Farmers make choices that impact the spread of livestock diseases. They don't make these choices in isolation, but instead in the context of policy, social pressures, and the actions of their neighbours. They also don't all run their farms in the same way, or have the same opinions or preferences! We use a graphical game coupled with a simple disease model to investigate how the behaviour of their neighbours combined with their own differing beliefs might affect farmers' decisions, and therefore the spread of disease. This is joint work with Rowland Kao.