OUR SERVICES BlueStar Litigation Lifecycle



Consulting

As a litigation support provider, BlueStar can consult with you through the entire litigation lifecycle from the legal hold notification process through to final production. By bundling the numerous discovery services, we can not only help you achieve major cost savings, but also provide you with customized solutions tailored to your specific needs. Our team of experts will manage your project and assist you throughout the case. **Consulting and Support Services**

Expert Consulting from Litigation Hold to Production

Litigation Hold

BlueStar can provide you with a defensible, efficient system for automating your legal hold notification process and begin preparing your data for identification and preservation.

Identification and Preservation

We will filter, sample and index your data to identify and preserve what is relevant, providing you with a targeted and defensible dataset and minimizing what needs to be collected.

Collection and Early Case Assessment

BlueStar can help you to determine whether to settle or defend litigation by gaining an early understanding of the collected case data. Whether you prefer on-site or assisted, BlueStar's targeted collections will reduce your data, minimizing processing and review.

Processing

Whether your needs require an efficient TIFF review or a cost-saving Native review, we will prepare your database accurately and on time.

Hosting

BlueStar has the capacity to handle any size review and we offer top of the line platforms such as Relativity and Concordance FYI. Monthly hosting may be discounted when bundled with BlueStar Attorney Review services.

Attorney Review

Save 60-75% when utilizing BlueStar's experienced, US-Barred attorney reviewers and benefit from greater productivity and review efficiency.

Production

BlueStar knows the information you receive must be seamlessly integrated with your own systems, therefore we custom fit every deliverable to your specifications.



MOVING LITIGATION FORWARD