

## Intro To Guitar - Bio and Class Summary (2026)



### BIO

Hello! My name is Pastor David Ortega. I have had the pleasure of serving at Vine for 3 years as a teacher and have enjoyed it immensely.

My family moved to Gilroy in 2016. My wife, Andrea, and I have three children, one in 9th grade, one in 11th, and one fairly recent graduate. We have served on staff at *The Foothills Church* in Gilroy since arriving.

I have been a musician all my life. I grew up singing in school choirs, played alto saxophone for three years in band, and began playing guitar at age 15. I began playing piano/keyboard when I was 17 and drums since I was 21. I have led worship in several churches for over twenty-five years. I have also led worship at youth camps, played in bands for a few church conferences as well as in some local gigs both solo and with additional musicians.

### SHORT CLASS SUMMARY

This is an **introduction class** on playing guitar. We will be focusing on only the **basics**. Unfortunately, it will be very *slow* for intermediate guitar players.

- Class focus:
  - Guitar strings normal tuning
  - Tuning a guitar
  - Left/Right hand coordination
  - Open chords practice (*majority of our time*)
  - Strum patterns (4/4 and 6/8 time signatures)
  - Basic chord theory
  - Introduction to the Nashville Numbering System
- General music theory:
  - Major/Minor keys
  - Major scales
  - Common chord progressions

### GRADING

This is a pass/fail class, so students will be graded on their engagement and participation. Please:

- Show up
- Be on time
- Play diligently in class
- Practice diligently at home
- Bring all required materials

I recommend **20 minutes** of practice a day

### CLASS MATERIALS

- Guitar (acoustic, steel-string) – *must be in good enough condition to be tuned*
- Guitar strap
- Guitar pick – [this one](#) is my favorite for playing acoustic guitar
- Tuner – [this one](#) is my favorite
- Capo – something like [this](#) works great
- Any printed materials given or sent on *Google classroom*

These materials must be brought to *each* class