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(54) **FLOATING CARD GAME**

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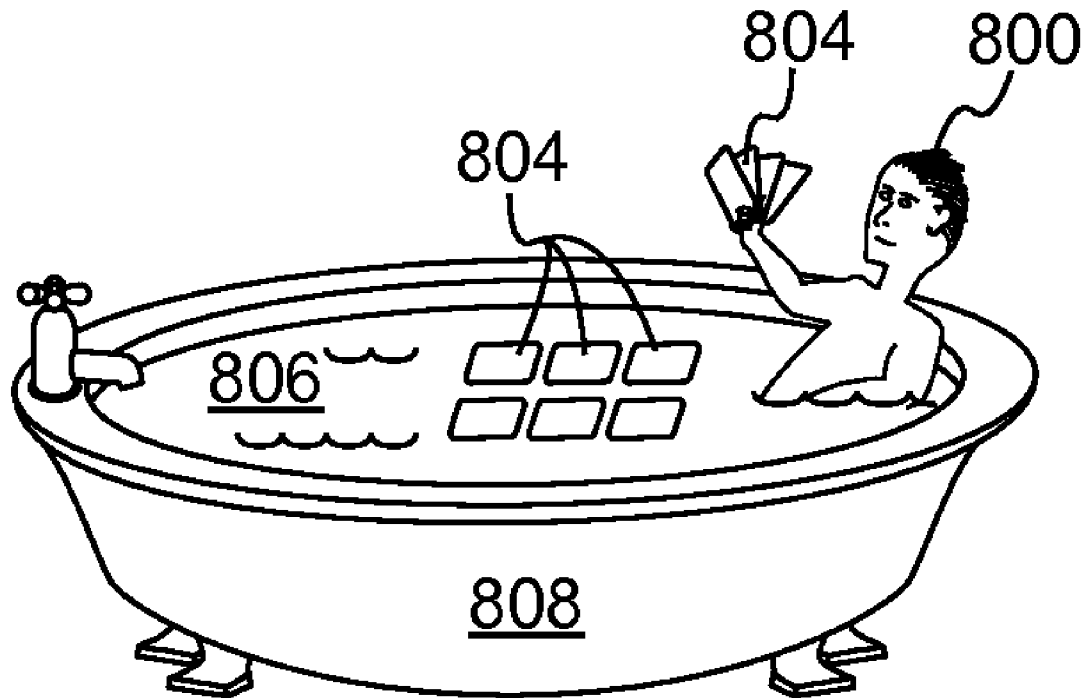
(57) **ABSTRACT**

(22) Filed: **Jun. 3, 2010**

An apparatus, system, and method are disclosed for playing cards that float and are water resistant for use in water environments. The playing cards comprise a foam layer and plastic layer laminated together, the foam layer for flotation purposes, and the plastic layer for ease of handling. The cards temporarily adhere to one another and to surfaces surrounding the water. The surface of the water itself may be used as a playing surface.

Related U.S. Application Data

(60) Provisional application No. 61/183,551, filed on Jun. 3, 2009.



