There's no hard and fast (obviously) but I usually lay mines inside doors, and use a shape like the number 5 on a dice. There's absolutely no point in laying them too close to each other, or in a pretty little line. I lay mines assuming the enemy will run in/through doors, not stand still. Also don't overlook the benefits and additional damage of a head-height mine. Don't always lay mines with a view to killing characters, as for higher value ones you'll need more, and use up the limit. Though boinks are pleasing, I usually aim to make a foot soldier that badly wounded that team mates can finish him off quite easily/quickly, and repair/disarm quicker.Finally it really depends on the map, the stage of the game and the ease with which the other side can reach and enter structures. Lastly, remember there is a limit of 30 mines, including remote C4, so place wisely and check your eggs often!Some ideas, there are many more