a flexible deck reacts to threats before they disrupt you

a resilient deck is disrupted and powers on anyway

are multiple win cons flexible or resilient? is protecting your single win con flexible or resilient?

maybe say that the label isn't the important part, as long as the deck does all or most of the things

on the TO comments, mindablaze makes a good point that both flexible and resilient decks fall under the broader category of "Adaptable", but at opposite ends. maybe rework the 7 characteristics into 3 pairs and a singleton? Maybe just the ones that make sense being paired together?

also, don’t equate a card being flexible with the deck being flexible. a deck is made of cards, but is greater than the sum of its parts, and must be considered as a single unit.

"Defining the Aspects of Strategy" would be a good chapter

instead of talking about the seven aspects, make my own grouping?

Adaptability

Output

also talk about how playstyle affects these elements. an aggressive style that burns through cards vs a controlled style that only plays things when necessary. use casting giant growth as an offensive vs defensive spell as an example.

winning quickly can overrule the need for a sustainable deck, if you can consistently win quickly

talk about single cards fitting multiple cats, like cryptic command and nahiri the harbinger and the new exert dragon and some old cards

TODO: A chapter about play tips. how to bait removal and counter spells, when to trade and when to not block, when to counter (especially if you have multiple in hand), when to use removal, etc.

also discuss how different decks have different definitions. an aggro decks version of sustainable is different than a control decks, for example

TODO: actually, say that draft is a decent way to learn. if you understand the basics (untap, draw, one land, play, maybe run through them quickly) a draft at your LGS is great. the magic, the gaming community, is friendly. there are some bad apples, there always are, and it’s probably not the best idea to go on a release night, but it’s a good place to learn how to play.

mention that these are important to understand, bit you won’t need to be too strict for draft.

rule of 9 is interesting but irrelevant. maybe 9 "effectively different" cards? i.e., ponder and brainstorm or demonic and vampiric tutor

mention that some things, like cohesiveness and consistency are determined mostly by the cards you draft

Tbh, is this necessary? Your deck is mostly decided on by the cards you take. Since you will be taking more than 40 cards, I suppose this is useful. I certainly don't need to go too big on it. A single chapter, a few pages for each category.

Should I use card examples or deck examples? Deck examples. I'll use the same deck for all of them, and a second deck that will be different in each of them.

Maybe instead of saying Effectiveness is a separate cat, say that effectiveness is the culmination of all the rest? Maybe go into some detail, but preface with a "You can just read the summaries of each section, as they are more relevant for constructed play. While the knowledge is useful, it won't have too much of an impact in a draft".