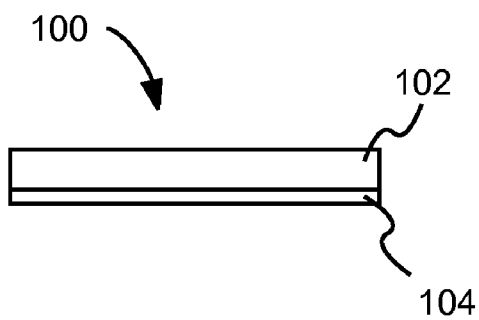


FIG. 1

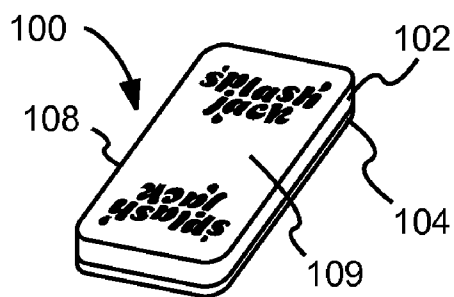


FIG. 2

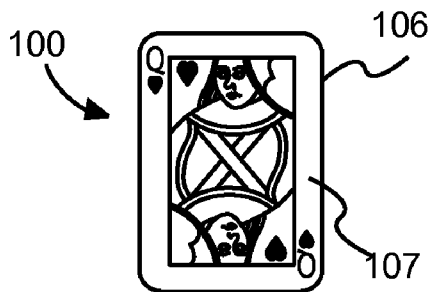


FIG. 3

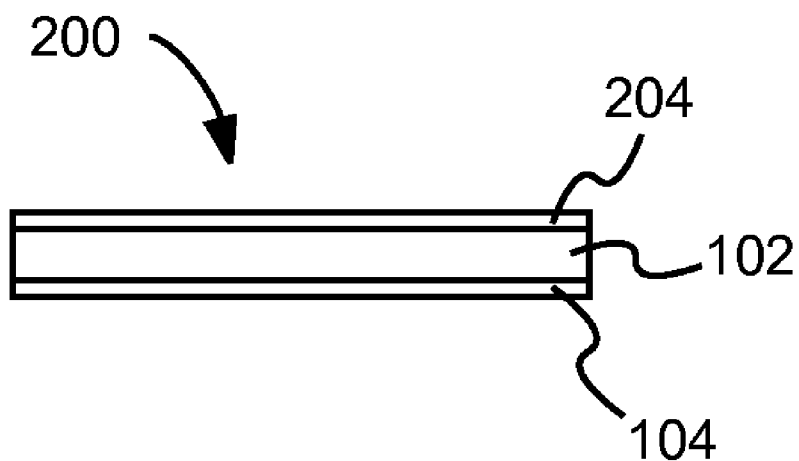


FIG. 3A



FIG. 3B

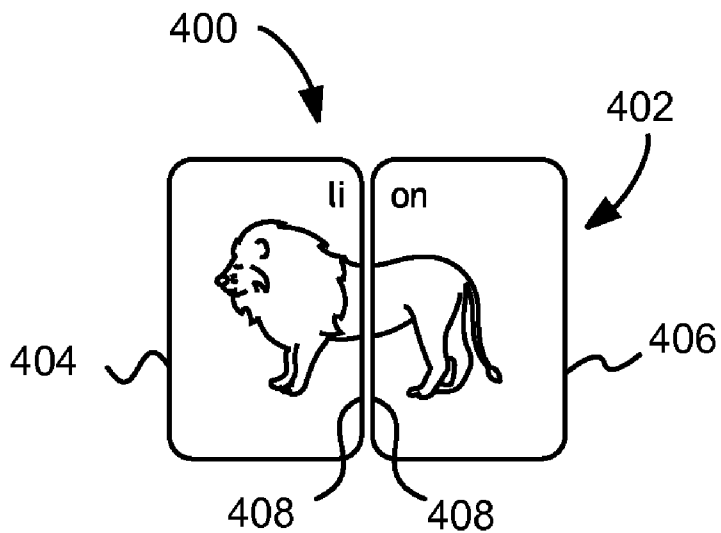


FIG. 4A

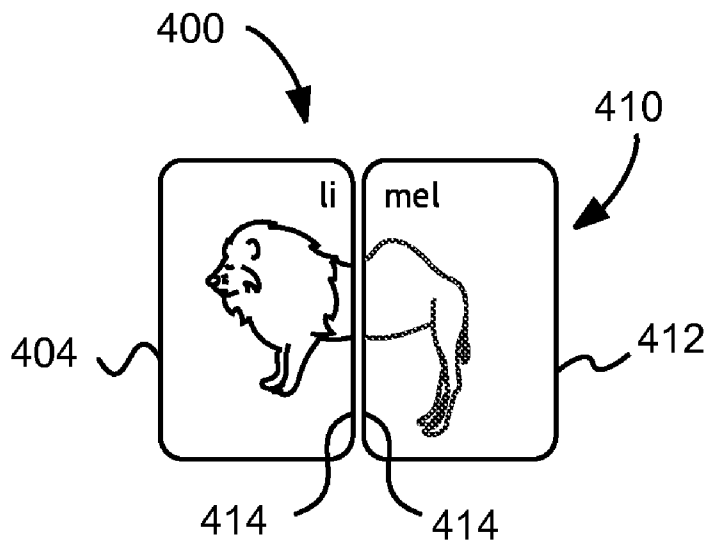


FIG. 4B

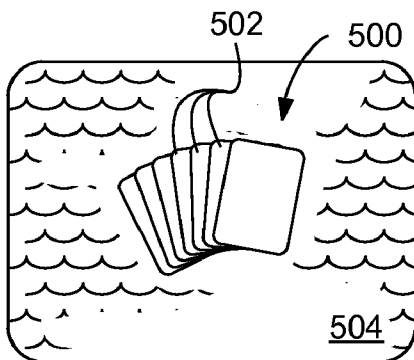


FIG. 5

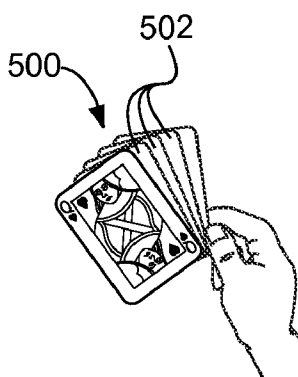


FIG. 6

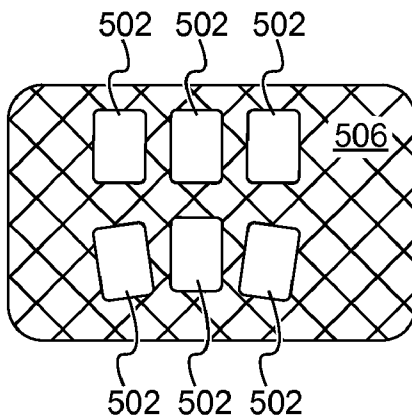


FIG. 7

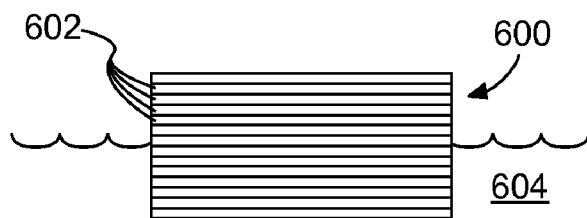


FIG. 8

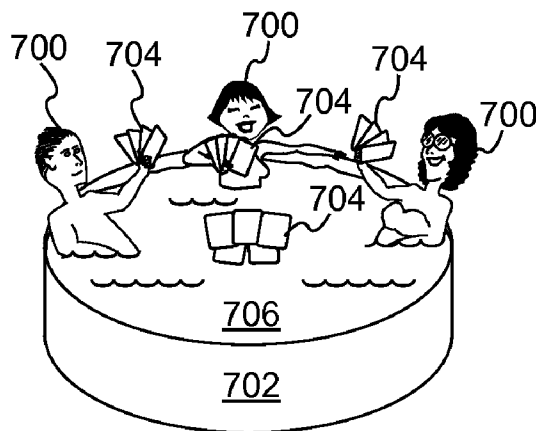


FIG. 9A

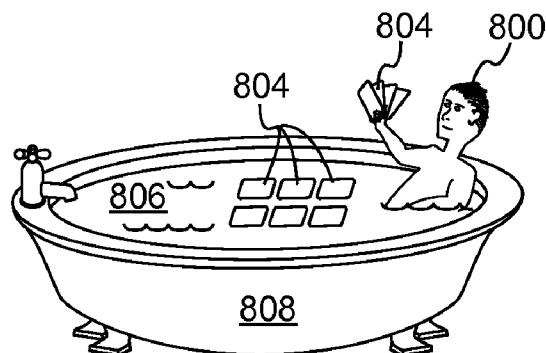


FIG. 9B

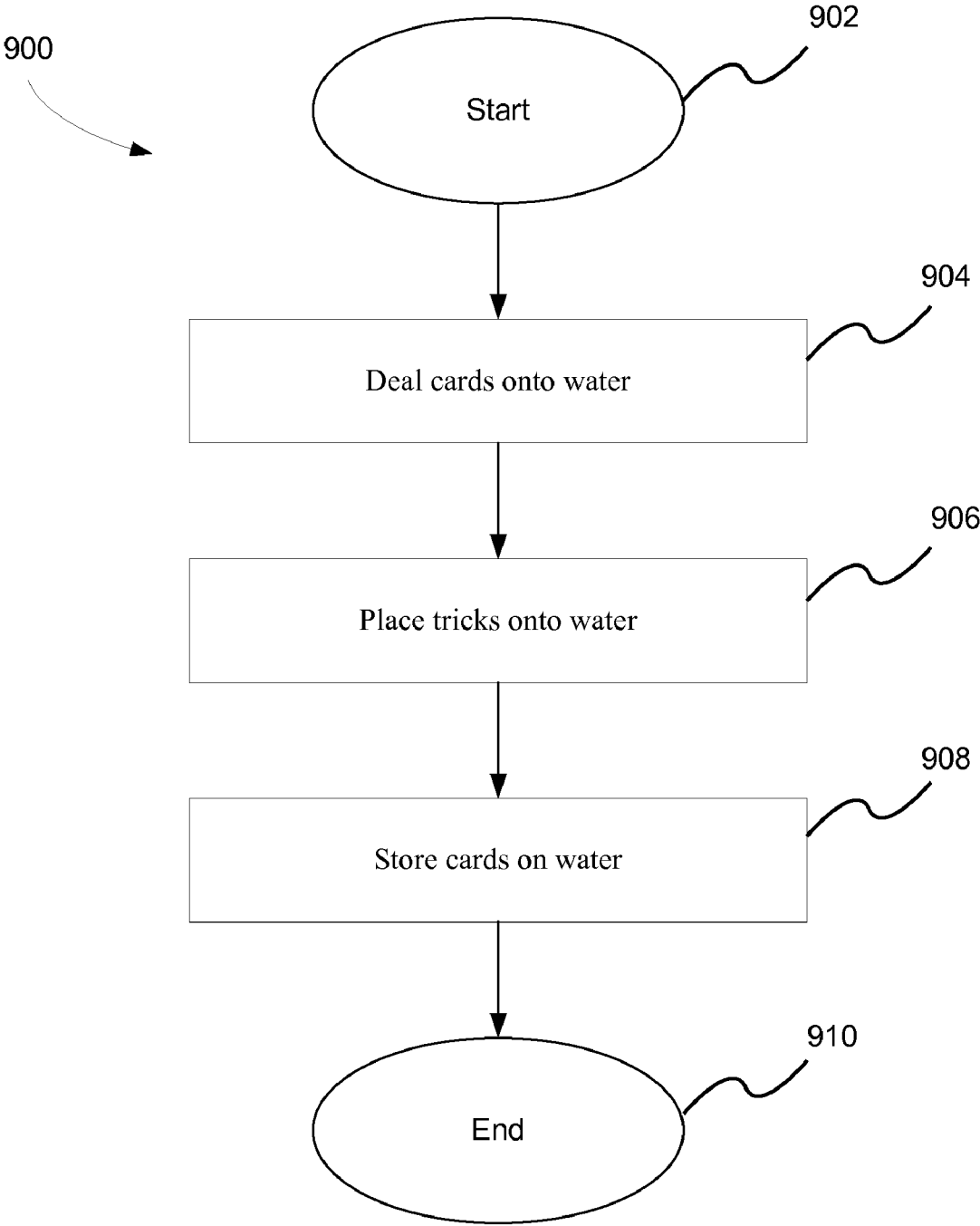


FIG. 10A

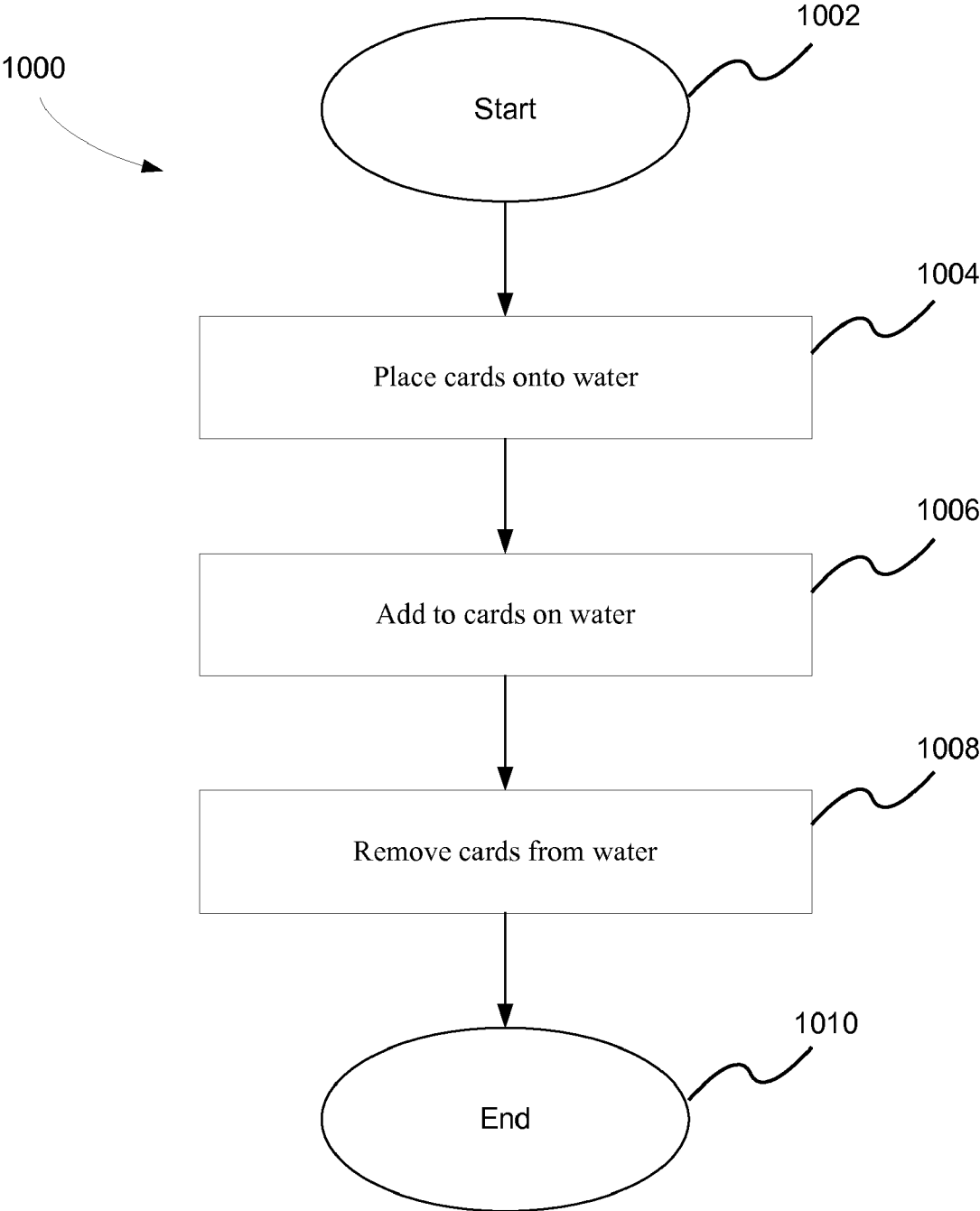


FIG. 10B

FLOATING CARD GAME

CROSS-REFERENCES TO RELATED APPLICATIONS

[0001] This application claims priority to U.S. Provisional Patent Application No. 61/183,551 entitled “Floating Card Game and Methods” and filed on Jun. 3, 2009 for David Williams, which is incorporated herein by reference.

FIELD OF THE INVENTION

[0002] This disclosure relates to games, and more particularly to games playable in and around water and wet environments.

BACKGROUND

