I find mines are better used as a warning system, something that injures your opponent or something that will slow them down. If you are mining to defend an apc rush, 6 mines doesnt even kill all of the riders, which makes the mining void except for slowing them down and maybe killing one of the riders. Which brings up the point that when there is an apc rush, hopefully someone in your base sees it, and someone almost always will, it is important for your team to defend that structure because just mining isnt going to stop them. If it were just mining and no defense they could just disarm them and c4 the building. Thus, slowing down the attackers so defenders can get into position is more important then mining to kill the opposition. And in Walls Flying the best mining for GDI is mining the 2 ramps of tunnel and a string of mines across the entrance. This string of mines warns GDI when it goes off that there is an sbh, plus you can always disarm nukes, and you get points for doing so. If there is a nuker that gets through, a good team immediatly will find it and be able to destroy it. The perfect example of how it acts as a warning system is on Hourglass if GDI loses its AGT. Here mining the sides of the AGT will allow you to see if sbh's enter the base- the mines will detonate, and you can remine after killing them.

Good teams can always find ways of getting rid of mines, not even good teams, good PLAYERS, so defending just goes along with mining, and the point of the game which is to destroy the other teams base while protecting your own. Key words PROTECTING YOUR OWN.