

What you've got so far is pretty good — the colors are quite distinct, and map fairly well to archetypes. But there are some tweaks / additions you might consider to improve clarity, avoid confusion, and cover edge-cases. Below are suggestions, principles, plus a refined scheme including what you might add.

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## Principles for good color coding

When choosing color codes for player types, especially in PLO / cash / tourneys, these factors help:

1. **Distinctiveness** — Colors should be visually distinct so that you can glance quickly and know what kind of player you're up against.
2. **Association** — Try to align the feel/emotion of the color to the archetype. E.g. "red = danger / aggression," "blue/white = calm / tight / safe," "green = easy money / fish."
3. **Consistency across sites / HUDs** — If you use multiple sites, being consistent helps you transfer reads.
4. **Not too many colors** — If you overload with too many shades, it becomes harder to remember what each means. Better to have a core set + maybe 1-2 "special" tags.
5. **Flexibility** — Be ready to change a player's color as your read improves. Early hands your tag might be loose, later you refine.

Many poker tracking/HUD tools encourage or provide color tagging / labelling systems. For example, Hand2Note has color markers for regular vs recreational players, auto-rating based on stats. ([hand2note.com](http://hand2note.com))

Similarly, forums discuss people using ~6-8 colors for their tagging. ([TwoPlusTwo](#))

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## What you have vs what might be missing

Your current mapping:

- **Red** = aggro
- **Orange** = LAG
- **White** = nit

- **Purple** = TAG
- **Light blue** = fish
- **Light green** = good player (seen with 500bb in cash games)

This has some good structure. But some potential issues / missing types / improvements:

- “Nit” + “TAG” overlap somewhat; both are generally tighter, but TAGs are aggressive when they play; Nits are passive. Purple for TAG and white for Nit may be okay but white is often very light and hard to see, also could be confused with background.
  - No distinct color for “Maniac / Ultra-Aggro” type is defined — someone who is even more aggressive / spewy than just “aggro.”
  - “Station / Calling Station” could be separate from “fish” (if you want to distinguish loose-passive vs moderately passive or calling station).
  - Maybe a color for “unknown / new / unobserved” so you don’t assume too much.
  - Possibly a color or shade for “good reg / solid TAG” vs “weak TAG / TAG-fish” (intermediate types).
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## Suggested refined scheme

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Here's a suggested scheme, building on yours, pruning some overlaps, adding a few extra, so you have a core of ~7-8 colors + maybe 1 for “unknown.” You can adjust exact shades for visibility.

Archetype / Label	Proposed Color	Why / Where Useful
<b>Maniac / Spewy Aggro</b>	<b>Bright Red</b>	Danger / aggression / unpredictable. Strong visual cue.
<b>Loose-Aggressive (LAG)</b>	<b>Orange</b>	Warm, aggressive but somewhat less extreme than maniac.
<b>Good Regular / Solid Aggro-TAG / Crusher</b>	<b>Light Green</b> (or medium green)	“Healthy / profitable / trustworthy reading / dangerous” but you respect them.
<b>TAG / Balanced Aggressive-Tight</b>	<b>Purple</b>	Good contrast with others; “reg” feeling but not passive.
<b>Nit / Tight Passive</b>	<b>White</b> or very pale / grey-white (maybe consider <b>Light Grey</b> instead of pure white)	Less eye-catching; a stable, tight, safe type.
<b>Fish / Loose Passive / Calling Station</b>	<b>Light Blue</b>	Cool color, less threatening, “playable” reads.
<b>Station</b> (if you distinguish from Fish)	<b>Cyan / Teal</b> or a shade different from fish light blue — maybe more muted	To mark someone who is particularly passive / easy to value vs but not extremely loose.
<b>Unknown / New / Not Enough Info</b>	<b>Yellow or Gold</b>	Stands out so you know you haven’t got a read; neutral but visible.

You could also reserve **Pink** or **Magenta** for “funky / wildcard / odd plays / exploitable weird player” if you want one more special tag.

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## How your current + suggestions map

You might map yours + additions like this:

- Red → Maniac / Spewy Aggro
- Orange → LAG
- Light Green → Good Reg / Solid Crusher

- Purple → TAG
  - White (or Light Grey) → Nit / Tight Passive
  - Light Blue → Fish / Loose Passive
  - Teal / Cyan → Station (if you want to separate from fish)
  - Yellow / Gold → Unknown / Not enough observed hands yet
  - (Optional) Pink / Magenta → Wild / Weird / “unstable” players (e.g. someone who might have mixed playstyles or flips between styles)
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## Potential pitfalls & fine tuning

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- **Visibility:** Very light colors (white, pastel blue) may be hard to see depending on the background of the poker client; might need border / outline to help.
  - **Colorblindness:** For some people, red/orange/green distinctions are harder. Having shapes / tags / icons or combining color + small symbol (e.g. star, exclamation, etc.) helps.
  - **Over-tagging too early:** If you label someone “LAG” after just a few hands, you might misclassify. So use the “unknown / neutral / yellow” until you have enough hands.
  - **Dynamic change:** Be ready to update the tag as you get more hands. If someone labeled “fish” suddenly shows strong, change to “good reg,” etc.
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## Final answer: Is your current scheme good?

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Yes, it's good — you have a decent set of colors, they are distinct, and the labels map well to your needs. You are just missing:

- a tag/color for **Maniac / ultra-aggressive / spewy** type
- a tag for **unknown / new / low sample size**
- maybe a distinction between “station / calling station” vs “fish / loose passive” if you want finer granularity

If you integrate those, you'll cover the spectrum well for PLO, cash & tournaments.

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If you like, I can mock up a visual palette for you (showing swatches) with your current + proposed additions so you can pick which exact shades you prefer (especially so that the colors are readable in your client). Do you want me to do that?