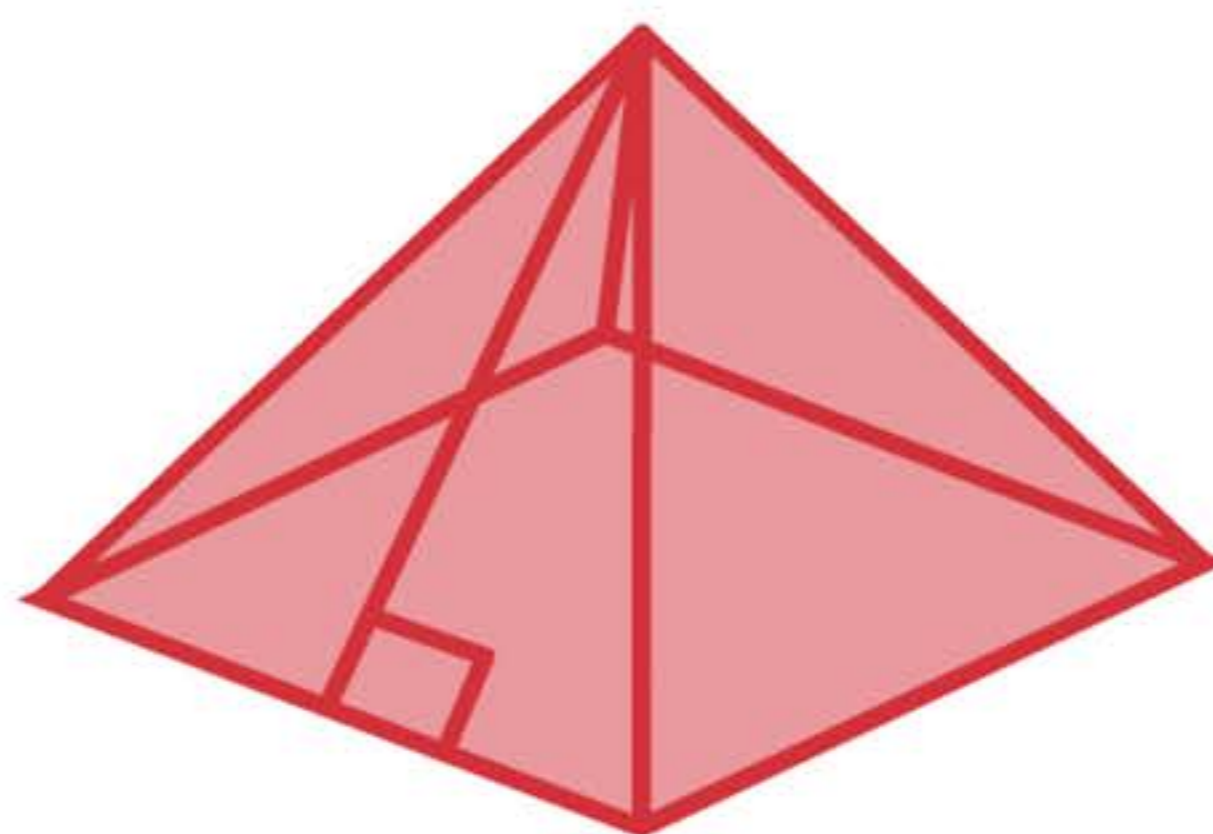




ES

Identify each pyramid by its base and apex.