[0003] Many people enjoy playing a variety of different games using card decks such as standard face cards, Pinochle, UNO, Old Maid, Rook, matching card decks, and the like. There is one place, however, that a deck of playing cards generally does not play well: water. In addition to problems of immersion and commensurate damage to the cards, the cards sink, making it difficult to continue playing when the cards are inevitably dropped. Damage may include warpage, smudging of printed matter, moisture absorption, surface distortion, etc.

[0004] Given the high popularity of casual gatherings in pools and hot tubs, as well as the popularity of bath toys, manufacturers have created a variety of water toys and entertainments, but these are generally toys such as rubber ducks, water pistols, etc., geared toward children and usually involving splashing or moving about in the water. Little attention has been paid to water games and entertainments for post-adolescent people, who are more likely to enjoy more sedentary entertainments—(many children may enjoy sedentary water entertainments as well). Some board games have been developed involving a floating board or table on which the game is played in water, with the obvious disadvantage of the bulky and unwieldy nature of the board, which must be hauled around to be accessible where and when it is wanted. For this reason some floating playing surfaces have simply been incorporated into existing water animals and devices—a large rubber animal with a checkerboard on its back, for example. A problem is that sedentary entertainments almost always require a playing surface, which must be purchased, transported, and be on hand with prior art games.

SUMMARY

[0005] From the foregoing discussion, it should be apparent that a need exists for water playing cards that can be used for game play in water without a board or other surface, without damage or loss to the cards, and without inconvenience through cards sinking or otherwise being displaced.

[0006] In one embodiment, a floating card game apparatus includes a playing card comprising a laminate of a plastic layer and a foam layer which floats on the surface of water. In one embodiment, the playing card is approximately $75/1,000$ ths of an inch thick, with the plastic layer being polypropylene and approximately $15/1,000$ ths of an inch thick, and the foam layer being ethylene vinyl acetate and approximately $60/1,000$ ths of an inch thick. The playing card, together with other cards, similarly constructed, may form a playing card deck.

