

Good idea to fold **yellow = ABC (solid, value-based, rarely bluff)** into your system — that helps you tag players who are tight but will bet for value, giving you a clearer middle ground. Below is a revised and polished version of the color scheme + commentary on it (for PLO, cash & tournaments), keeping your preferences in mind and integrating the ABC style.

Revised Color Scheme with ABC (Yellow) and Others

Here's a refined color scheme, blending your existing choices + the ABC tag + a few extras to cover edge cases. I also include suggestions on which ones you might drop (or make optional) depending on how many you can reasonably track.

Player Type / Behavior	Proposed Color	Description / When to Use	Marker Notes & Tips
Maniac / Ultra-Aggressive / Spewy Aggro	Red	Very aggressive, plays many hands, bluffs frequently, wild lines	The most dangerous; mark early so you tread carefully.
Loose-Aggressive (LAG)	Orange	Aggressive but more selective than maniac; mixes bluffs & value	The classic pressure opponent; isolate when strong.
Good Regular / Solid / Crusher	Light Green	Strong, well-balanced, adjusts, tough to exploit	Respect them; treat as high hurdle.
TAG / Balanced Aggressive-Tight	Purple	Selective entry, good aggression when in hands	Often your peer in decision complexity.
ABC / Value-only, Rare Bluffer	Yellow	Bets only with strong hands, rarely bluffs; straightforward style	Useful to tag because their lines are easier to interpret.
Nit / Tight-Passive / Rock	White or very pale / light grey	Very tight, passive, rarely bluffs, only enters with premium hands	Less visible but stable; good “safe” tag.
Fish / Loose-Passive / Calling Station	Light Blue	Plays many hands, calls often, rarely bluffs	Classic exploitable type.
Station (Extreme Calling Station / Very Passive)	Teal / Cyan	More passive than standard fish, especially in postflop calling	Optional subtype if you want extra granularity.
Unknown / Low Sample / New / Not Enough Info	Gold / Yellow-Gold	A “placeholder” tag until you gather reads	Helps you remember you don’t have a strong read yet.
Wildcard / Flipper / Mixed Style / Weird	Pink / Magenta	Someone whose style shifts, is inconsistent, or hard to classify	Use sparingly; reclassify if they settle on a pattern.

You might not need *all* of these, but having ~7–9 tags gives you flexibility.

How This Integrates with Your Previous Scheme + Adjustments

You already had:

- Red = Aggro
- Orange = LAG
- White = Nit
- Purple = TAG
- Light Blue = Fish
- Light Green = Good Player
- (And now you add) Yellow = ABC

So the main additions / modifications are:

1. **Yellow = ABC**: This gives you a mid-tight, low-bluff opponent type. In practice, many tight/reg players behave like ABC, so this helps you distinguish them from more aggressive TAGs or from ultra-tight passive Nits.
 2. **Gold / placeholder** for unknown: So you don't prematurely classify someone before you see enough hands.
 3. **Pink / wildcard** for inconsistent / style-shifting players (if you want an extra "catch" category).
 4. Possibly **Teal / Cyan** for "station / extreme calling station" if you want to separate from generic "fish."
 5. Consider replacing pure **white** with very light **grey** for better visibility (white can be washed out on many poker client backgrounds).
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How to Use the Tags in PLO & What They Imply

Here's how you might interpret / adjust your strategy vs each tag in PLO (with the ABC tag in the mix):

Tag	PLO Implications / Adjustments
Red (Maniac / ultra-aggro)	Tighten a lot. Let them build big pots. Trap when possible. Avoid bluff wars unless you have strong announcements or blockers.
Orange (LAG)	Isolate when strong; allow them to bluff; don't be over-aggressive unless you have the nuts.
Light Green (Good Reg / Crusher)	Treat them as a tough opponent. Use position, read lines, bluff sparingly, mix up your ranges.
Purple (TAG)	Similar to good reg, but maybe less dynamic. Again, position and selective aggression are key.
Yellow (ABC)	Expect few bluffs; when they bet, expect strength. It's safe to call them down with good but non-nut holdings. You can (in some spots) apply pressure since they fold more often than LAG or aggressors when they miss.
White / Light Grey (Nit / Tight-Passive / Rock)	Extract value, steal blinds more often, don't give them credit when they check/raise (unless stack depths or board texture strongly support).
Light Blue (Fish / Loose Passive / Calling Station)	Value bet heavily, rarely bluff, avoid fancy lines that rely on folds, simplify decisions.
Teal / Cyan (Station subtype)	Similar to fish but even more passive. Price plays accordingly.
Gold / Unknown	Be cautious. Use default balanced strategy until you classify them. Don't over-bluff or overfit to weak reads.
Pink (Wildcard / Flipper)	Be conservative until you see consistent patterns; avoid overexposing yourself to their swings.

Final Thoughts & Suggestions

- **Visibility matters:** make sure all your colors are easily distinguishable given your poker client's background, especially for light / pastel shades. A very pale white or yellow might disappear or be hard to spot.
- **Don't overdo it:** Too many tags may create decision paralysis or confusion. Use the minimum that gives you actionable insight.
- **Re-evaluate:** As you collect hands, reassess tags. Someone marked "ABC" might evolve into TAGs or LAG.
- **Balance tags with notes / HUD stats:** The color is shorthand; the real meat is your HUD stats, reads, and notes. The tag should guide your biases but not override data.
- **Keep consistency across formats:** Use the same color scheme for PLO cash, No-Limit cash, tournaments, so your brain doesn't have to remap tags when you switch.

If you like, I can generate a **visual color palette mockup** (swatches you can preview) using your scheme (with these additions) so you can see how they contrast, and even suggest hex/RGB values for good visibility. Do you want me to send that?