

Hello! My name is Eric Steingesser, and I'm the owner of Green Machine Lawns. GML services the Harford and Baltimore county areas, in Maryland.

GML started in 2010 as a venture between 2 friends, myself and Robert, who at the time just needed to make some additional money. We both had many years of experience in the field working for other companies, so we thought why not give our own company a go.

We started with just a push mower, sticking outside of my Toyota Camry, pulling up to houses to cut with a 12 inch mower. Things quickly grew for Green Machine Lawns, and we upgraded quickly! We began as a push mowing company, to 4 commercial mowers and a large database of clients. We made our market by focusing on the customer.

All these years later, GML is no longer the small guy, and no longer the new kid on the block. Robert has since moved on, but I continue on in charge and continue to try and make GML the best it can be. I constantly pursue new techniques, new technologies, and to add new services to GML's repertoire. Customer service is the difference maker in this business. A business where so many companies base their profit margins on getting into site and getting out as fast as possible. In an atmosphere like that, GML's focus is on making the customer happy. Which means taking the time to listen to you, and accommodating your needs, even if it takes a bit longer to complete the job.

2023 is GML's 13th season. 13 years of serving Harford and Baltimore county, and more importantly, thirteen years of serving your neighborhood. Being in business for this long means that Green Machine Lawns is familiar with your town, your neighborhood. I feel privileged to be able to work in such great communities for such great customers. You can be sure that I will strive to continue to improve Green Machine Lawn's, and work hard to stay here as part of the community for years to come!

We cater primarily to the Harford & Baltimore County. We beat our competition in pricing. We are Local, Reliable & Affordable.