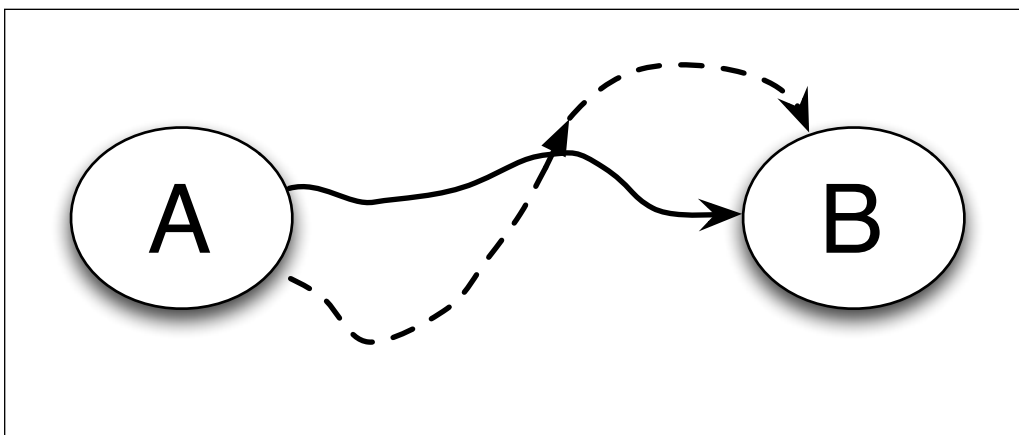
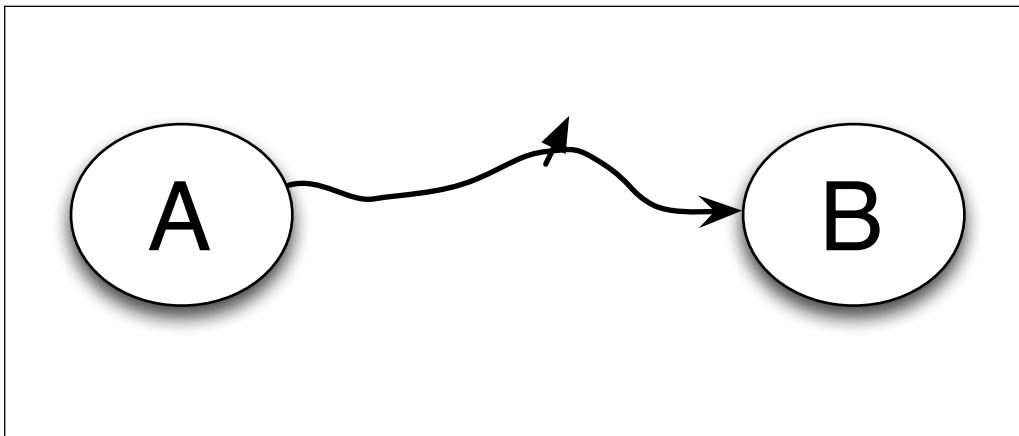
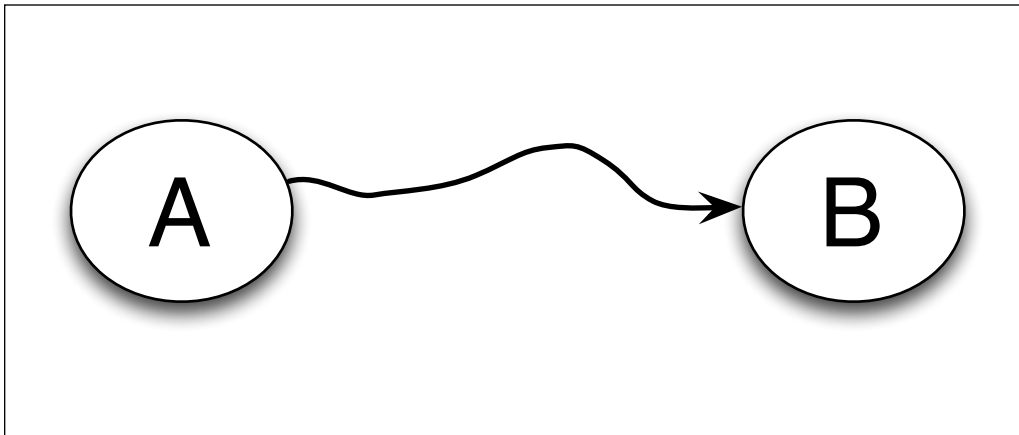
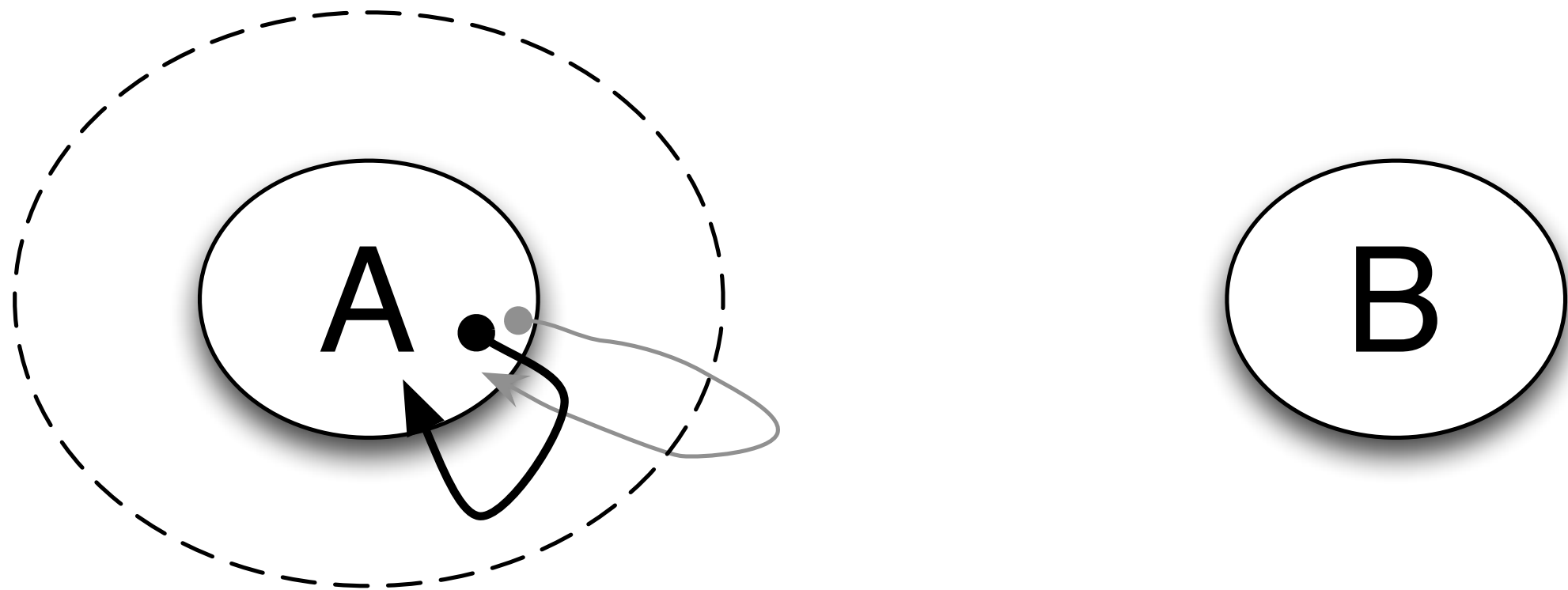


# Shooting Move



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!

# Stopping a failed shot



Not every shooting move leads to an acceptable trajectory.  
We need to know when to stop a failed trajectory.

This can be determined based on the fundamental ensembles which combine to make our ensemble!