TABLE I
Relative Frequencies of Card Choices in O'Neill's Experiment [a]

		Column Player Choice			Marginal Frequencies For Row Player:
	1	2	3	J	
1	.044 (.040) [.004]	.043 (.040) [.004]	.043 (.040) [.004]	.091 (.080) [.005]	.221 (.200) [.008]
2	.046 (.040) [.004]	.038 (.040) [.004]	.038 (.040) [.004]	.092 (.080) [.005]	.215 (.200) [.008]
3	.049 (.040) [.004]	.032 (.040) [.004]	.037 (.040) [.004]	.085 (.080) [.005]	.203 (.200) [.008]
J	.086 (.080) [.005]	.065 (.080) [.005]	.051 (.080) [.005]	.158 (.160) [.007]	.362 (.400) [.010]
Marginal Frequencies for Column Player:	.226 (.200) [.008]	.179 (.200) [.008]	.169 (.200) [.008]	.426 (.400) [.010]	

Row Player Choice

[a] Numbers in parentheses represent minimax predicted relative frequencies. Numbers in brackets represent standard deviations for observed relative frequencies under the minimax hypothesis.