**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# THROAT WAR CRIME PREVENTION

1/31/2025 11:14:04 AM

**THROAT WAR CRIME PREVENTION SECURITY SYSTEMS**

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

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[THROAT] [BLOOD VESSEL(S), CARTLIDGE(S), NERVE(S), VOICE BOX]”**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEM: **ANY [ACCENTUATED, BACK, BAD, BIG, FORCED, FROG’S, GIANT, IRRITATED, LARGE, LITTLE] BREATH(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY [ACCENTUATED, BACK, BAD, BIG, FORCED, FROG’S, GIANT, IRRITATED, LARGE, LITTLE] BURP(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY [ACCENTUATED, BACK, BAD, BIG, FORCED, FROG’S, GIANT, IRRITATED, LARGE, LITTLE] CHUCKLE(S);**

PREVENTION SECURITY SYSTEM: **ANY [ACCENTUATED, BACK, BAD, BIG, FORCED, FROG’S, GIANT, IRRITATED, LARGE, LITTLE] GULP(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY [ACCENTUATED, BACK, BAD, BIG, FORCED, FROG’S, GIANT, IRRITATED, LARGE, LITTLE] SWALLOW(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY [ACCENTUATED, BACK, BAD, BIG, FORCED, FROG’S, GIANT, IRRITATED, LARGE, LITTLE] <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CANCER(OUS [GROWTH]);**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MUCUS [BUILDUP, IRRITATION, SWALLOW];**

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY ACID REFLUX;**

PREVENTION SECURITY SYSTEM: **ANY BREATHE DRINK ‼POTENTIALLY DEADLY‼;**

PREVENTION SECURITY SYSTEM: **ANY BREATHE FOOD;**

PREVENTION SECURITY SYSTEM: **ANY BREATHE LIQUID ‼POTENTIALLY DEADLY‼;**

PREVENTION SECURITY SYSTEM: **ANY CANCER(OUS [GROWTH]) [EXERCISE(S)];**

PREVENTION SECURITY SYSTEM: **ANY CHOKING ‼POTENTIALLY DEADLY‼;**

PREVENTION SECURITY SYSTEM: **ANY COUGH;**

PREVENTION SECURITY SYSTEM: **ANY DRINKING WITH STRAW DOWN <MAIN OBJECT>;**

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

PREVENTION SECURITY SYSTEMS: **ALL GRUMBL(E(S), ING);**

PREVENTION SECURITY SYSTEM: **ANY GURGLING;**

PREVENTION SECURITY SYSTEM: **ANY HICCUP FART;**

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

PREVENTION SECURITY SYSTEM: **ANY INHALE DRINK;**

PREVENTION SECURITY SYSTEM: **ANY INHALE FOOD;**

PREVENTION SECURITY SYSTEM: **ANY INHALE LIQUID;**

PREVENTION SECURITY SYSTEM: **ANY INHALE SALIVA;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY SNEEZE;**

PREVENTION SECURITY SYSTEM: **ANY SNEEZE GASP;**

PREVENTION SECURITY SYSTEM: **ANY SNEEZE SALIVA;**

PREVENTION SECURITY SYSTEM: **ANY SNEEZE SWALLOW;**

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

PREVENTION SECURITY SYSTEM: **ANY SWALLOW;**

PREVENTION SECURITY SYSTEM: **ANY SWALLOW GASP;**

PREVENTION SECURITY SYSTEM: **ANY SWALLOW SALIVA;**

PREVENTION SECURITY SYSTEM: **ANY SWALLOW SNEEZE;**

PREVENTION SECURITY SYSTEM: **ANY THROW UP;**

PREVENTION SECURITY SYSTEM: **ANY TONSILITIS;**

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

}