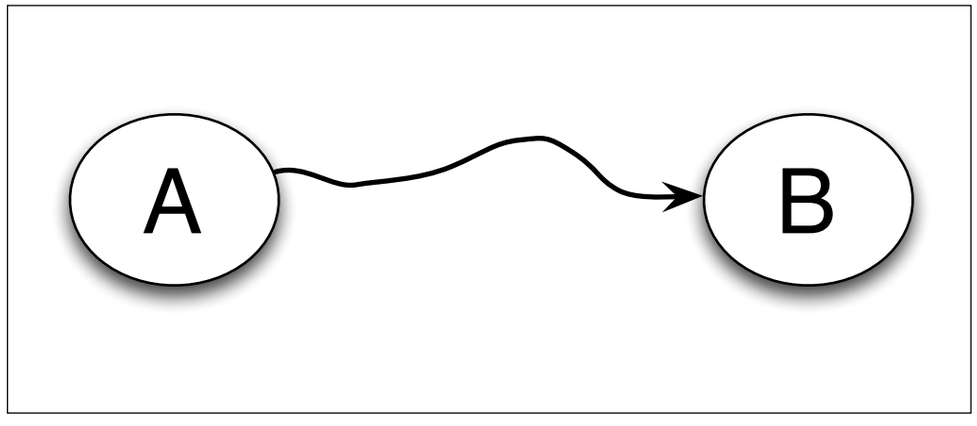
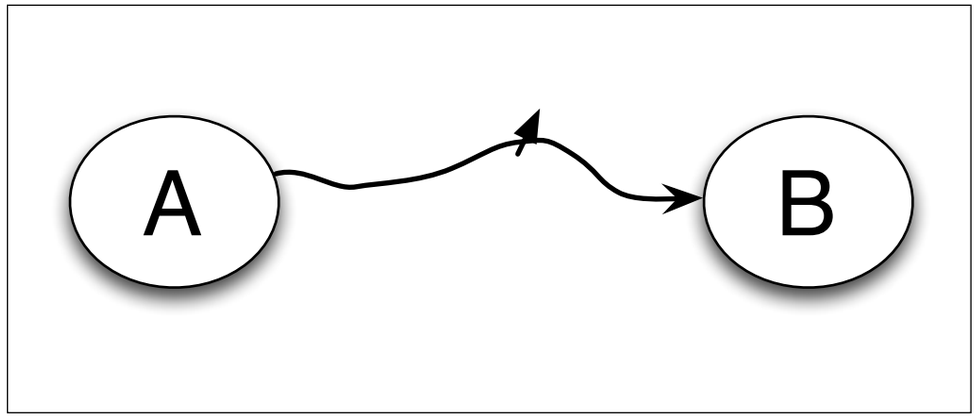
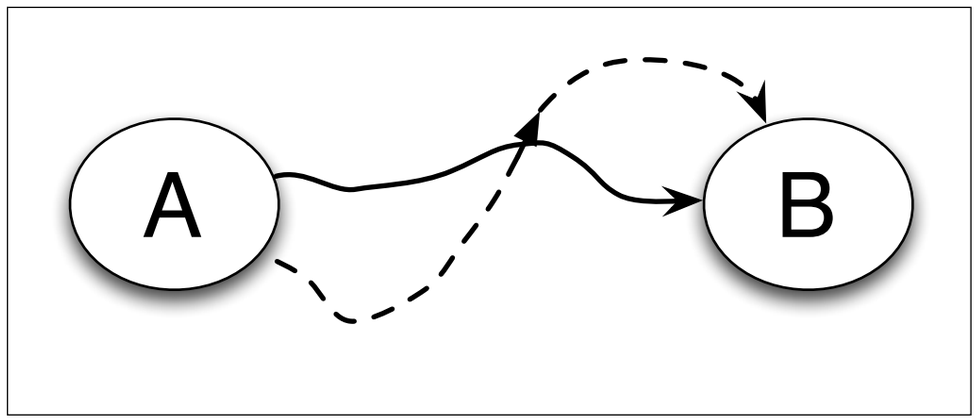
Shooting Move







Generate a new path by selecting a “shooting point” along the old path. Modify the momenta at the shooting point, and integrate forward and backward. If the new path satisfies the acceptance criteria, keep it!