

- Track finding - (lack of) redundancy in tracking solution,
 - Vertex finding - radial spacing of innermost barrel vertexing layers,
 - Outer radius of disks at large- $|z|$ - what variation on $r_{\text{out}} = 0.43\text{m}$ is tolerable ($r_{\text{out}} = 0.20\text{m}$ is too small)?
 - Acceptance “discretization” in particular immediately around the beampipe - layout of sensors on disks, possibly sensor (reticle) shape,
 - Effects of traversed material increasing with increasing radius in disks - sensor layout, cooling,
 - Impact of (further) changes in beam-pipe radius, material - Au coating, bake-out infrastructure, etc.
-
- Benefit of an additional MAPS layer just before the ToF in ATHENA baseline-2 - large area barrel layer,
 - Option of constant-length intermediate barrel layers, possibly combined with identical small- $|z|$ disks - trade offs of material, services and signal routing, constructibility, and acceptance “discretization”,
 - Re-optimization of ATHENA baseline towards TDR - baseline 2 is a collaboration compromise rather than a science-quantity optimized solution,
-
- Window for event-smearing and/or some classes of (“physics”) fast-simulations is rapidly disappearing, I believe.