[0007] In another embodiment, a method for playing a card game while partially immersed in water includes providing a deck of water-resistant playing cards, the playing cards being configured to float on or near the surface of water, and using the surface of the water as a playing surface.

[0008] In another embodiment, a floating card game system includes a deck of floating, water-resistant cards and a container containing the cards. The container may comprise a bag, box, elastic band, cage, or other apparatus apparent to those skilled in the art configured to contain the cards such that they remain a deck and don’t scatter or separate.

[0009] In certain embodiments, a floating card game apparatus includes a playing card having a substantially planar surface having an image. The playing card is made of a material having a density less than a density of water. In one embodiment the playing card has a structural integrity sufficient to substantially maintain a shape of the playing card.

[0010] In another embodiment the material of the playing card has a thickness and a structural integrity sufficient to shuffle the playing card. In certain embodiments the material of the playing card includes a foam layer. In another embodiment the material of the playing card also includes a plastic layer. In one embodiment the plastic layer and the foam layer are glued and pressure laminated together. In yet another embodiment the playing card further includes a second plastic layer positioned opposite the plastic layer with the foam layer positioned between the plastic layer and the second plastic layer.

[0011] In one embodiment the playing card is approximately $75/1,000$ ths of an inch thick. In certain embodiments the plastic layer is approximately $15/1,000$ ths of an inch thick and the foam layer is approximately $60/1,000$ ths of an inch thick. In certain embodiments the plastic layer is composed of polypropylene and the foam layer is composed of ethylene vinyl acetate.

[0012] In another embodiment the apparatus includes an additional playing card. In certain embodiments the additional playing card includes a plastic layer and a foam layer. The additional playing card floats on the surface of water and the plastic layer of the playing card temporarily adheres to the foam layer of the additional playing card when both cards are wet.

[0013] In one embodiment the apparatus includes a number of additional playing cards. Each additional playing card may be made of a material having a density less than a density of water such that each additional playing card floats on the surface of water. In certain embodiments the additional playing cards all have substantially planar surfaces having images such that they collectively comprise a standard card deck.

[0014] In another embodiment the apparatus includes a number of additional playing cards. Each additional playing card may be made of a material having a density less than a density of water such that each additional playing card floats on the surface of water. In certain embodiments the additional playing cards have substantially planar surfaces having images. The images on each card within a first group of the playing cards include a representation of the front portion of an animal and the first letters of the animal’s name. The images on each card within a second group of the playing cards include a representation of the rear portion of an animal and the last letters of the animal’s name. Each card of the first group is configured to join with any card of the second group to form a complete representation of a real or fanciful animal and the name of the real or fanciful animal.

[0015] An embodiment of a floating card game system is also disclosed. The system includes a deck of floating, water-resistant playing cards, and a container. Each playing card has a substantially planar surface having an image. In one embodiment each playing card is made of a material having a density less than a density of water. In certain embodiments the material that makes up each playing card includes a foam layer and a plastic layer. In one embodiment each playing card has a structural integrity sufficient to substantially maintain a shape of the playing card. In certain embodiments the playing cards are contained within the container.

[0016] Reference throughout this specification to features, advantages, or similar language does not imply that all of the features and advantages that may be realized or are in any single embodiment. Rather, language referring to the features and advantages is understood to mean that a specific feature, advantage, or characteristic described in connection with an embodiment is included in at least one embodiment of the present disclosure. Thus, discussion of the features and advantages, and similar language, throughout this specification may, but do not necessarily, refer to the same embodiment.

[0017] Furthermore, the described features, advantages, and characteristics of the disclosure may be combined in any suitable manner in one or more embodiments. One skilled in the relevant art will recognize that the subject matter may be practiced without one or more of the specific features or advantages of a particular embodiment. In other instances, additional features and advantages may be recognized in certain embodiments that may not be present in all embodiments.

[0018] These features and advantages of the present disclosure will become more fully apparent from the following description and appended claims, or may be learned by the practice of the disclosure as set forth hereinafter.

BRIEF DESCRIPTION OF THE DRAWINGS

[0019] In order that the advantages of the subject matter will be readily understood, a more particular description of the subject matter briefly described above will be rendered by reference to specific embodiments that are illustrated in the appended drawings. The drawings depict only typical embodiments and are not therefore to be considered limiting of its scope. The drawings are not to scale.

[0020] FIG. 1 is a side elevational view of an embodiment of a floating card in accordance with the subject matter;

[0021] FIG. 2 is a perspective view of the card of FIG. 1;

[0022] FIG. 3 is a top plan view of the card of FIG. 1 (lying face up);

[0023] FIG. 3A is a side elevational view of another embodiment of a floating card in accordance with the subject matter of the disclosure;

[0024] FIG. 3B is a side elevational view of another embodiment of a floating card in accordance with the subject matter of the disclosure;

[0025] FIG. 4A is a top plan view of an embodiment of a pair of floating cards (face up) in accordance with the subject matter of the disclosure;

[0026] FIG. 4B is a top plan view of an additional embodiment of a pair of floating cards (face up) in accordance with the subject matter of the disclosure;

[0027] FIG. 5 is a top plan view of an embodiment of a hand of cards floating (face down) on a water surface in accordance with the subject matter of the disclosure;

