

What's the cost to run the EdenPURE® Quartz Spaceheater or any others for that matter?

EdenPURE® ads say that I can cut my fuel bill by 50% by using their quartz heater with new copper-core technology to heat only the room I'm in and turning down my thermostat to as low as 50 degrees for the rest of the house. But how much will I pay for electricity then? Does it cost the same as any other space heater?

You'll pay 21.3¢ per hour it runs, but will you keep the other rooms cold? Our residential customers pay on average 16.7 cents per kilowatt hour. According to EdenPURE®'s website, their best heater uses an average of 1.28 kilowatts per hour (or 1.28 kilowatt hours for every hour in use). If the heater runs, say, eight hours while you're at home, in one room, that can equal 10.2 kwh per day or \$1.70 per day. For a month of daily use, that can equal \$51 added to your electric bill. Higher if you use it more than eight hours.

Consumer Reports and the Department of Energy warns that space heating requires you to be careful and change your behavior.

Consumer Reports rated previous EdenPURE® space heaters less than favorably but this version is new. They recommend that you always look for safety features like automatic turn-off if tipped over and never park a heater near upholstery, drapes or run the wire under a rug. Also look for temperature controls that turn off the heater when the temperature has been reached for maximum efficiency.

Like all portable space heaters, the most they can use is 1500 watts but that can add quite a lot to your electric bill, up to \$180 per month if used all day. Consumer Reports states that you need to lower your thermostat at least 17 degrees in the rest of the house in order to save half the use of other fuels.

Bottom line:

The Department of Energy says you must turn down the heat in other rooms to reap any savings from space heaters and that's a major change in behavior. The EdenPURE® space heater, like any other space heater, cannot do this for you. It's not magic!