- The execution proceeds in *rounds* that model time steps. In round r, each honest player i receives a message (a "record") m from Z (that it attempts to "add" to its chain) and potentially receives incoming network messages (delivered by A). It may then perform any computation, *broadcast* a message to all other players (which will be delivered by the adversary; see below) and update its local state $chain_i$.

- A is responsible for delivering all messages sent by parties (honest or corrupted) to *all* other parties. A cannot modify the content of messages broadcast by honest players, *but it may delay or reorder the delivery of a message* as long as it eventually delivers all messages. (Later, we shall consider restrictions on the delivery time.) The identity of the sender is not known to the recipient.[10]