[0028] FIG. 6 is a front elevational view of the hand of cards of FIG. 5 being held in a player's hand in accordance with the subject matter of the disclosure;

[0029] FIG. 7 is a side elevational view of an embodiment of a plurality of floating cards temporarily adhered to a wall surface in accordance with the subject matter of the disclosure;

[0030] FIG. 8 is a side cross-sectional view of an embodiment of a deck of playing cards floating on a water surface in accordance with the subject matter of the disclosure;

[0031] FIG. 9A is a perspective view of a group of players partially immersed in water playing an embodiment of a floating card game in accordance with the subject matter of the disclosure;

[0032] FIG. 9B is a perspective view of a player partially immersed in water playing another embodiment of a floating card game in accordance with the subject matter of the disclosure;

[0033] FIG. 10A is a schematic block diagram illustrating an embodiment of a method of playing a floating card game in accordance with the subject matter of the disclosure;

[0034] FIG. 10B is a schematic block diagram illustrating another embodiment of a method of playing a floating card game in accordance with the subject matter of the disclosure.

DETAILED DESCRIPTION

[0035] Reference throughout this specification to “one embodiment,” “an embodiment,” or similar language means that a particular feature, structure, or characteristic described in connection with the embodiment is included in at least one embodiment of the present disclosure. Appearances of the phrases “in one embodiment,” “in an embodiment,” and similar language throughout this specification may, but do not necessarily, all refer to the same embodiment.

[0036] Furthermore, the described features, structures, or characteristics of the subject matter of the disclosure may be combined in any suitable manner in one or more embodiments. In the following description, numerous specific details are provided to provide a thorough understanding of embodiments of the subject matter of the disclosure. One skilled in the relevant art will recognize, however, that the subject matter may be practiced without one or more of the specific details, or with other methods, components, materials, and so forth. In other instances, well-known structures, materials, or operations are not shown or described in detail to avoid obscuring aspects of the subject matter of the disclosure.

[0037] The schematic flow chart diagrams included herein are generally set forth as logical flow chart diagrams. As such, the depicted order and labeled steps are indicative of one embodiment of the presented method. Other steps and methods may be conceived that are equivalent in function, logic, or effect to one or more steps, or portions thereof, of the illustrated method. Additionally, the format and symbols employed are provided to explain the logical steps of the method and are understood not to limit the scope of the method. Although various arrow types and line types may be employed in the flow chart diagrams, they are understood not to limit the scope of the corresponding method. Indeed, some arrows or other connectors may be used to indicate only the logical flow of the method. For instance, an arrow may indicate a waiting or monitoring period of unspecified duration between enumerated steps of the depicted method. Addition-

ally, the order in which a particular method occurs may or may not strictly adhere to the order of the corresponding steps shown.

[0038] FIGS. 1-3 show an embodiment of a floating card **100** in accordance with the present subject matter. The floating card **100** is of standard playing card width and length (though other embodiments may be larger or smaller, as desired), though it is somewhat thicker than the standard playing card. The card **100** has two layers, a foam layer **102** and a plastic layer **104**, which are attached together co-extensively through their width and length, such as through glue-and-pressure lamination or other method. In one embodiment, the plastic layer **104** is $1\frac{5}{1,000}$ inches thick and is polypropylene, though other water-resistant materials may be added or substituted, such as PVC or polyethylene. The foam layer **102** is $6\frac{0}{1,000}$ inches thick and is ethylene vinyl acetate, though other materials with suitable flotation may be substituted or added. The thicknesses of the layers **102** and **104** give the card **100** sufficient flotation (primarily through the flotation characteristics of the foam layer **102**) to float on or near the surface of a body of fresh water, such as is found in a hot tub, swimming pool, bathtub, lake, etc. If used in marine water, such as in the ocean, the card **100** will exhibit greater flotation, as will be apparent to those skilled in the art. As used herein, floating “on” or “in” water means to float on or near the surface of the water.

[0039] It has been found that the precise thickness dimensions described for both layers **102** and **104** give the card **100** sufficient heft and flexibility to allow for ease of play, shuffling, dealing, forming hands, etc. Other thicknesses may be used while still maintaining the flotation characteristics of the card **100**, though variations in thickness will change the handling characteristics of the card **100**.

[0040] Special coatings including polymer-based coatings may be applied to the card **100** to prevent water absorption. One skilled in the art will appreciate that a variety of chemicals and coatings may be applied, if desired, to prevent water absorption and protect from harsh chemicals common in man-made water environments, such as chlorine.

[0041] The foam layer **102** allows for flotation, and also gives the card **100** a distinctive feel, characteristic of toys and apparatuses used in water, which sets it apart from regular playing cards and indicates its intended use in water environments. It also imparts some adhesiveness to the card **100** when wet, which allows the card to temporarily adhere to tile walls, other similar playing cards, etc. As shown in FIG. 3A, however, another embodiment of a floating playing card **200** sandwiches the foam layer **102** between the plastic layer **104** and an additional plastic layer **204**, which may be desired, for example, if both sides of the card—the face and the back—are desired to have less adhesion and friction. The foam layer **102** may be made thicker to provide more flotation in this embodiment, if desired, since the additional plastic layer **204** imparts additional weight to the card **200** relative to the card **100**.

[0042] As shown in FIG. 3B, which illustrates an embodiment of a floating playing card **300** according to the present subject matter, the card may comprise a single layer **302** of suitable thickness consisting of foam, wood, or other material, or aggregate thereof, with sufficient flotation to allow the card **300** to float on the water. The variation in material and/or thickness changes the handling characteristics of the playing card, however, as will be apparent to those skilled in the art. Other embodiments may include a plastic piece with air

inside for flotation. Variations of the described embodiments will be apparent to those skilled in the art to provide sufficient flotation.

