







Normal Geirskogul use (approx. 3 Geirskoguls per minute):

HT → ID → Dis -(BotD)→ CT → 4th	(combo 1)	 = Geirskogul #1 can be used
Ph → TT → VT → FT → 4th	(combo 2)	
HT → ID → Dis → CT → 4th	(combo 3)	 = Geirskogul #2 can be used
Ph → TT → VT → FT → 4th	(combo 4)	
HT → ID → Dis → CT → 4th	(combo 5)	
Ph → TT → VT -(BotD)→ FT → etc.	(combo 6)	 = Geirskogul #3 can be used

Geirskogul use at GCD length of 2.31s-2.38s (approx. 2.6 Geirskoguls per minute):

HT → ID → Dis -(BotD)→ CT → 4th	(combo 1)	 = Geirskogul #1 can be used
Ph → TT → VT → FT → 4th	(combo 2)	
HT → ID → Dis → CT → 4th	(combo 3)	 = Geirskogul #2 can be used
Ph → TT → VT → FT → 4th	(combo 4)	
HT → ID → Dis → CT → 4th	(combo 5)	
Ph → TT → VT → FT → 4th	(combo 6)	 = Geirskogul #3 can be used
HT → ID → Dis -(BotD)→ CT → 4th	(combo 7)	

I estimate that optimized Geirskogul use normally accounts for about 5% of our DPS under single-target conditions. If this is true, then we can solve the proportion $\frac{5\% \text{ DPS}}{3 \text{ GK}} = \frac{x \text{ DPS}}{2.6 \text{ GK}}$ to get an x-value of 4.33%, which means that we're losing about 2/3rds of a percentage point of DPS by dipping to these extra-low GCDs.

That's not insanely dramatic, but it suggests that there is a DPS loss associated with that range of Skill Speeds which goes beyond what the raw stat weights suggest. Additionally, with these SS levels, it might not be possible to land two Geirskoguls with every BFB (due to decreased flexibility and the decreased frequency of Geirskoguls), which is another definite downside.