ROT(S, TEN, TING), RUB(BING, BY, S), SCRATCH(ED, ING, Y), SMELL(ED, ING, Y), SNAP(PED, PING, PY), STIFF(ED, ENED, ING, Y)] [<MAIN OBJECT>] [<OBJECT BITTEN OR CHEWED>, <BAD ACTION OR QUALITY>, ANTI-<GOOD ACTION OR QUALITY>, ADJUST(ING, MENT, S), ANGLE(S), BIT(E, ES, ING, TEN), BREAK(ING, S), BROKEN, BRUSH(ED, ES, ING), BURN(ED, ING, S), CARESS(ED, ES, ING), CHEW(ED, ING, S), CLEAN(ED, ING, INGS, LINESS, S), CLEAR(ED, ING, S), CLICK(ED, ING), COMMAND(ED, ING, S), CONTROL(ED, ING, S), CORRELAT(ABLE, E, ED, ES, ING, ION), CRACK(ED, ING, LING), CRIME(S), CURVATURE, CUT(S, TING), DAMAG(E, ED, ES, ING), DECORRELAT(E, ED, ES, ING, ION), DEGENERAT(E, ED, ES, ING, ION), DISORDER(ED, S), EXTENSION(S), FOREIGN SUBSTANCE(S), GRAB(ED, ING), HYPERSENSITIVIT(IES, Y), ILLNESS(ES), INFECTION, INLAY, IRRITAT(ANT, ANTS, E, ED, ES, ION, ING), ITCH(INESS, ING), LOOSE, MELT(ED, ING), MIND CONTROL, MOTION(LESS, S), MOVEMENT(S), PAIN(FUL, S), PEEL(ED, ING, S), PICK(ING, S), POLISH(ING), POP(ING, S), PUSH(ED, ING), REMOVAL(S), ROT(S, TEN, TING), RUB(BING, BY, S), SCRAP(E, ED, ING), SCRATCH(ED, ING, Y), SENSITIVITY, SENSORY, SHARD(ED, ING, S), SHOW(ED, ING, OFF), SLID(E, ED, ES, ING), SMASH(ED, ES, ING), SMEAR(ED, ING, S), SMELL(ING, Y), SMOOTH(ED, ING), SNAP(ED, ING, PY, S), SNIFF(ED, ING, S), STEAM(ED, ING, S), STILL, STRAIGHTEN(ED, ING, S), STRAIN(ED, ING, S), SURFACE, SWAB(ED, ING, S), TACK(ED, ING, S), TAMPER(ED, ING, S), TAP(ING, PED, S), TENDER(ED, ING, S), TENSION(ING, S, Y), TING(E, ED, ES, ING, Y), TIP(ING, PED, S, Y), TORMENT(ED, ING), TORTUR(E, ISK), TOUCH(ED, ES, ING, Y), TWING(E, ED, ING, S), TYP(E, ED, ING), UNETIQUETTE, WAG(ED, ING, S), WAR(ING, P, PED, PING, PS, S), WARRANT(ED, ING, S), WASH(ED, ES, ING), WEAR(ED, ING, S)] SHALL ALL ۞NEVER BE ALLOWED۞;**

PREVENTION SECURITY SYSTEM: **ANTI-<MAIN OBJECT> <GOOD ACTION OR QUALITY>;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL APART;**

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MELT DOWN;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY BITE(N, S) DOWN;**

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

PREVENTION SECURITY SYSTEM: **ANY BLUDGEON;**

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

PREVENTION SECURITY SYSTEM: **ANY DENTAL IMPLANT WARRANT;**

PREVENTION SECURITY SYSTEM: **ANY DENTAL WARRANT;**

PREVENTION SECURITY SYSTEM: **ANY GINGIVITIS;**

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

PREVENTION SECURITY SYSTEM: **ANY IMPACT WRENCH;**

PREVENTION SECURITY SYSTEM: **ANY IMPACT;**

PREVENTION SECURITY SYSTEM: **ANY IMPROPER <MAIN OBJECT> BRUSHING;**

PREVENTION SECURITY SYSTEM: **ANY PAINFUL <MAIN OBJECT> BRUSHING;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY SALIVA REDUCTION STRATEGIES;**

PREVENTION SECURITY SYSTEM: **ANY TEETH(ED, ING, S);**

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

PREVENTION SECURITY SYSTEMS: **ANY OTHER T(OO, EE)TH WAR CRIME TYPE(S);**

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