[0043] As shown in FIG. 2, the back **108** of the card **100** displays an image or design **109**, which in the embodiment shown is the words “Splash Jack” and design, but which may be any suitable design indicating the manufacturer of the card **100**, advertisements, or other image. It is anticipated that when used as part of a deck, the playing card **100** will display substantially the same image **109** on its back **108** as the other cards in the deck. The back **108** constitutes the outer surface of the foam layer **102**, and the image **109** may be impressed on the back **108** by any suitable means, such as printing, screening, embossing, engraving, burning, or other means, depending on the material used and the preferences of the manufacturer.

[0044] The face **106** of the card **100** has a playing card image or design **107** displayed on it: the queen of hearts, in the embodiment shown in FIG. 3, though any other playing card design may be depicted, as will be apparent to those skilled in the art, such as an ace, jack, or other card image of a standard, bridge or pinochle deck, or an image used with a Rook, Old Main, UNO, or matching card deck, or others. (As used herein, a “standard” deck means a deck of playing cards used to play poker, blackjack, slapjack, hearts, and other games, constituting an ace, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king in each of four suits. The deck may or may not include jokers.) The face **106** constitutes the outer surface of the plastic layer **104**, and the image **107** may be impressed on the face **106** by any suitable means, such as printing, screening, embossing, engraving, burning, or other means, depending on the material used and the preferences of the manufacturer. If the plastic layer **104** is transparent, the image **107** may be impressed on the foam layer **102**, with the image **107** visible through the plastic layer **104**.

[0045] The back and face of the card may constitute surfaces of the same layer, such as with card **300** in FIG. 3B, or surfaces of layers that are not adjacent each other, such as with card **200** in FIG. 3A.

[0046] FIG. 4A illustrates an embodiment of cards **400** and **402**, which may be constructed as described above with regard to flotation, ease of handling, etc. The faces **404** and **406** of the cards **400** and **402**, respectively, show portions of animals. Specifically, the face **404** of the card **400** shows the front half of a lion, as seen from the side, with the letters “li” displayed—those letters being the first half of the word “lion”—while the face **406** of the card **402** shows the rear half of a lion, with the letters “on” displayed, those letters being the last half of the word “lion.” When abutting each other on side edges **408**, the cards **400** and **402** show a complete image of a lion as well as the complete word “lion.”

[0047] FIG. 4B shows another card **410** paired with the card **400**. The card **410** may be constructed similarly to the card **400**. The face **412** of the card **410** shows a portion of an animal; specifically, the rear half of a camel, with the words “mel” displayed, those letters being approximately the last half of the word “camel.” When abutting each other on side edges **414**, the cards **400** and **410** show a complete image of a fanciful animal, lion in front and camel in back, and show the word “limel” as the name of the fanciful animal.

[0048] A succession of matching cards with designs similar to the cards **400** and **402**—i.e., one with the image of the front half of an animal and one with the back half, with commensurate wording—may be constructed to form a deck of such

cards, which can then be used in a matching game, matching cards to form complete animals and words. A card with a front half image and wording for one animal can also be matched with a card with a back half image and wording for another animal, forming a fanciful animal and name, such as described above with regard to cards **400** and **410**. It will be apparent to those skilled in the art that the images and letters do not have to correspond exactly with the halves of the animal and the animal's name—e.g., one card may display the head of the animal and the other the body.

[0049] FIG. **5** shows a hand **500** of floating cards **502**, the cards **502** being constructed as described above, floating on a water surface **504**. Due to the properties of the cards **502**, the entire hand **500** floats on the water **504**. If the cards **502** are constructed as described above with regard to FIGS. **1-2**, the cards **502** also adhere temporarily to each other when moistened or wet, making it easy to handle the hand **500** as a unit. For example, as shown in FIG. **6**, a player may hold the entire hand **500** by holding a single card **502**. The properties of the cards **502** also allow them to temporarily adhere (on the side of the foam layer **102**) to tile and other common water environment surfaces, as shown in FIG. **7**, with a plurality of cards **502** being placed on a tile wall **506**.

[0050] FIG. **8** shows a deck **600** of floating cards **602**, the cards **602** being constructed as described above, allowing the deck **600** to float on or near the surface of water **604**.

[0051] FIG. **9A** shows a group of card players **700** relaxing by being partially immersed in a hot tub **702**, playing a card game with floating cards **704** constructed as described above. The players **700** may deal, discard, store, or otherwise place the cards **704** on the surface of the water **706** in the course of play, obviating the need for a playing surface other than the water surface **706** itself. FIG. **9B** shows a single player **800** playing with the cards **804** in a bathtub **808**, similarly using the surface of the water **806** as a playing surface.

[0052] FIG. **10A** schematically shows a method **900** of playing a floating card game, such as may be used by the players **700** shown in FIG. **9A**. The method **900** starts, **902**, and the cards are dealt, **904**, directly onto the water, where they float. The players may form a hand by picking up their cards or leaving them floating on the water. As play progresses, tricks are formed by each player placing one or more cards on the water, **906**, and the tricks and/or undealt cards are stored by placing them on the water out of the way, **908**. The method ends, **910**.

