

## TOURNAMENT PROGRESS

As of SUN 15 MAY 2011

Game	Round	Date	Time	Teams	Results	1	2	3	OT	GWS	Venue
49	QF	WED 11	MAY 16:15	CZE - USA	4 - 0	1 - 0	1 - 0	2 - 0			Orange Arena
50	QF	WED 11	MAY 20:15	SWE - GER	5 - 2	2 - 1	2 - 1	1 - 0			Orange Arena
51	QF	THU 12	MAY 16:15	FIN - NOR	4 - 1	0 - 0	4 - 1	0 - 0			Orange Arena
52	QF	THU 12	MAY 20:15	CAN - RUS	1 - 2	0 - 0	1 - 0	0 - 2			Orange Arena
53	SF	FRI 13	MAY 16:15	CZE - SWE	2 - 5	0 - 0	1 - 2	1 - 3			Orange Arena
54	SF	FRI 13	MAY 20:15	FIN - RUS	3 - 0	0 - 0	1 - 0	2 - 0			Orange Arena
55	BMG	SUN 15	MAY 16:00	CZE - RUS	7 - 4	2 - 3	3 - 1	2 - 0			Orange Arena
56	GMG	SUN 15	MAY 20:30	SWE - FIN	1 - 6	0 - 0	1 - 1	0 - 5			Orange Arena

Quarterfinals	Semifinals	Finals
<p>CZE 4 Game #49 MAY 11 16:15 USA 0</p>	<p>CZE 2</p>	
<p>SWE 5 Game #50 MAY 11 20:15 GER 2</p>	<p>SWE 5</p>	<p>SWE 1</p>
<p>FIN 4 Game #51 MAY 12 16:15 NOR 1</p>	<p>FIN 3</p>	<p>Finland Gold Medal Winner</p>
<p>CAN 1 Game #52 MAY 12 20:15 RUS 2</p>	<p>RUS 0</p>	<p>Sweden Silver Medal Winner</p>
	<p>Game #54 MAY 13 20:15</p>	<p>FIN 6</p>
		<p>Game #56 MAY 15 20:30 Gold Medal Game</p>
		<p>CZE 7 Game #55 MAY 15 16:00 Bronze Medal Game RUS 4</p>
		<p>Czech Republic Bronze Medal Winner</p>

Final Ranking		
Gold	FIN	Finland
Silver	SWE	Sweden
Bronze	CZE	Czech Republic
	4 RUS	Russia
	5 CAN	Canada
	6 NOR	Norway
	7 GER	Germany
	8 USA	USA
	9 SUI	Switzerland
	10 SVK	Slovakia
	11 DEN	Denmark
	12 FRA	France
	13 LAT	Latvia
	14 BLR	Belarus
	15 AUT	Austria
	16 SLO	Slovenia

### NOTES

As it becomes known that a team will be in a game, that team's NOC code will replace the descriptive code. The order of the games with "tbd" in place of the team match-up and time will be decided by the IIHF Directorate upon completion of the previous round.

### LEGEND

<b>1</b>	1st period	<b>2</b>	2nd period	<b>3</b>	3rd period	<b>BMG</b>	Bronze medal game
<b>Cx-y</b>	Classification game	<b>GMG</b>	Gold medal game	<b>GWS</b>	Game winning shots	<b>Ln</b>	Loser, game 'n'
<b>OT</b>	Overtime	<b>QF</b>	Quarterfinals	<b>SF</b>	Semifinals	<b>tbd</b>	To be determined
<b>Wn</b>	Winner, game 'n'						