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](https://collective.flashbots.net/uploads/default/original/2X/3/35b276c47d26c5a0e5232e04fa17f91ac80c1a70.jpeg)

[Read the full mission statement here

](https://buildernet.org/blog/introducing-buildernet)

Flashbots and collaborators have spent the past 2 years experimenting with different ways to decentralize block building — from programmable privacy (e.g. MEV-Share and TEE searching), to distributed block building (e.g. MEVM), to secure hardware and cryptography (e.g. TEE block builders, TEE relays, MPC and FHE backrunning). Recent improvements in the performance and application of secure hardware in MEV show that it is now possible to implement a decentralized block builder that is sufficiently performant and secure.

Today we are excited to introduce a new step in the journey to decentralize block building — BuilderNet.

BuilderNet is a decentralized block building network for Ethereum that runs on TEEs and shares MEV with the community. It creates an open and neutral alternative to negative-sum orderflow games, and handles complex boilerplate activities that make it difficult and expensive to participate in block building today.

BuilderNet is a new way for many parties to collaborate in building blocks. It aims to neutralize exclusive orderflow deals, enhance Ethereum's censorship resistance, and accelerate decentralization across rollups and apps.

The first release of BuilderNet is operated by Flashbots, Beaverbuild, and Nethermind. To accelerate decentralization in block building, Beaverbuild and Flashbots will integrate their centralized block builders with BuilderNet in the coming months. In the future, BuilderNet will also be available as a drop-in solution for decentralized sequencing on L2s through Rollup-Boost.

The first release of BuilderNet is one step in a larger plan to decentralize block building across Ethereum. We're sharing our progress and goals in the open to invite the community to join us.

- A full description and technical documentation is [here

](https://buildernet.org/docs)

- Data on BuilderNet blocks can be found [here

](https://dune.com/flashbots/buildernet).