

Opus465

By Sarah Berger

While this may have only been my second trip to Opus 465, it will certainly not be my last. At first glance, Opus 465 emanates a pub-like aura (due to dark ambiance), but as one walks toward the back of the restaurant, a hidden gem is revealed. Considered to be among the best in Westchester outdoor dining, Opus 465 has maintained its strong presence in Armonk for decades. Shaded by bright orange tents, the outdoor portion of Opus 465 is the perfect spot for a summer's day lunch or dinner. Whether one is hosting a 25-year high school reunion or meeting a friend for a quick bite, Opus 465 can definitely accommodate parties of all sizes.

This restaurant boasts many great features for people of all appetites and ages. Unlike many Armonk restaurants and cafés, Opus 465 hosts a fun-filled "Happy Hour" most weeknights from 4-6 PM. Complete with funky live music and half-priced drinks, Opus's Happy Hour is a great way to enjoy one's self and not break a budget.

Now for the real topic at hand. The food. As a whole, the menu at Opus 465 is extensive, fairly well-rounded, and utilizes great blends of flavors and cooking styles. I must articulate that the strongest area on the menu at Opus 465 is "Salad". There are over a dozen varieties of salad to choose from; each one possessing balance and unique flavors. I would recommend the Goat Cheese and Pine Nut salad or the July Salad. The portions exceed that of most restaurants you will find in the Westchester area. In terms of service and cleanliness, Opus 465 has really nailed it. During my whole hour-long meal outdoors, the area was bug-free, had a mild temperature, and was shaded very well. The server happened to have great timing with the water, clearing of plates, and the check which was of course, and added bonus to a great meal. Whether you are in the mood for a light lunch or full four-course meal, Opus 465 is a must in the summer months. Enjoy the outdoor dining when you get the chance, it is an escape from the ever-lingering rain.