Here's a mockup and suggested palette (with hex / RGB values) based on the tagging scheme we discussed. Use these as a starting point; you can tweak brightness/saturation to better match your poker client's UI and improve contrast.

Suggested Color Tags + Hex / RGB

Below is a palette mapping the player types to distinct, contrasting colors with their hex and RGB values.

Player Tag	Suggested Color (Name)	Hex	RGB	Notes on use / contrast
Maniac / Ultra-Aggressive / Spewy	Vivid Red	**#E53935**	(229, 57, 53)	Strong, attention-grabbing red — signals danger / unpredictability
Loose-Aggressive (LAG)	Orange	**#FB8C00**	(251, 140, 0)	Warm aggressive tone, still distinct from red
Good Reg / Solid / Crusher	Medium Green	**#43A047**	(67, 160, 71)	"Healthy" / reliable green, clearly visible
TAG / Balanced Aggressive-Tight	Purple / Violet	**#8E24AA**	(142, 36, 170)	Stands out without being too bright; good contrast with warm colors
ABC / Value-only, Rare Bluffs	Yellow	**#FDD835**	(253, 216, 53)	Bright, readable; use a darker outline if needed for visibility
Nit / Tight-Passive / Rock	Light Grey / Pale	**#B0BEC5**	(176, 190, 197)	Soft neutral — less "loud," good for passive players
Fish / Loose-Passive / Calling Station	Light Blue / Cyan	**#29B6F6**	(41, 182, 246)	Cool, calm blue — suggests "playable / soft"
Station (extreme passive subtype)	Teal / Cyan	**#26A69A**	(38, 166, 154)	Slightly more muted than fish blue, to differentiate
Unknown / Low Sample / Not Enough Info	Gold / Amber	**#FFD54F**	(255, 213, 79)	High visibility, but distinct from pure yellow used for ABC
Wildcard / Flipper / Mixed Style	Magenta / Pink	**#D81B60**	(216, 27, 96)	Eye-catching "anomaly" color for someone unpredictable

Visual Layout Suggestion

If you were to show these as swatches side by side, you might arrange them in a row or grid like:

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[ Red ] [ Orange ] [ Green ] [ Purple ] [ Yellow ] [ Light Grey ] [ Light Blue
] [ Teal ] [ Gold ] [ Magenta ]
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Each swatch could be labeled with the tag name (or acronym) so you see both color + meaning at a glance.

On a poker HUD or table overlay, you might use a circle, square or border filled with that color around the player's seat / avatar / name.

Contrast and Visibility Tips

- **Border / Outline**: For very light colors (e.g. yellow, light grey), use a dark border or outline so they don't vanish against light backgrounds.

- **Shade / Tint adjustment**: You might need to tweak the brightness depending on your poker client's theme (dark table vs light table).

- **Saturation control**: If some colors look too neon / distracting, reduce saturation slightly, but keep them distinct.

- **Colorblind sensitivity**: Try to vary not only hue but also brightness / patterns. For instance, you could use a small icon overlay (dot, stripe) in addition to color.

- **Consistent meaning**: Keep the same color scheme across cash, tournament, PLO / NLHE tables so your brain builds habit.

If you like, I can send you a high-resolution swatch image (PNG) with those exact colors that you can import or overlay into your HUD / poker client. Do you want me to generate that for you?