

Invitation to Build AI Tools for Government Property Management

Government property management is complex, and defense contractors need better support to reduce risk, improve readiness, strengthen records, and meet compliance expectations. FAR 52.245-1 and DFARS 252.245-7005 create key responsibilities for managing and protecting Government property.

I invite defense contractors to join me in building practical artificial intelligence (AI) tools that solve real contractor problems. This effort targets PMSA readiness, record quality, current procedures, subcontractor oversight, loss reporting, and leadership risk visibility. Participation will not require proprietary information, and NDAs will be available.

The goal is not to replace people, but to help teams work more confidently and consistently within the requirements that govern their contracts.

Top AI Tool Ideas

1. **PMSA readiness assistant.** Mock questions, evidence checklists, process reviews, and corrective action support.
2. **Policy and procedure reviewer.** Find gaps, unclear ownership, and outdated language.
3. **Data quality monitor.** Flags missing data, duplicates, outdated locations, and record issues.
4. **Subcontractor oversight toolkit.** Supports checklists, data calls, flow-downs, and risk indicators.
5. **Loss reporting support.** Organizes facts, next steps, and internal review materials.
6. **AI help desks and role-based training.** Provides consistent answers and short training based on approved procedures, contract clauses, and common property questions.

Responsible use matters: tools should rely on approved sources, protected data, human review, and current requirements. Contractors can participate by sharing problems, testing ideas, and reviewing prototypes.

Sign up and help build the future. Together, we can make Government property management clearer, faster, stronger, and more valuable to the defense contracting community.

Scan the QR code to visit the contact page, then send “AI Count me in” to accept the invitation.

