

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.

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## Revised Color Scheme with ABC (Yellow) and Others

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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.

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

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## How This Integrates with Your Previous Scheme + Adjustments

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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

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

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## Final Thoughts & Suggestions

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- **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, reassign 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?