[0053] FIG. **10B** schematically shows an embodiment of a method **1000** of playing a floating card game, such as may be used by the player **800** shown in FIG. **9B**. The method **1000** starts, **1002**, and the player places the cards directly on the water, **1004**, such as while playing a game of solitaire. In the course of play the player adds to the cards on the water from his hand or from a storage pile, **1006**, and conversely removes or takes them away, **1008**. Alternatively, the player places cards in temporary adhesion to a wall or floor surface. The method ends, **1010**.

[0054] The present subject matter may be embodied in other specific forms without departing from its spirit or essential characteristics. The described embodiments are to be considered in all respects only as illustrative and not restrictive. The scope of the invention is, therefore, indicated by the appended claims rather than by the foregoing description. All changes which come within the meaning and range of equivalency of the claims are to be embraced within their scope.

What is claimed is:

1. A floating card game apparatus, the apparatus comprising:

a playing card having a substantially planar surface having an image, the playing card comprising a material having a density less than a density of water, the playing card having a structural integrity sufficient to substantially maintain a shape of the playing card;

wherein the playing card floats on the surface of water.

2. The apparatus of claim **1**, wherein the material comprising the playing card has a thickness and a structural integrity sufficient to shuffle the playing card.

3. The apparatus of claim **1**, wherein the material comprising the playing card comprises a foam layer.

4. The apparatus of claim **3**, wherein the material comprising the playing card further comprises a plastic layer.

5. The apparatus of claim **4**, wherein the plastic layer and the foam layer are glued and pressure laminated together.

6. The apparatus of claim **4**, wherein the material comprising the playing card further comprises a second plastic layer disposed opposite the plastic layer, wherein the foam layer is positioned between the plastic layer and the second plastic layer.

7. The apparatus of claim **4**, wherein the plastic layer is approximately $1\frac{5}{1,000}$ ths of an inch thick, and the foam layer is approximately $6\frac{9}{1,000}$ ths of an inch thick.

8. The apparatus of claim **4**, wherein the plastic layer is composed of polypropylene and the foam layer is composed of ethylene vinyl acetate.

9. The apparatus of claim **4**, further comprising an additional playing card, the additional playing card comprising a plastic layer and a foam layer, wherein the additional playing card floats on the surface of water, and wherein the plastic layer of the playing card is configured to temporarily adhere to the foam layer of the additional playing card when both cards are wet.

10. The apparatus of claim **1**, further comprising a plurality of additional playing cards, each additional playing card comprising a material having a density less than a density of water, wherein each additional playing card floats on the surface of water.

11. The apparatus of claim **10**, wherein the additional playing cards all have substantially planar surfaces having images such that they collectively comprise a standard card deck.

12. The apparatus of claim **1**, further comprising a plurality of additional playing cards, each additional playing card comprising a material having a density less than a density of water, wherein each additional playing card floats on the surface of water, and wherein the additional playing cards have substantially planar surfaces having images, the images on each card within a first group of the playing cards comprising a representation of the front portion of an animal and the first letters of the animal's name, and the images on each card within a second group of the playing cards comprising a representation of the rear portion of an animal and the last letters of the animal's name, and wherein each card of the first group is configured to join with any card of the second group to form a complete representation of a real or fanciful animal and the name of the real or fanciful animal.

13. The apparatus of claim **1**, wherein the playing card is approximately $7\frac{5}{1,000}$ ths of an inch thick.

14. A floating card game apparatus, the apparatus comprising:

a playing card having a substantially planar surface having an image, the playing card comprising a material having a density less than a density of water, the playing card having a structural integrity sufficient to substantially maintain a shape of the playing card;

wherein the material comprising the playing card has a thickness and a structural integrity sufficient to shuffle the playing card and wherein the playing card floats on the surface of water.

15. The apparatus of claim **14**, wherein the material comprising the playing card comprises a foam layer and a plastic layer.

16. The apparatus of claim **14**, further comprising a plurality of additional playing cards, each additional playing card comprising a material having a density less than a density of water, wherein each additional playing card floats on the surface of water wherein the additional playing cards all have substantially planar surfaces having images such that they collectively comprise a standard card deck.

17. The apparatus of claim **14**, further comprising a plurality of additional playing cards, each additional playing card comprising a material having a density less than a density of water, wherein each additional playing card floats on the surface of water, and wherein the additional playing cards have substantially planar surfaces having images, the images on each card within a first group of the playing cards comprising a representation of the front portion of an animal and the first letters of the animal's name, and the images on each card within a second group of the playing cards comprising a

representation of the rear portion of an animal and the last letters of the animal's name, and wherein each card of the first group is configured to join with any card of the second group to form a complete representation of a real or fanciful animal and the name of the real or fanciful animal.

18. A floating card game system, the system comprising:
a deck of floating, water-resistant playing cards, each playing card having a substantially planar surface having an image, each playing card comprising a material having a density less than a density of water, wherein the material comprising each playing card comprises a foam layer and a plastic layer, each playing card having a structural integrity sufficient to substantially maintain a shape of the playing card;

a container;
wherein the playing cards are contained within the container.

19. The system of claim **18**, wherein the material comprising each playing card has a thickness and a structural integrity sufficient to shuffle the playing card.

20. The system of claim **18**, wherein each card is approximately $75/1,000$ ths of an inch thick, wherein the plastic layer is approximately $15/1,000$ ths of an inch thick and composed of polypropylene, wherein the foam layer is approximately $60/1,000$ ths of an inch thick and composed of ethylene vinyl acetate, wherein the plastic layer and the foam layer are glued and pressure laminated together, and wherein the deck is 4-4.5 inches thick.

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