three per door is ok, but I like to throw 2 more or so near the mct, to really kill the higher class characters.It's a tough balance to work out. One thing I would remember when mining is to put the les simportant mines first if you have time. That way if you hit 30, and someone uses a remote c4 or some other person starts mining, you won't lose the really important mines first. Obviously on maps with easy rushes and no defenses like walls and such you want to adjust accordingly, but otherwise, that's what I try to do.