Self-avoiding polygons in 3d are perhaps one of the simplest ways to investigate random knotting. Recently there has been a great deal of work studying and cataloguing minimal length knotted conformations. I will describe work that Buks van Rensburg and I have done on minimal-length knotted polygons on three cubic lattices. More precisely I will talk about some of the different algorithms we have used to build our knot catalogues and some of the uses we have found for our data. In particular, I will talk about the writhe of minimal conformations and its not-quite-universality. (Received December 08, 2011)