

# M 5.8, 74km ESE of Hachinohe, Japan

Origin Time: 2017-09-26 20:22:11 UTC (Wed 05:22:11 local)  
Location: 40.3350° N 142.3424° E Depth: 37.0 km

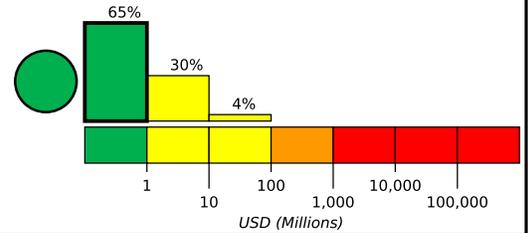
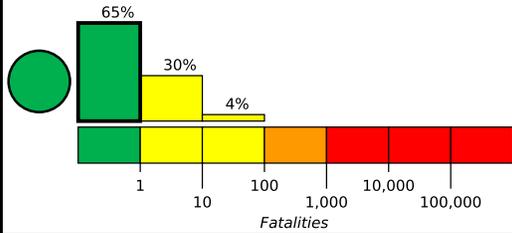
**PAGER**  
Version 6

Created: 5 weeks, 3 days after earthquake

## Estimated Fatalities

Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.

## Estimated Economic Losses

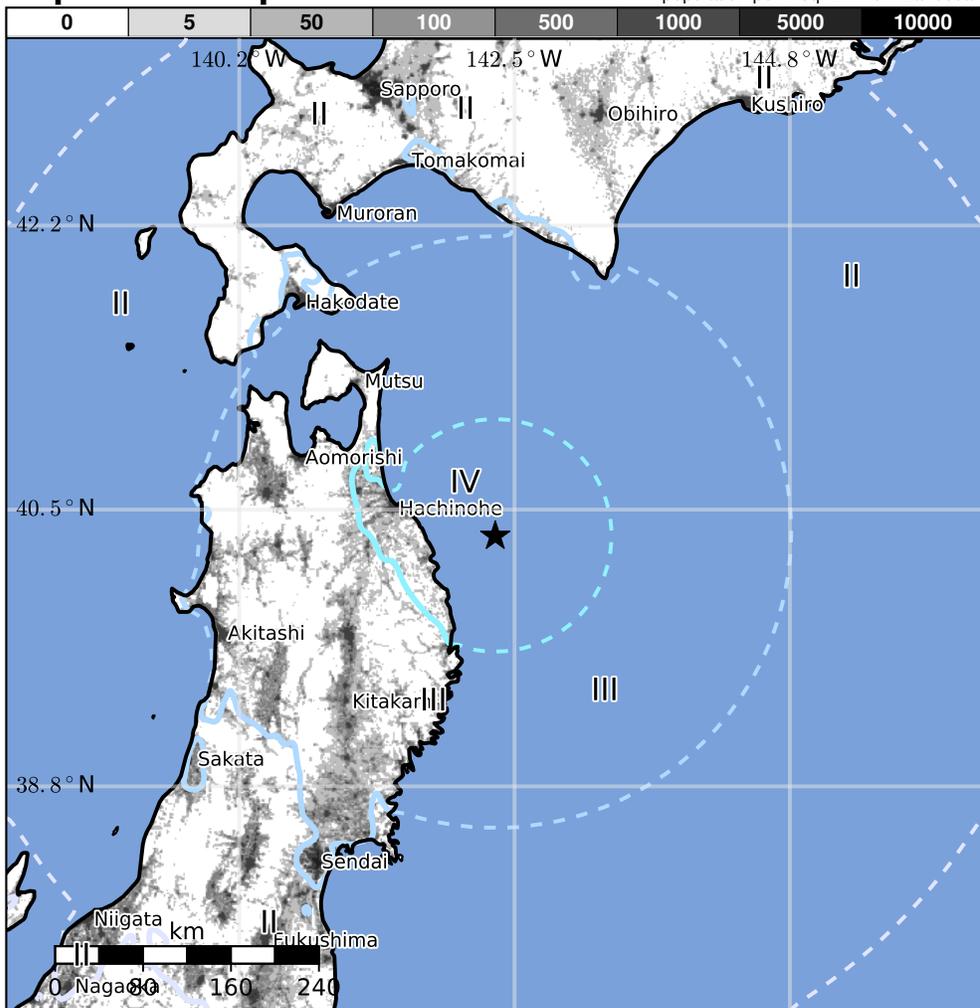


## Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)	133k*	14,055k	551k	0	0	0	0	0	0	
ESTIMATED MODIFIED MERCALLI INTENSITY	I	II-III	IV	V	VI	VII	VIII	IX	X+	
PERCEIVED SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme	
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

\*Estimated exposure only includes population within the map area.

## Population Exposure



## Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are adobe block and unreinforced brick with mud construction.

## Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1994-12-28	95	7.7	VII(130k)	3
1983-05-26	275	7.7	VII(174k)	104
1993-07-12	384	7.7	VIII(4k)	200

Recent earthquakes in this area have caused secondary hazards such as landslides and fires that might have contributed to losses.

## Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Uchimaruru	<1k
IV	<b>Hachinohe</b>	<b>239k</b>
IV	Inuotose	<1k
IV	Furudate	<1k
IV	Misawa	43k
III	Ichinohe	16k
III	<b>Aomorishi</b>	<b>298k</b>
III	Akita	326k
III	<b>Sendai</b>	<b>1,063k</b>
II	<b>Sapporo</b>	<b>1,883k</b>
II	<b>Niigata</b>	<b>505k</b>

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

bold cities appear on map.

(k = x1000)