Base: \_\_\_\_\_

regular

irregular



1/10

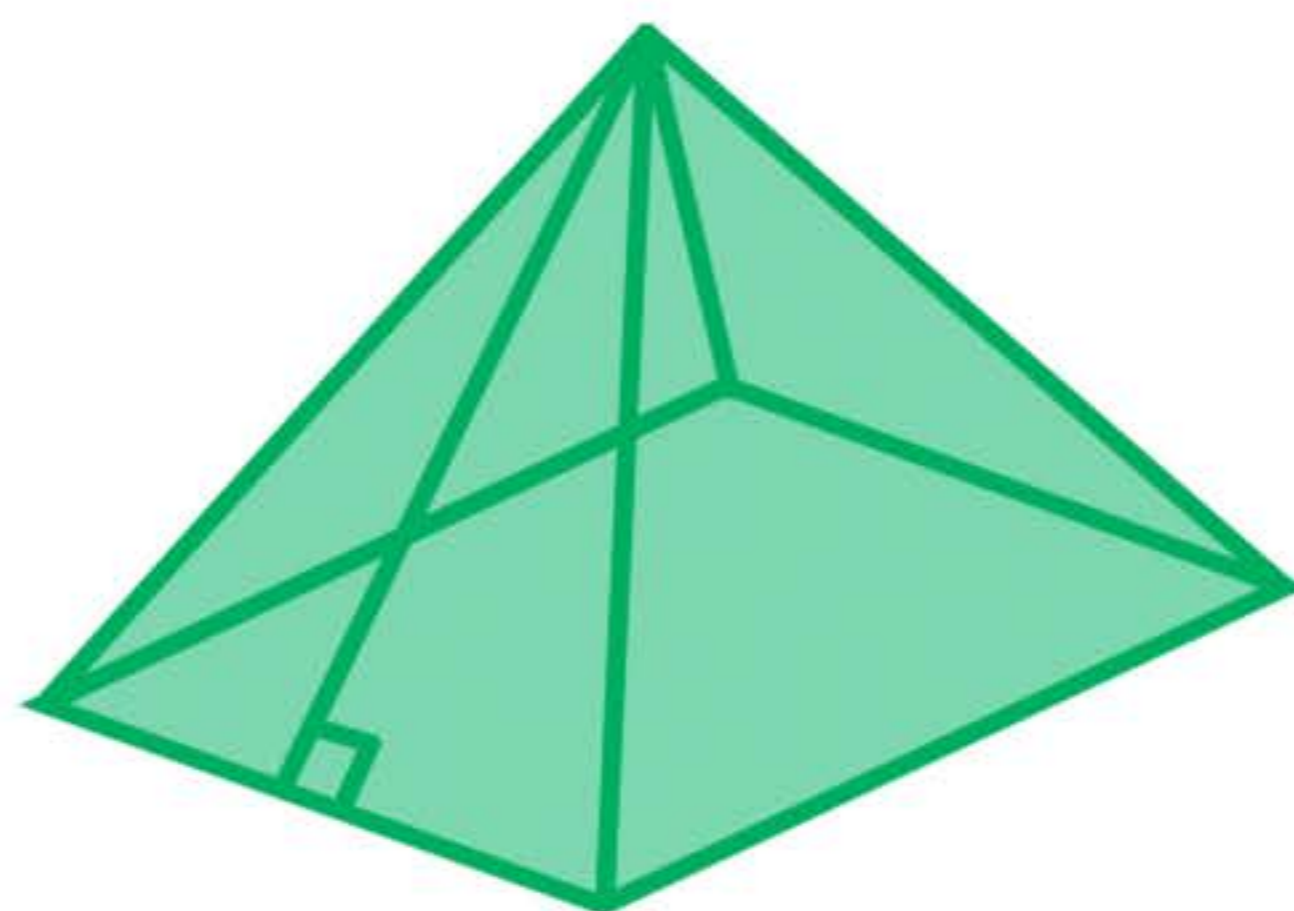
Reset





ES

Identify each pyramid by its base and apex.



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Base: \_\_\_\_\_

regular

irregular

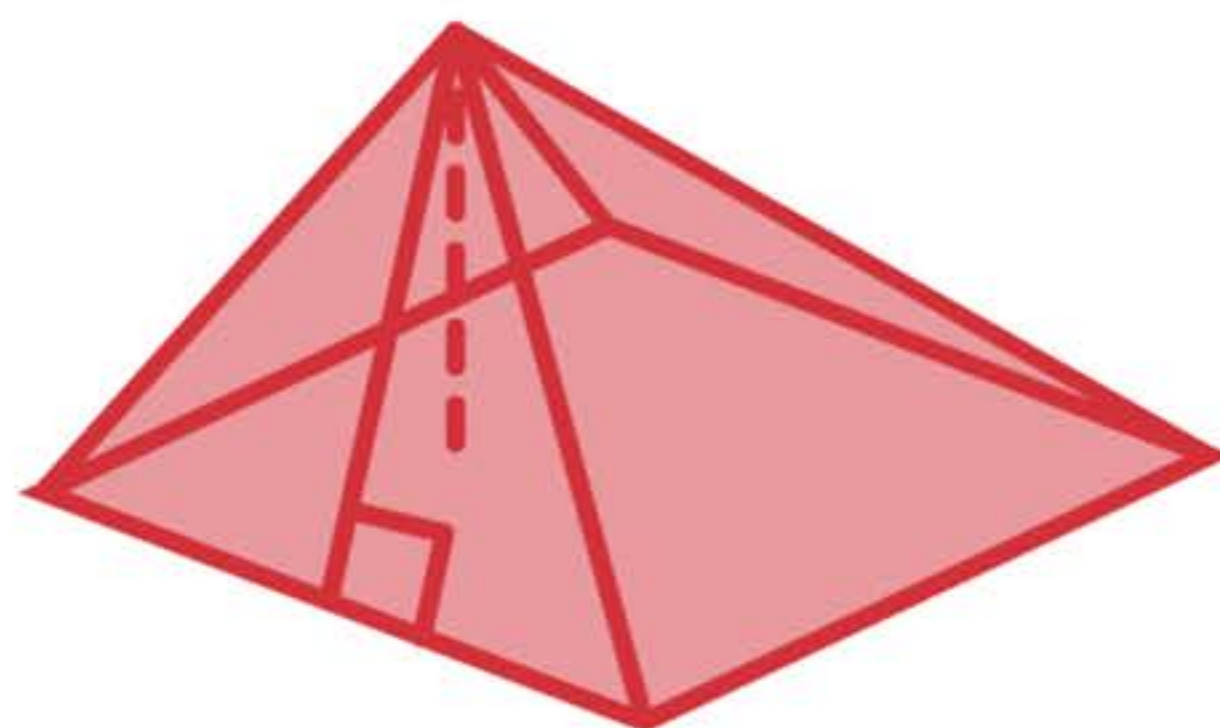
Reset





ES

**Identify each pyramid by its base and apex.**



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**Apex: oblique**

**right**

**oblique**

Reset

